

Sip It

3-6 Players • Ages 18+

132 CARDS

80 Easy Peasy Lemon Squeezy Cards

7 Lemon Drop Cards

22 Cherry Bomb Cards

23 It's the Pits Cards

OBJECTIVE: To be the player who earns the most *Easy Peasy Lemon Squeezy* points by completing ridiculous (and fun) tasks while drinking lots (and lots) of frosty beverages.

BEGINNING THE GAME: Shuffle all cards and place the deck facedown in the center of the table within reach of all players. Gather all the snacks you want.

Each player should have only one (1) frosty beverage in front of him/her before starting the game.

Once the game begins, players are not allowed to leave the table for any reason (bathroom breaks or drink refills included) unless a card specifically says that it is allowed. If a player has nothing to drink on their turn, they must discard their highest point value *Easy Peasy Lemon Squeezy* card as a penalty and refill their glass before beginning their turn. If a player catches another player leaving the table when they are not allowed, the player who noticed may steal the rule-breaker's highest point value *Easy Peasy Lemon Squeezy* card. Only one player can steal a card from the rule-breaker. If a player successfully leaves the table and returns without being called out, they are not penalized.

There are 7 *Lemon Drop* cards shuffled into the deck (see *Lemon Drop Cards*).

Decide in advance how many *Lemon Drop* cards will be drawn to signify the end of a game. To play for about an hour, play until 4 *Lemon Drop* cards are drawn. Once the desired amount of *Lemon Drop* cards have been drawn, the game ends and players tally up their scores. Highest score wins!

PLAYING THE GAME: The player who most recently refreshed their drink goes first by drawing a card and reading it aloud, unless otherwise specified. When discarding, place the card facedown in a pile within reach of all players. There are 4 types of cards in the deck: *Easy Peasy Lemon Squeezy*, *Lemon Drop*, *Cherry Bomb*, *It's the Pits*

EASY PEASY LEMON SQUEEZY CARDS: If the player who drew the card chooses to perform the task printed on the card, they keep the card and earn the point value printed on the card at the end of the game.

If the player who drew the card chooses not to perform the task printed on the card, that player must take the same number of sips of their drink as the point value on the card as a penalty. For example, if the point value on the card is 4, the player must take 4 sips of their drink. That player's turn is over and play passes to the left.

SLOPPY SECONDS: If the previous player chose not to perform the task printed on an *Easy Peasy Lemon Squeezy* card, the current player has the opportunity to earn that card. There is no penalty for declining Sloppy Seconds. If neither player earned the *Easy Peasy Lemon Squeezy* card, it is placed in the discard pile. Regardless of the outcome, the current player then draws a new card and their turn begins.

LEMON DROP CARDS: There are a total of 7 *Lemon Drop* cards mixed into the *Easy Peasy Lemon Squeezy* deck. Each time a *Lemon Drop* card is drawn, all players must quickly get under the table. The last player under the table discards their highest point value *Easy Peasy Lemon Squeezy* card. Completed *Lemon Drop* cards should be lined up on the table, faceup, where all players can see them to keep track of when the game is over.

CHERRY BOMB CARDS: *Cherry Bomb* cards have no points, but benefit the player who drew the card. Drawing a *Cherry Bomb* card counts as the player's full turn. However, some *Cherry Bombs* can be saved for future use and do not count as a player's turn when redeemed. *Cherry Bombs* should be discarded after they're used or redeemed.

IT'S THE PITS CARDS: *It's the Pits* cards are deducted from a player's total score at the end of the game if the card is in their possession. Some *It's the Pits* cards can be discarded if the player follows the directions on the card; others stay in play for the duration of the game.

ENDING THE GAME: The game ends once the previously determined number of *Lemon Drop* cards are drawn. Decide in advance what number of *Lemon Drop* cards will signal the end of a game.

WINNING THE GAME: After the final *Lemon Drop* card is played, all players calculate their score by adding up their *Easy Peasy Lemon Squeezy* points and deducting any *It's the Pits* points. The player with the most points at the end of the game is the winner!