

Race



Categories! Players name an item in a category. First player unable to name a new item must drink.

Demagogue



Choose a trait. All players with that trait must drink.

Scandal



Each player says one thing they have never done. Any player who has done that action must drink.

TrustRed



You may play this card out of turn immediately after any blue card is played. The color changes to red.

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Woman Card



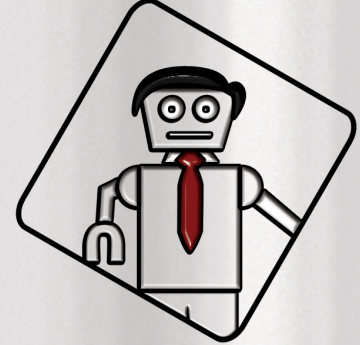
All women drink. Make a player reveal their cards. They may choose to keep one classified.

Protest



Choose a player to drink and draw two cards. If that player has a ♀, 🍷, or 🍺, you drink and draw double instead.

Establishment



Repeat the color and action of the most recent card played. Player with the smallest hand drinks.

Woman Card



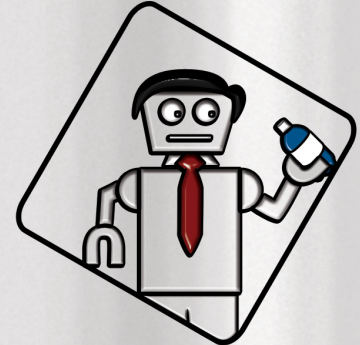
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Dose Rules

1. Shuffle deck
2. Deal eight cards to each player.
3. Reveal top card from remaining deck.
4. The happiest player begins by playing a card of the same color as the revealed card.
5. Play continues clockwise.
6. If a player has no card to play, that player must draw two cards and skip their turn.
7. When a player has only two cards left, they must be the first player to say "Dose" or draw two cards.
8. First person to play all cards from hand wins. Everyone else drinks the number of cards they have left.

Race



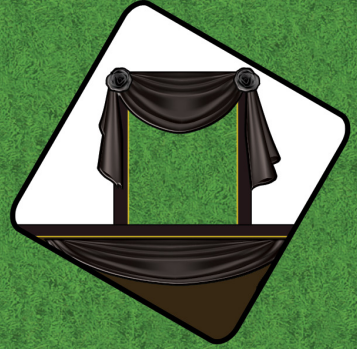
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Debate



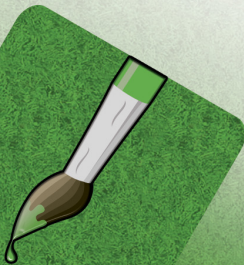
Drinking round! Every player starts drinking, nobody can stop until the person before them does.

Vacancy



Pick a player to finish their drink. If they fail to do so before the next red or blue card is played, they draw 8 cards.

Green



You're unknown! If anybody says your name, they must drink. Can be played on any card. Changes the color to green.

Debate



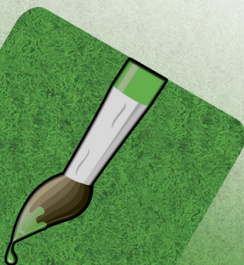
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Race



Categories! Players name an item in a category. First player unable to name a new item must drink.

Debt ceiling



Last player to raise both hands must drink. If there is any disagreement whatsoever everyone drinks.

Donate



Give a card away to any player who does not hold a 🎁 card.

Libertarian



All rules are canceled. Can be played on any card. Changes the color to this, the gold standard.

Debt ceiling



Last player to raise both hands must drink. If there is any disagreement whatsoever everyone drinks.

Donate



Give a card away to any player who does not hold a 🎁 card.

Libertarian



All rules are canceled. Can be played on any card. Changes the color to this, the gold standard.

Debt ceiling



Last player to raise both hands must drink. If there is any disagreement whatsoever everyone drinks.

Donate



Give a card away to any player who does not hold a 🎁 card.

Endorse



Choose another player. From now on, whenever you drink or draw cards, that player must do so as well.

Defeat ISIS



Boots on the Ground! The last player to bend over and touch the floor must drink.

DRUMPF



Insult a player to play out of turn. Play on any card, play a second card immediately on top of this one.

Endorse



Choose another player. From now on, whenever you drink or draw cards, that player must do so as well.

Defeat ISIS



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Race



Categories! Players name an item in a category. First to make an error drinks.

Race



Categories! Players name an item in a category. First player unable to name a new item must drink.

Superdelegate



Each player gives a card to any other player.

Moderator



You are the new Question Master! If you ask a question, anybody who answers with a statement must drink.

Bluemberg



Everyone takes a super big gulp of their drink. Can be played on any card. Changes the color to blue.

Superdelegate



Each player gives a card to any other player.

Moderator



You are the new Question Master! If you ask a question, anybody who answers with a statement must drink.

Bluemberg



Everyone takes a super big gulp of their drink. Can be played on any card. Changes the color to blue.

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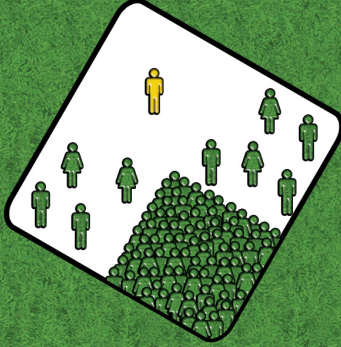
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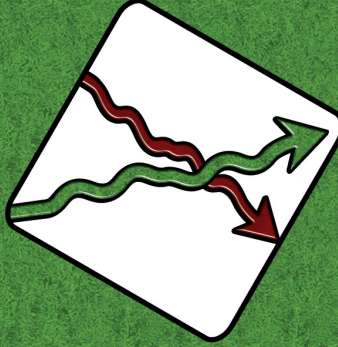
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The 1%



The player with the most cards must take a drink and draw two cards.

Trade

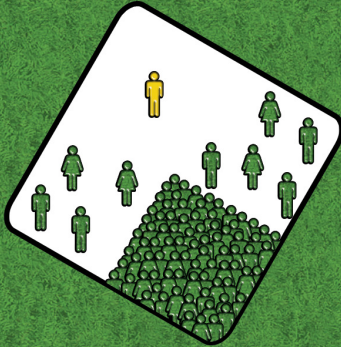


Trade all of your cards with all of the cards of another player.

#

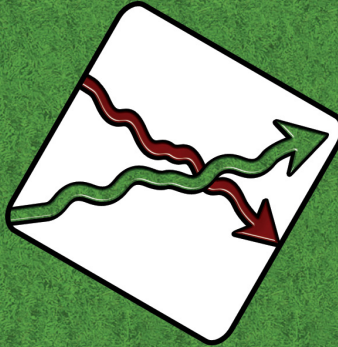
Choose a new color and a new rule for the game. See dosecards.com/e for Ideas.

The 1%



The player with the most cards must take a drink and draw two cards.

Trade

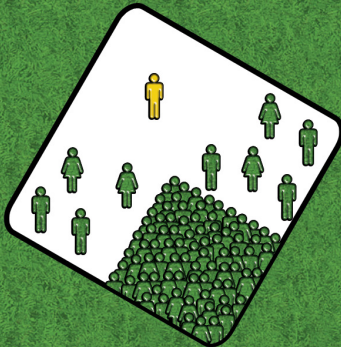


Trade all of your cards with all of the cards of another player.

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Trade



Trade all of your cards with all of the cards of another player.

Bern

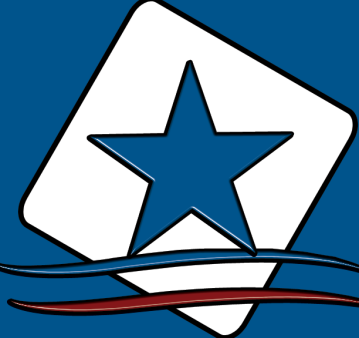
You can trade this card, but not play it unless immediately preceded by a 🌳 or a 🌲 card. Choose a new color.

Bro!



All men drink. Choose any other player. Whenever that player speaks above a whisper, they must drink.

Revolution



Reverse direction of play.

VP



Choose another player. That player goes next and can play any card.

Bro!



All men drink. Choose any other player. Whenever that player speaks above a whisper, they must drink.

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