OFFICIAL RULES: THUMPER

1. **Signs.** Everyone picks a simple gesture, and shows it to the table. No two alike.
2. **Drum.** Everyone drums on the table, the whole round.
3. **The chant.** "What's the name of the game?" "Thumper!" "How do we play it?" "Like this!"
4. **Pass.** The leader makes their own sign, then someone else's. That player makes their own sign, then someone else's. Fast.
5. **Miss** your sign, make the wrong one, or stop drumming: drink.
6. **The player who missed** leads the next round.