

# Tipsy Towers

## Introduction

Tipsy Towers is a card-based drinking game where balance, boldness, and bad decisions collide. All it takes is one wrong move to go from champion to chugger. This game is pure party mayhem. It's fast, it's funny, and it's bound to make someone drink. Stack your cards, challenge your friends, and pray you're not the one who sends it all crashing down.

## A Drinking Game

Tipsy Towers is a card-based drinking game intended for responsible adults of legal drinking age (21+ in the U.S.).

You can fill the central cup with any beverage your group agrees on—alcoholic or non-alcoholic.

No one should ever feel pressured to consume alcohol. Participation should always be voluntary, and personal limits must be respected. Make safety and consent your priority throughout the game.

## Necessary Components

To play Tipsy Towers, you'll need:

- A full 120-card Tipsy Towers deck
- 3-8 players
- One empty cup
- A beverage of your group's choice to pour into the central cup
- A beverage for each player



## Game Setup

- 1) Shuffle the card deck thoroughly.
- 2) Place the empty cup upright in the center of the table.
- 3) Fill the cup with a drink of your group's choice.
- 4) Choose the starting player however you'd like.



## Objective

Complete the task on your card, then carefully add it to the tower—just try not to be the one who knocks it over.

- If 3 or fewer cards fall, take 3 sips of your own drink.
- If the entire tower collapses, the player responsible must drink from the cup—filled with whatever beverage your group agreed on.



Tipsy Towers is a card-based drinking game developed by Joobie Labs and is not affiliated with, associated with, or to be confused with any block stacking games of similar name.

## Credits

### Game Designers

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**JOOBIE LABS**

[www.tipsytowers.com](http://www.tipsytowers.com)

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## Legal Disclaimer

Joobie LLC reminds players that this game (Tipsy Towers) is designed for entertainment and social enjoyment. Participation is at your own risk.

Joobie LLC is not responsible for any injury, illness, damage, or incident—physical, emotional, or legal—that may occur before, during, or after playing.

By playing, all participants accept full responsibility for their own actions and consumption. Never drink and drive.

Never force or coerce others to participate in any way.

## End of the Game

Keep playing until the group agrees to stop.

Once the game ends, count how many times each player caused the tower to fall.

The player with the fewest collapses wins.

## How to Play

- 1) Draw a card from the deck.
- 2) Read the title and task aloud.
- 3) Complete the card's challenge or task
- 4) Unless the card says otherwise, attempt to place it on the cup, with at least two edges touching another card or the cup's rim.
- 5) If successful, your turn ends.
- 6) If the tower collapses, chug the beverages in the central cup.