**Around the World**

**Draw 4 cards face-down as someone’s turn comes around. Player chooses before each card is turned over. If they are right, they select a drinker, if wrong, they have to drink.**

**Card One:** For the first card, the player must predict the color of the card draw, "red" (hearts and diamonds) or "black" (clubs and spades).

**Card Two:** For the second card, the player must predict whether the value of the card drawn will be higher or lower than the first card they were dealt. A third, legitimate, but rarely chosen option is "same", where the card is predicted to be of the same value as the first card.

Values are usually ordered deuce through ace, but other sequences, (such as ace low) are possible.

**Card Three:** For the third card, the player predicts whether the value of the card drawn will be between the values of the first two cards, "in", or outside of those values, "out". As with card two, there is a third option of "same", which is a prediction that the value will match one of the two cards already present.

**Card Four: -** Unlike the second and third questions, the fourth card's question is not (directly) related to the cards drawn before it. Rather, the player simply predicts which suit the card will be. Depending on rules agreed upon before the game, the player will guess one suit, or simply guess "same" or "different" with regard to the suit drawn as to whether it is the same as the original three cards dealt or different from them.