

B A R G A M E S 1 0 1



Top 10 Party Games Everyone Should Know

Quick rules for the games that make every party legendary.
From Beer Pong to Power Hour -- your cheat sheet to being
the best host in the room.

FREE GUIDE

FROM THE BOOK

"Bar Games 101: The Drinker's Guide to Their Favorite Games"

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01

Beer Pong

[Watch Video](#)PLAYERS: **2-4** DIFFICULTY: **EASY** TIME: **15-30 MINUTES**

The quintessential party game. Learn the official beer pong rules, table setup, throwing techniques, and house rule variations that make the game legendary.

WHAT YOU'LL NEED

You need a **long table** (8 feet is standard, but any table works), **20 plastic cups** (10 per side), **2 ping pong balls**, and **beer or drinks of choice**. You'll also want water cups for rinsing balls.

SETUP

Arrange 10 cups in a triangle (4-3-2-1) at each end of the table. Fill each cup about 1/3 with beer (or whatever you're drinking). Set a water cup to the side of each triangle for ball rinsing.

HOW TO PLAY

Two teams of 1-2 players face each other across the table. Each team takes turns throwing ping pong balls at the opposing team's cups.

- **If a ball lands in a cup**, the opposing team drinks that cup and removes it.
- **Both players on a team shoot** each round.
- **If both players make it**, balls come back — shoot again ("heating up").
- **Bounce shots** count as 2 cups but can be swatted away.
- **Elbows/wrists** must stay behind the edge of the table.

WINNING

The first team to eliminate all of the other team's cups wins. The losing team drinks all remaining cups on the winner's side. Most house rules allow a **rebuttal** — the losing team gets one last round of shots to try to force overtime.

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02

King's Cup

[Watch Video](#)

PLAYERS: 4-10 DIFFICULTY: EASY TIME: 30-60 MINUTES

The classic drinking card game where every card has a rule. Learn the standard King's Cup rules, popular variations, and tips for an unforgettable game night.

WHAT YOU'LL NEED

A **standard deck of 52 cards**, a **large cup** (the King's Cup), and **drinks for everyone**. Place the King's Cup in the center and spread cards face-down in a circle around it.

SETUP

Everyone sits in a circle. Place an empty cup in the center. Spread all 52 cards face-down around the cup in a ring. Each player should have their drink ready.

HOW TO PLAY

Players take turns drawing cards clockwise. Each card has a specific rule:

- **Ace — Waterfall:** Everyone starts drinking. Can't stop until the person to your right stops.
- **2 — You:** Point at someone. They drink.
- **3 — Me:** You drink.
- **4 — Floor:** Last to touch the floor drinks.
- **5 — Guys:** All guys drink.
- **6 — Chicks:** All ladies drink.
- **7 — Heaven:** Last to point up drinks.
- **8 — Mate:** Pick a drinking buddy.
- **9 — Rhyme:** Say a word, go around rhyming. First who can't, drinks.
- **10 — Categories:** Pick a category, go around naming things.
- **Jack — Make a Rule:** Create a rule everyone must follow.
- **Queen — Question Master:** If anyone answers your question, they drink.
- **King — King's Cup:** Pour into the center cup. 4th King drinks it all.

Winning: No winner — just survivors. The game ends when all cards are drawn. The real loser is whoever draws the 4th King.

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03

Flip Cup

[Watch Video](#)PLAYERS: **6-20** DIFFICULTY: **EASY** TIME: **10-20 MINUTES**

The fast-paced team relay drinking game. Learn the rules, technique, and variations for Flip Cup — the ultimate party starter.

WHAT YOU'LL NEED

Plastic cups (one per player), a **long table**, and **drinks**. Two teams of equal size line up on opposite sides of the table.

SETUP

Each player fills their cup about 1/3 with beer. Teams line up facing each other. The first players on each team stand at the same end of the table.

HOW TO PLAY

On 'Go!', the first player on each team:

1. **Drinks** their entire cup.
2. Places the cup right-side-up on the edge of the table, hanging slightly off.
3. **Flips the cup** by flicking the bottom rim with their fingers so it lands upside-down.
4. Once flipped, the **next teammate goes**.

This continues relay-style until one team finishes. First team where every player successfully flips their cup wins the round.

Winning: Best of 3 or 5 rounds. The losing team usually has to drink an extra cup.

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04

Never Have I Ever

PLAYERS: 3-20 DIFFICULTY: EASY TIME: 20-60 MINUTES



Watch Video

Never Have I Ever is the ultimate get-to-know-you party game — say something you've never done, and everyone who HAS done it drinks. The confessions get wild fast.

WHAT YOU'LL NEED

Never Have I Ever is one of the few games that genuinely works better as the group gets larger and people get more comfortable. It's part icebreaker, part confessional, part entertainment. The setup is basically nothing:

- Drinks for everyone (or fingers to count with — see non-drinking version)
- 3 or more players (the more the better)
- Creative, honest players

That's it. No cards, no boards, no equipment. Just people and statements.

SETUP

Sit in a circle. Everyone has their drink ready. The youngest player goes first, or whoever speaks up. Play moves clockwise.

HOW TO PLAY

WINNING

Finger version (non-drinking): Everyone starts with 10 fingers up. Lower one finger each time you've done the stated thing. First person with all fingers down is out — or "wins" depending on how you look at it.

Drinking version: No formal winner. The real prize is the stories and confessions that come out.

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05

Quarters

[Watch Video](#)

PLAYERS: 2-8 DIFFICULTY: EASY TIME: 15-30 MINUTES

Quarters is a classic bar drinking game where players bounce a quarter off the table into a glass — make it and you choose who drinks.

WHAT YOU'LL NEED

Quarters is the original bar game — no deck of cards, no ping pong balls, just a coin, a glass, and a table. It's been played in bars and dorm rooms for generations, and for good reason: it's instantly competitive, requires real skill, and gets more entertaining as the night goes on.

- A quarter (or any coin)
- A shot glass or drinking glass
- Drinks for all players
- 2 to 8 players (works best with 4-6)
- A hard, flat table surface

SETUP

Place one glass in the center of the table. All players sit or stand around the table. Determine a starting player — youngest goes first, or just whoever grabs the quarter.

HOW TO PLAY

WINNING

Quarters isn't really about winning — it's about skill and social dynamics. However, for a competitive version: play to a target score. Each successful shot = 1 point. First to 15 points wins and assigns a big drink to the table.

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06

Ride the Bus

[Watch Video](#)

PLAYERS: 3-8 DIFFICULTY: EASY TIME: 20-45 MINUTES

Ride the Bus is a brutal card-based drinking game where you answer four guesses about each card drawn — get it wrong and you drink. The real punishment comes at the end when someone has to 'ride the bus.'

WHAT YOU'LL NEED

Ride the Bus is one of the most popular drinking card games out there — partly because of the simple rules, mostly because of the suspense when someone ends up riding the bus at the end. You need:

- One standard 52-card deck
- 3 to 8 players
- Drinks for everyone
- A dealer (rotate each round)

SETUP

Shuffle the deck. Designate a dealer. The game happens in two phases: **Phase 1** builds each player's hand, and **Phase 2** is the Pyramid. The loser of Phase 2 "rides the bus" in Phase 3.

HOW TO PLAY

Winning: Everyone who isn't riding the bus wins. The rider just survives. Some groups award the rider a consolation prize if they get through the bus without a single mistake — rare but legendary.

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07

Spoons

[Watch Video](#)PLAYERS: **3-13** DIFFICULTY: **EASY** TIME: **15-30 MINUTES**

Spoons is a fast-and-furious card game where you race to collect four-of-a-kind and grab a spoon — but there's always one fewer spoon than players.

WHAT YOU'LL NEED

Spoons is one of those games that sounds too simple to be that fun — and then someone lunges across the table for a spoon and you nearly lose a finger. Instant classic.

- One standard 52-card deck (add a second deck for 8+ players)
- 3 to 13 players
- Spoons — one fewer spoon than the number of players (6 players = 5 spoons)
- A table or floor space where everyone can reach the spoons

SETUP

Place the spoons in the center of the table, within reach of all players. Deal 4 cards to each player. Set aside all cards not needed — you only use 4 cards per player from each rank (4 Aces for 4 players, 4 Aces + 4 Kings for 8 players, etc.).

Players hold their 4 cards in hand. Choose a direction for card passing (clockwise or counter-clockwise).

HOW TO PLAY

The dealer draws one card from the remaining deck and adds it to their hand (now 5 cards). They immediately discard one card face-down to the left. Every player simultaneously picks up the card passed to them, decides to keep it or discard it, and passes a card to the left. This happens as fast as possible — no waiting for your neighbor to finish.

The goal: collect 4 cards of the same rank (four 7s, four Queens, etc.).

The moment any player has four of a kind, they **quietly** take a spoon from the center. Once one spoon is taken, anyone can take a spoon — including you, even if you don't have four of a kind. The chaos begins here. Some people grab subtly; others lunge. Either strategy is valid.

The player left without a spoon is eliminated. Remove one spoon, shuffle if needed, and start the next round. Last player standing wins.

Winning: Last player remaining after all eliminations wins. In the non-elimination version: instead of eliminating players, they collect letters spelling S-P-O-O-N-S. Collect all 6 letters and you're out.

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08

Cards Against Humanity

[Watch Video](#)

PLAYERS: 4-20 DIFFICULTY: EASY TIME: 30-90 MINUTES

Cards Against Humanity is the darkly hilarious party game where players complete fill-in-the-blank statements with the most outrageous, offensive, or funny answers they can find.

WHAT YOU'LL NEED

Cards Against Humanity has an accurate tagline: "A party game for horrible people." It's a black-and-white fill-in-the-blank card game that goes to places other party games won't. Know your audience before you open this one.

- Cards Against Humanity base set (460+ cards) — or print the free PDF from cardsagainsthumanity.com
- 4 to 20 players (works surprisingly well with large groups)
- Players with a thick skin and similar sense of humor

The base game contains black cards (questions/prompts with blanks) and white cards (answers). Expansions add hundreds more.

SETUP

Shuffle the black cards and white cards separately into two face-down piles. Deal 10 white answer cards to each player. Choose the first Card Czar — typically whoever most recently used the bathroom, per the official rules (yes, really). Play continues clockwise, with the Czar role rotating each round.

HOW TO PLAY

WINNING

First player to collect a set number of Awesome Points wins — typically 5 or 7, depending on group size and how long you want to play. For casual play, just play until the vibe says stop.

The official rules acknowledge the game is more about entertainment than competition — many groups don't track points formally at all.

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09

Rage Cage (Stack Cup)

PLAYERS: 6-20 DIFFICULTY: EASY TIME: 15-30 MINUTES

[Watch Video](#)

Rage Cage — also called Stack Cup — is a fast-paced group drinking game where two ping pong balls race around the table and you drink if you get caught in the middle.

WHAT YOU'LL NEED

Rage Cage (also known as Stack Cup, Boom, or Chandelier in different regions) is one of the fastest, loudest, most chaotic drinking games ever devised. Once you have 8+ people at a table, it becomes an event. Here's what you need:

- A large round table (the more circular, the better)
- Plastic cups — one per player, plus a large communal cup in the center
- 2 ping pong balls
- Beer or mixed drinks
- 6 to 20 players (the sweet spot is 8-12)

SETUP

Place the large cup in the absolute center of the table and fill it with beer (this is the penalty cup). Each player takes a regular cup, fills it about 1/3 with their drink, and places it in front of them in a ring around the table. The cups should form a complete circle.

Two players across from each other each receive a ping pong ball. These are the starting players.

HOW TO PLAY

WINNING

Rage Cage doesn't have a traditional winner — it ends when everyone's had enough, or when someone heroically drinks the last center cup three times in a row. The true winner is whoever avoided being stacked the most.

For competitive play: count stackings. Player who gets stacked least is the champion.

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10

Power Hour

[Watch Video](#)

PLAYERS: 2-20 DIFFICULTY: EASY TIME: 60 MINUTES

Power Hour is the ultimate endurance drinking challenge — take a shot of beer every minute for 60 minutes. Simple concept, legendary execution.

WHAT YOU'LL NEED

Power Hour is simultaneously the simplest and most demanding drinking game you can play. There's almost no setup, no strategy, no winners or losers. Just 60 minutes, 60 shots of beer, and whatever happens after.

- Beer — you'll need roughly 5-6 beers per person for the full hour (at 1 oz per shot = 60 oz total)
- Shot glasses (1 per player)
- A timer that goes off every 60 seconds — or a Power Hour playlist (60 songs that change every minute, widely available on Spotify/YouTube)
- 2 to however many people fit around your table

Math check: 60 shots of 1 oz = 60 oz of beer = roughly 5 standard 12 oz beers over the course of an hour. Paced, that's manageable. The challenge is the regularity — every 60 seconds, no exceptions.

SETUP

Set up shot glasses in front of each player. Have enough beer nearby to last the hour without getting up. Start your timer or Power Hour playlist.

The Power Hour playlist option is strongly recommended — when the song changes, everyone drinks. It's a social cue that removes the need to watch a timer and adds a musical atmosphere.

HOW TO PLAY

Every 60 seconds, every player takes one shot (approximately 1 oz) of beer. That's it. No cards, no decisions, no competition. Just the clock.

The social challenge is staying together — everyone drinks at the same time, on the same beat. The playlist version where songs flip every minute is the cleanest way to play.

WINNING

There's no winner in Power Hour. Completion is the goal — making it all 60 minutes without missing a shot or giving up. Anyone who makes it through all 60 shots can legitimately say they survived a Power Hour.

Some groups give "awards" — First to Bail, Most Enthusiastic, Best Dancer During Power Hour Playlist, etc.

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B A R G A M E S 1 0 1

Want the Full Rules?

This guide covers the basics, but every game has deeper strategy, advanced variations, and pro tips that separate good hosts from legendary ones.

Get the complete rules for 25+ games, printable scorecards, setup diagrams, and exclusive party planning guides at bargames101.tv.

GET THE FULL GUIDE

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10 games with full detailed rules, pro tips, variations, and printable scorecards

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Please drink responsibly. All drinking games are intended for adults 21 and older.