

GENERAL RULES

- **LABEERINTH** can be played by **up to 8 people**, the game includes however 10 coins for you to personalize using the stickers.
- After years of research, we recommend playing the game with beer, but of course you're free to choose your personal favorite drink... at your own risk.
- **LABEERINTH** is played with only one dice.
- To start the game, everyone rolls a dice, the one who gets the highest number starts, if 2 or more people get the same highest number, these champions repeat the procedure
- The first one to reach the "Hang-OVER" field wins the game and the game is over, by now everyone should be hammered; if not Wow! now go for round 2.
- To get to the last field, you have to roll the exact number. If you roll a number higher than the one required, you have to wait until the next turn to roll again and you will have to drink the amount of sips the dice is showing.
- If you roll the dice off the table, your turn is skipped and you have to take 3 sips of your drink.
- If you want to go to the toilet during the game you have to take a shot. When the first person steps onto or passes HALFTIME DRINKS (N.26), everyone is allowed to go take a piss.

IMPORTANT: DON'T DRINK AND DRIVE. Do yourselves and your loved ones the favor to stay at the host's place until you can look straight ahead again (until you're sober!). Don't forget that we love you, you morons.

FIELDS EXPLAINED

- 0° **START:** Let's get ready to drink.
- 1° **EVERYONE DRINKS:** Welcome fellow sponges, everyone take a sip.
- 2° **WATERFALL:** The person who rolled starts the waterfall; only when you stop drinking the person that started after you can stop drinking too and so forth.
- 3° **CHICKS DRINK:** Ladies time. One sip.
- 4° **OFFER 4 SIPS:** You can give them all to your best mate or split them up just like Jesus would.
- 5° **MAKE A RULE:** Make any rule you want, the one who violates it has to take a sip. Be creative. You cannot undo a previous rule with another rule. All rules are valid until the end of the game.
- 6° **CLAP:** Clap your hands once: The left neighbor has to clap. Clap your hands twice: Direction changes. The first one to fuck up or hesitate for 2 seconds takes 3 sips.
- 7° **RIGHT DRINKS:** Your right neighbor takes a sip.
- 8° **DICKS DRINK:** One sip for the boys... If you aren't sure get the person who rolled to check.
- 9° **HELGA:** Congratulations, your new name is Helga from now on, anyone who doesn't call you by your new name has to take a sip. If your real name is actually Helga, everyone else has to drink 3 sips. You've been punished enough. The next person to land on this field get their nickname chosen by the first Helga, and so forth.
- 10° **CHUG:** Finish your drink, you have to fill up your cup in case you have less than 5 sips in it, before you chug.
- 11° **DRINK 3 SIPS:** Help yourself, have a cozy 3 sips.
- 12° **DRINK BUDDY:** Chose a drink-buddy. This lucky candidate has to take a sip every time you have to drink. If you have to chug a shot or have to drink 3 sips, your drink-buddy only has to drink one sip. Drink-buddies are only 2-people relations; if 'A' has a drink-buddy 'B' and 'B' also has his own drink-buddy 'C', when 'A' has to drink, only 'B' has to take a sip.

FIELDS EXPLAINED

- 13° LEFT DRINKS:** Your left neighbor can moisturize his gob. 3 sips
- 14° THUMB MASTER:** When you put your thumb on the table, everyone must follow. The last person to put their thumb down, drinks (1 sip). You remain the holy Thumb Master until someone else steps onto this field.
- 15° ONE SHOT & ONE SHOT:** You have to drink a shot and also offer a shot to a lucky companion of your choice.
- 16° NANNY TIME:** You're the nanny, your mission is to bring everyone's drinks to the table and serve them until somebody else steps onto this field. In case the nanny is not on the table while getting the drinks, Thumb Master and similar rules do not apply to this individual.
- 17° FIELDS BACK:** Go back 6 fields, to number 11. Cheers.
- 18° TIME OUT:** Nothing happens, similar to your sex life.
- 19° STAND UP FOR THE QUEEN:** You stand up, everyone else has to stand up too, the last one to do so has to take a nice little sip. You remain the Queen until someone else steps onto this field.
- 20° RHYME:** Say a word, you neighbor has to answer a (real) word that rhymes and so forth. The first one to fuck up has to take 3 sips. You have 5 sec to answer
- 21° SHOW LAST PIC:** Show everyone the last picture you have on your phone's camera roll. If you don't want to, chug a beer, pussy.
- 22° 21.ELEVATOR:** Straight to field number 30, hope you're ready for your special delivery.
- 23° NEVER HAVE I EVER:** Never have I ever: then say something you haven't done (yet). The ones who have done it, take 3 sips.
- 24° YOUNGEST DRINKS:** The baby of the group has to take 3 sips.
- 25° LIKE AN ANIMAL:** You choose an animal, everyone has to do their best impersonation of that animal, the one with the worst performance (chosen by the whole group) has to drink 3 sips. Welcome to the zoo.
- 26° HALFTIME DRINKS:** You made it halfway through the Labeerinth, Cheers to that, everyone drinks 3 sips. Also, when the first person steps onto or over this field, you may all go take a piss.
- 27° MAKE A RULE:** Ref. to field 5°
- 28° ROCK, PAPER, SCISSORS:** Pick someone, loser drinks 3 sips.
- 29° OLDEST DRINKS:** Cheers old beggar.
- 30° SPECIAL DRINK:** Special Delivery into your belly: take a shot glass, straight up everyone on the table can add a little bit of some beverage into that glass until it is full; bonne dégustation.
- 31° COVID19:** Everyone stepping onto this field is in quarantine, every time you touch someone you'll have to take a sip. If someone touches you, they have to take a sip. Shit is real. (Only exception to this rule is the group hug – field 41°)
- 32° NO 'YES' OR 'NO':** Can't say 'yes' or 'no'. In any language. Until the end of the game. If you do, have a sip.
- 33° SHOT:** Drink a shot, the group has to decide about what kind of drink. You best hope they like you...
- 34° STARING-CONTEST:** Pick a partner and passionately look each other in the eyes; the first one to crack up has to take 3 sips
- 35° COIN FLIP:** Flip a coin: Heads – everyone drinks 3 sips / Tails – you drink 3 sips.
- 36° DRINK 3 SIPS:** Cheers amigo
- 37° TELL A JOKE:** You tell a joke, if nobody laughs, you have to drink 3 sips.
- 38° OFFER 5 SIPS:** Big spender.

FIELDS EXPLAINED

39° GO BACK 3 FIELDS: HAHA

40° SPECIAL POWER: Show everyone your special power; a trick only you can perform. If someone else on the table can replicate the trick, you'll have to take a sip, if not, everyone else has to drink.

41° GROUP HUG: An instance of a number of people embracing one another simultaneously, typically to provide support or express solidarity. Just hug, you fools.

42° FACEBOOK STATUS: Give your phone to the party, they will post a little text on facebook that you can only delete when the game is over. For every like the post gets, you'll have to drink a sip; if you do not have Facebook drink a shot the party can decide about what kind of shot.

43° TAKE A BREAK: You may go take a piss, have a cig, have a kitkat, nobody cares. Until it is your turn again, nobody can make you drink. Enjoy your little holiday.

44° BACK TO START: You're fucked.

45° DICE GAME: Roll the dice, the result is the number of sips you have to drink; if you roll a 6, you can give away 6 sips.

46° MAKE SEX NOISES: Give us your best performance or drink a shot.

47° BLACK HOLE: You're one unlucky bastard – right back to field number 15.

48° DRINK 3 SIPS: Help yourself my friend.

49° EVERYONE SINGS A SONG: You can pick the song, everyone has to join in. The ones who don't have to chug their drink.

50° GROUP SELFIE: Thank me later

51° GIVE AWAY 3 SHOTS: Who's getting shot?

52° DRINK 2 SHOTS OR BACK TO START: Choose wisely my friend.

53° TOURNEE GENERALE: Everyone have a cozy last sip and think about how proud you have made your parents today.

54° HANG OOOOOVER: Congratulations, you're drunk.



PLEASE, DON'T DRINK AND DRIVE