

Kings (Drinking Game)

3-10 players

52 cards

Difficulty: Easy

Duration: Short

Follow card rules and avoid being the player to draw the fourth King.

SETUP

- 3-10 players with a standard 52-card deck.
- Spread cards face-down in a pile. Place a large empty cup in the center.

SCORING

- No scoring. Game ends when the fourth King is drawn or all cards are gone.

Tip: Track all active Jack rules and watch out for the Question Master.

ON YOUR TURN

- Draw one card from the pile.
- Follow the rule for that rank (Ace=Waterfall, 2=You, 3=Me, etc.).
- Kings: pour your drink into the center cup.
- Fourth King: drink the entire King's cup.

Kings is one of the most popular drinking card games worldwide. Cards are spread in a pile or ring and players draw one at a time, with each rank triggering a unique rule such as Waterfall, Categories, or Make a Rule. The game builds layers of active rules and culminates when the last King is drawn.

Objective

Draw cards and follow the associated rules. Avoid breaking any active rules, which results in drinking. The player who draws the fourth King drinks the King's cup.

Setup

1. **Players:** 3 to 10 players.
2. **Deck:** Standard 52-card deck.
3. **Layout:** Shuffle the deck and spread all cards face-down in a pile in the center of the table. Place a large empty cup (the King's cup) in the center or nearby. Each player has their own drink.

Card Rules

1. **Ace - Waterfall:** The drawer starts drinking. Going clockwise, each player starts drinking and cannot stop until the person before them stops.
2. **2 - You:** Point at someone. They drink.
3. **3 - Me:** The drawer drinks.
4. **4 - Give 2, Take 2:** Give out 2 drinks and take 2 drinks (or 'Floor' - last to touch the floor drinks).
5. **5 - Guys:** All male-identifying players drink.
6. **6 - Chicks:** All female-identifying players drink.
7. **7 - Heaven:** Last player to raise their hand drinks.
8. **8 - Mate:** Pick a drinking mate. They drink whenever you do for the rest of the game.
9. **9 - Bust a Rhyme:** Say a word. Go around rhyming. First to fail drinks.
10. **10 - Categories:** Pick a category. Go around naming items. First to fail drinks.
11. **Jack - Make a Rule:** Create a new rule that lasts the whole game. Breaking it = drink.
12. **Queen - Question Master:** Become the Question Master. Anyone who answers your questions must drink until the next Queen.
13. **King - King's Cup:** Pour some of your drink into the King's cup. The 4th King drawer drinks the entire cup.

End of Game

- **Fourth King:** The game typically ends when the fourth King is drawn and the King's cup is consumed.
- **All cards drawn:** Alternatively, play continues until all 52 cards have been drawn.

Variations

- **Alternative card rules:** Groups commonly swap rules for specific ranks. Common alternatives include 'Never Have I Ever' for a 10, 'Thumb Master' for a Queen, and 'Snake Eyes' for a 4.
- **Ring of Fire style:** Spread the cards in a ring around the cup. If you break the ring, you drink.
- **Social:** Some groups assign 'Social' (everyone drinks) to a specific rank.

Tips and Strategies

- Keep track of all active Jack rules to avoid accidental violations.
- As Question Master, ask casual-sounding questions to catch people off guard.
- Choose interesting and creative categories for 10s to make the game more fun.

Tips & Strategy

Remember all active Jack rules and watch for the Question Master. Pick creative categories and memorable rules to keep the game lively.

Kings is almost entirely luck and social play. The only 'strategy' is crafting clever Jack rules and being a devious Question Master.