

Ring of Fire

3-10 players

52 cards

Difficulty: Easy

Duration: Short

Follow card rules and avoid drawing the fourth King (which means drinking the King's cup).

SETUP

- 3-10 players with a standard 52-card deck.
- Spread cards face-down in a ring around a large center cup.

SCORING

- No scoring. The game ends when all cards are drawn or the King's cup is consumed.

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

ON YOUR TURN

- Draw a card from the ring without breaking the circle.
- Follow the rule for that card's rank (2=You, 3=Me, 7=Heaven, etc.).
- Kings: pour your drink into the center cup. 4th King drinks it all.

Ring of Fire is a widely played drinking game where cards are spread in a circle around a central cup. Players take turns drawing cards, and each rank triggers a specific rule or action. The game continues until all cards have been drawn or the King's cup is consumed.

Objective

Follow the rules associated with each card rank as you draw from the ring. Avoid being the player who draws the fourth King and must drink the central King's cup.

Setup

1. **Players:** 3 to 10 players.
2. **Deck:** Standard 52-card deck.
3. **Layout:** Spread the entire deck face-down in a circle (the ring) around a large empty cup in the center (the King's cup). Each player has their own drink.

Card Rules

1. **Ace - Waterfall:** Everyone starts drinking. You cannot stop until the person before you stops, starting with the card drawer.
2. **2 - You:** The drawer points at someone who must drink.
3. **3 - Me:** The drawer drinks.
4. **4 - Floor:** Everyone must touch the floor. Last person drinks.
5. **5 - Guys:** All male-identifying players drink.
6. **6 - Chicks:** All female-identifying players drink.
7. **7 - Heaven:** Everyone points to the sky. Last person drinks.
8. **8 - Mate:** Choose a partner who must drink whenever you drink for the rest of the game.
9. **9 - Rhyme:** Say a word. Players go around saying words that rhyme. First to fail drinks.
10. **10 - Categories:** Name a category. Players list items in that category. First to fail drinks.
11. **Jack - Make a rule:** Create a rule that lasts the rest of the game. Anyone who breaks it drinks.
12. **Queen - Question master:** You become the question master. Anyone who answers your questions directly must drink, until the next Queen is drawn.
13. **King - King's cup:** Pour some of your drink into the center cup. The fourth King drawn means that player drinks the entire King's cup.

Ring Rule

- **Do not break the ring:** Cards must be drawn without breaking the circle of cards. If a player breaks the ring (creates a gap), they must drink as a penalty.

Variations

- **Alternative rules:** Many groups swap individual card rules. For example, 4 = 'Dinosaurs' (put hands on head like a dinosaur, last one drinks).
- **Thumb master:** Instead of Question Master for Queens, some play a Thumb Master rule where the Queen drawer can secretly place their thumb on the table and the last to follow drinks.

Tips and Strategies

- Remember active rules created by Jacks to avoid penalty drinks.
- When you are Question Master, ask subtle questions to catch people off guard.
- Choose creative and enforceable rules when you draw a Jack.

Tips & Strategy

Keep track of how many Kings have been drawn and who is the current Question Master. Make creative Jack rules that are fun but enforceable.

The game is largely luck-based, but the Question Master and Jack rules add a social strategy element. A well-crafted rule on a Jack can shift drinks to specific players.