

1. Start by using a standard deck of 52 cards.
2. Shuffle the deck and have each player take one card from the deck under the table. Players can look at their cards but must keep them secret from other players.
3. Designate one player as the first dealer. The dealer changes to the next player clockwise after each round or when requested.
4. The dealer draws a card randomly without showing it.
5. The player to the left of the dealer guesses the EXACT rank and suit of the card.
6. If the guess is incorrect, the player takes a small drink and places the card face-up on the table.
7. Secret "Your Card": If someone guesses your secret card, you have the option to reveal it before the dealer flips. If you reveal it, create a new rule for the group to follow.
 - a. If a player breaks a rule, they must drink. There can be as many rules as there were cards originally taken.
8. If a player guesses a card that is already on the table, they must choose between answering a truth question or doing a dare. The question or dare is decided by the other players. If they want to cop out, they must shotgun a full drink (no spills or do-over).
9. If the guess is correct, everyone except the guesser finishes their drink.
 - a. If a player just guessed the exact card that was drawn, they can choose to guess again or not.
 - b. If they guess again and guess correctly, everyone except the guesser must finish a new drink, and the guesser keeps both cards.
 - c. If they guess incorrectly, they must finish a new drink, and the game continues.
10. Now... "Memory": After a card is guessed correctly, it is placed elevated, face down on an empty beer can.
 - a. If any player (including the original guesser) guesses that card during the game, they must do a "Mexican Hat Race".
 - i. The accuser must flip the card to verify. If the accuser is wrong, they must do the "Mexican Hat Race".
11. The game continues clockwise with each player guessing the rank and suit of the next card.
12. Every so often, scramble the cards on the table, but leave the winning cards elevated and ensure that all cards are visible after the scramble.
13. The game ends when all the cards have been drawn.
14. The player with the most elevated cards at the end of the game wins.