

THE 10 DRINKING COMMANDMENTS

With this commandments you going to have a blast.

Our commandments, which have been developed over the years at all sorts of social gatherings and have long since become established, don't need much explanation-just little bottles. And a few friends who want to have lots of fun.

- 1. KUEMMERLING friends accept these commandments.
- 2. Only full KUEMMERLING bottles are allowed to stand.
- 3. Empty KUEMMERLING bottles will be laid down.
- 4. Whoever disregards the 3rd commandment, has to hand out another round of KUEMMERLING.
- 5. It's only allowed to read the number on the bottom of the bottle, after drinking it.
- 6. Whoever has a KUEMMERLING bottle with the number "00" immediately receives another KUEMMERLING from the game host.
- 7. In the KUEMMERLING number game, the winners are the ones that remain under the highest number.
- 8. The one with the highest number has to buy a new round of KUEMMERLINGS and can demand a rematch.
- 9. KUEMMERLING bottles with illegible or missing numbers are considered a free ticket for the next round.
- 10. In case of any confusion, the game host has the last say.

