

RULES

DRAW A CARD AND
PEEK AT THE
PICTURE —
CAN YOU
SPOT
THE HOLE?

FLIP THE CARD FACE-DOWN,
RECALL THE HOLE'S LOCATION
AND MIND **THE PINK TWIST!**



NOW TEAR THAT HOLE!



START RIPPING AT THE EDGE WHERE THE HAND IS DRAWN. TEAR ANY WAY YOU LIKE — SPIRALS, ZIG-ZAGS, STRAIGHT LINES — STOP WHEN YOU THINK YOU'RE READY.



NOT WALKING AWAY 'HOLE'
THIS TIME!

CUT THE PINKIE,
KEEP THE REST!

IF THE HOLE IS STILL WHOLE OR YOU SKIPPED YOUR TWIST, **YOU LOSE** — TAKE A DRINK! IF THE HOLE'S TORN AND YOU NAILED THE TWIST, **YOU WIN** — EVERYONE ELSE DRINKS!

SOBER VERSION (INVOLVES COUNTING!!!)

EVERY TORN HOLE = 1 POINT. KEEP YOUR TORN CARDS AND COUNT UP YOUR POINTS AT THE END OF THE GAME.

