OFFICIAL RULES: CHEERS TO THE GOVERNOR

1. **Count.** Go around the circle, one number each, from one to twenty-one.
2. **Mess up?** Wrong number, too slow, or broke a rule: drink, and start again at one.
3. **Twenty-one!** Everyone raises a drink: "Cheers to the Governor!" Everyone drinks.
4. **Make a rule.** Whoever said twenty-one changes the count: swap two numbers, replace one with a word, add an action.
5. **Rules stack.** Every rule stays for the rest of the game.
6. **The game ends** when the table can't reach twenty-one anymore.