

CÜS!

The wonderful game of Cüs (“koos”). It was thought to be originated at the University of Notre Dame and then transplanted to the University of Illinois, Champaign-Urbana, where it thrived and grew into the miracle it is today.

WARNING: Do not play this game unless you put 100% into it, otherwise you will not understand the true greatness of the game.

First off, here is a list of key ingredients:

- 2 six-sided die
- an opaque cup to roll the die
- preferably 8oz clear cups to measure out the beer
- rag to clean up the inevitable spills
- a table to roll the dice on
- feed
- most of all: beer (usually Keystone Light)

The game starts with the first roll of the die using the opaque cup. This is called a “fresh” roll. The opaque cup is required because no one but the roller can initially see the roll, *unless it is a special roll*. The roller then tells the next person in the rotation what his/her roll is. The roller can either tell the truth or lie. This is the crux of the game: it is the next person’s job to determine if the roller is telling the truth. If the next person believes the roller, then he/she then tries to roll a number higher than the previous roll, **WITHOUT LOOKING AT WHAT THE ACTUAL PREVIOUS ROLL WAS**. Looking after declaring that you believe the person incurs a penalty. If the next person does not believe the roller, he/she can pick up the cup to reveal the die. If the roller was lying, the roller drinks a penalty. If the roller was telling the truth, the person who picked up the cup drinks the penalty. Whenever the cup is picked up or there is a special roll, the game starts “fresh” again (the new roller no longer has to roll higher than the previous one).

Here are the possible die rolls:

Regular rolls (in order of increasing value)	Special rolls (must be shown, except for Cüs)
53 Entry	21 CÜS. This is a full beer penalty. DO NOT SHOW THIS ROLL until someone does not believe you and picks it up.
54 Liars Roll	31 Social. The roller selects one person to drink a 3 rd
61 Beavis	32 Reverse. The rotation of dice rollers reverses to the other direction. If there are more than 4 players at the table, then the person who was supposed to roll next before the reverse was rolled has to drink a 3 rd penalty.
62 Butthead	
63 Hogshead	
64 Tom	41 Nose. Everyone must place a finger on their own nose. The last one to do this drinks a 3 rd . No one can fake a nose roll or induce someone to falsely think the roll is 41. This is a “sloppy provocation” penalty and the perp must drink a 3 rd .
65 Acres	
11 Schnoobs	42 Dexterity. The opaque cup must be turned upside down and the die should be placed on the bottom of the cup. The roller must now try to catch the die with the opaque cup. A 3 rd penalty is doled out for each dropped dice. If both die are caught, then the roller can give out one penalty drink to any one player.
22 Nads	
33 Lines	
44 Windows	
55 Schnoobs in a Window	
66 Box Cars	

Notice that not all possible combinations of rolls are on the above list. The rolls not on the list *are not counted*. If someone naively says one of these nonexistent rolls (e.g., 51,

52, 43, 46, etc.), this is either a “sloppy knowledge” or “sloppy dyslexia” penalty (see below). The only recourse for someone who has a roll not on the list is to lie.

Penalties are usually doled out in 1/3 cup increments (“a 3rd”), except for the monster roll, Cüs. Special rolls listed in the second column above must be shown (except for Cüs), therefore you cannot lie about a special roll. You will be penalized. Penalties should be poured by someone other than the one being penalized. *Pouring your own drink is a penalty!*

Along with the normal penalties above that incur a 3rd, there are some other special penalties that can be called out by any PLAYER throughout the course of the game:

- Dehydration: If someone thinks that someone at the table hasn't been drinking in a while, then he/she can force this person to drink a 3rd. This must be a legit call or the one calling dehydration will drink the penalty instead (see sloppy accusation).
- Sloppy Beer: Spilt beer. Not good.
- Sloppy Die: Dropped die. Each dice counts as a 1/3 penalty.
- Sloppy Dyslexia: The higher value of the two die must be the first number in your roll (eg., 65 not 56).
- Sloppy Affection: As it sounds. No affection allowed (opposite or same sex) at the table.
- Sloppy Knowledge: Providing false information about the game; calling a nonexistent roll (e.g., 52, etc.).
- Sloppy Belligerence: Getting violent for any reason during the game. Let's play nice.
- Sloppy Accusation: This is often a third-party call. If there is no merit to the accusation, the accuser drinks.
- Fear of Beer: Disputing a call feverently to avoid drinking. Don't be a baby.
- Sloppy Provocation: Particularly for the Nose roll. See above.
- Delay of Game: As it sounds. There is no reason, for example, to stop the game to wait for someone to drink their penalty.
- Double Clutch: Once one starts drinking his/her penalty drink(s), he/she must finish it off and the cup cannot leave his/her lips before finishing.
- Asian Thumb: A non-PC penalty, but a penalty nonetheless. If the pourer of the penalty produces a foamy head that is larger than any persons thumb (asian or otherwise), then the pourer suffers a 3rd penalty.

Special notes:

- To make the game more exciting and to induce more action, one can declare a “**Psychic Cüs.**” This is where the roller predetermines that he/she will roll a Cüs before even looking at his roll. If it indeed is a Cüs, then everyone at the table must drink a full beer in your honor. If not, the caller of the psychic Cüs gets the full beer penalty. Only a select group of individuals has called a correct psychic.
- If someone is egregiously cheating (e.g., not drinking his/her penalties by pouring them out, or switching his/her roll while people are not looking) that person will be sent to the corner of the room and forced to drink from the 32 oz. “Goblet of Shame”. The goblet can be any oversized glass filled with beer. **CHEATING WILL NOT BE TOLERATED.**