

Whip it Out- The Game of Testosterone Overload

For three or more Juvenile Adults. Requires at least two six-sided dice. Play Time: about two minutes per player.

THE PREMISE:

You are a Big Jerk. You have no respect for other people's property, their girlfriend, or their person-- because you don't have to. You think your car is awesome, your clothes are awesome, and your fake tan is awesome. You're a Jerk, and everybody loves you!

Naturally there are some other guys who are too jealous of your awesomeness to realize they can't hang with the Big Dawg. It's up to you to put them some knowledge and/or smack them down. Luckily you fight better than anyone, run smack better than anyone, and drink harder than anyone. Just ask anyone. All real men want to be you and all the ladies want to get with you.

Isn't that all life is all about?

1. Name your Big Jerk. The jerkier the better.
2. Record your Jerk's four stats:

Fight, Banter, Drink
and
Swagger

Fight drink & banter start at 1.
Swagger starts at 4 & replenishes after each round.

3. Get out there and Jerk it up!

HOW TO PLAY:

The order of play in a round:

"This one jerk, he won't stop bothering you!"

Pairs of players take turns facing off. One pair's resolution constitutes a Round. All rounds in total are called a **Circle**, jerk.



Situation: Roll 2 dice to determine **The Situation**

Table 1: The Situation

Roll	The Situation	Result
2	This one guy just cut you off in the checkout line!	Banter at +1
3	This mook won't shut up at the little league game.	Drink at +1
4	This chump took "your" seat at the bar!	Fight at +1
5	Stop light. This yahoo wants a drag race!	Fight at +1
6	Dude. That one jamoke is ragging on your fake tan!	Banter at +1
7	A-hole keeps saying your Jets suck. Probably a Pats fan.	Drink at +1
8	Wedding.	Drink at +1.
9	Romeo here's getting all heated that you were talking to his girl.	Banter at +1.
10	Hockey game jerk.	Fight +1.
11	Strip Club.	All +1
12	Your girl/wife/ex shows up.	Both Jerks lose

WHIP IT OUT:

You play Rock-Paper-Scissors to see whose is bigger. Choose your method of dominance:

Rock = fight.
Paper = drink.
Scissors = banter.

In the case of both Jerks throwing the same sign, time to **Throw-Down**.

THROW-DOWN:

Each Jerk rolls one die, opposed by the other Jerk's die roll. Add total of appropriate stat and the situation modifier to each Jerk's die roll. Any roll of 1 automatically loses the battle (it is possible for both players to lose). Whoever rolls lower loses an amount of Swagger equal to the difference in totals. Keep going until someone is out of Swagger.

In either case, the winner is the **Bigger Jerk** and gets **one million points, baby!**

Continue until each pair of players has **whipped it out**.

DETERMINING THE WINNER:

AFTER the **Circle** is Jerked, whoever has the most points is the **Biggest Jerk** and goes up a level. This dude, he gets to increase any one of his four stats by one point permanently. Jerk.

Wicked Advanced Rules

Playing with the Advanced Rules *doubles* the number of points you win by being the **Bigger Jerk** to **two million points**, so obviously it's totally worth it.

1. Before any **Banter or Fight Throw-Down**, each Jerk may make an *actual* insult. If another Jerk laughs, the insulter gets a +1 to the next roll.
2. In a **Drink Throw-Down**, if a Jerk actually takes a drink of alcohol or a disgusting concoction made by some other Jerk, he gets a +1 to the roll.
3. Leaving the table to go to the bathroom before all the rounds are completed subtracts One Million Points from your total, you small-bladdered wee wee pee pee girl.