



Introduction

Kings! Ring of Fire! Circle of Death! No matter what you call it, the classic drinking game you learn in seconds and play for hours just got even better! This deck includes fan favorites plus clever, never-before-seen cards. Every card is unique! To succeed in this updated version, you'll need to be quicker, smarter and of course, thirstier.

Turn Overview

- 1) You draw one card from the spread around the King's Cup.
 - The card reader is always allowed to properly read the card so instructions are understood clearly.
 - Other players may still interrupt the card reader with their own card effects.
- 3) You must follow the card's instructions.
- Some instructions you execute immediately.

A Drinking Game

This game involves drinking. You can use any beverage of your choice. Your beverage does not need to be alcoholic. You must be above the legal drinking age to consume alcohol. Please drink responsibly. Play within your limits and avoid aggressive behavior to reduce the risk of overconsumption and injury. You can always opt out of drinking. You can always withdraw from the game.

Turn Overview (cont.)

- Some instructions you execute at a later time. You can execute card instructions during anyone's turn.
 - Some instructions last for a certain duration. This can result in multiple instructions overlapping.
 - If you are instructed to use a card as a prop but no used cards are available, simply borrow a card from the spread. Remember to return the card when done.
- 4) Place the card face up in front of you. Your turn is now over.
 - Your cards will help serve as a reminder of your ongoing effects.
 - Your cards will also be used as props for certain tasks.

Necessary Components

To play this game, not only will you need the deck of cards provided, but you will also need:

- 1 empty cup.
- A beverage for each player, plus plenty of refills.



End of Game

Within the deck are eight cards titled: *Hail To The King*. If you draw one of these cards, you must fill a fourth of the King's Cup using your own beverage. For example, after two of these cards are drawn, the King's Cup will be half-full (possibly with an unsavory mix of beverages).

The drawing of a fourth *Hail To The King* card signifies the end of the game. If you draw this card, fill the remaining fourth of the King's Cup with your own beverage. You must now drink the entire King's Cup.

Game Setup

- 1) All players sit around a table with their beverage.
- 2) The empty cup is placed in the center of the table. This cup is referred to as the King's Cup.
- 3) All the cards are shuffled and spread face down around the King's Cup.
- 4) A player is selected to start. Turns proceed clockwise.

Legal Disclaimer

Lost Boy Entertainment LLC cannot and does not make any warranties regarding the safety of this game. Any alcohol consumption and/or action performed while playing this game is strictly at your own risk. Lost Boy Entertainment LLC will not be liable for any losses, injuries or damages in any manner in connection with this game. Please act responsibly.

Players agree to accept any and all responsibility or liability associated with any harm, losses, injuries or damages in any manner in connection with this game.

Objective

Throughout the game, you will have the ability to make players drink from their beverage. Try and avoid drinking while making other players drink. Should you finish your beverage, simply refill and continue playing.

The King's Cup will fill with liquid from the assortment of player beverages. The game ends when a player is instructed to drink the King's Cup. You do not want to be the player who has to drink the King's Cup!

Credits

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