

ICING

Purpose: Participants are encouraged to come up with elaborate ways to present the Smirnoff Ice to their targets by hiding bottles in inconspicuous locations, or in situations where drinking it would be embarrassing (e.g. before they attend a meeting). The game objective is to make someone consume an entire Smirnoff ice.

Beverage: Any flavor of Smirnoff Ice cooled to an appropriate chilled temperature (room temperature Ice is disgusting) in its original bottle. Other Smirnoff Malt Beverages or warm ice flavors are not allowed, and use of them void the icing and initiate a "Reversal Of Fortune".

Players

Icers: Icers can act as a group, but a "Reversal Of Fortune" will result in each Icer team member chugging an Ice. The Icer must be present at time of Icing to validate the Icing.

Icee: An Icee is the person who unknowingly accepts a hidden bottle of Smirnoff Ice. An intended target is not required to chug the Ice if they identify the Ice before taking possession of the bottle.

Gameplay

Ice Block: An 'ice block' occurs when the Icee can find another Ice at appropriate game temperature within arms distance (one step permitted) within 15 seconds. If this happens, the Icer must drop and chug both ices, the original, hidden Ice and the blocking Ice.

Preemptive Strike: An Icing attempt is deemed void if the intended Icee observes the Icer in the act of concealing the bottle of Ice. Once a preemptive Strike is executed, it is still legal gameplay for the Icer and Icee to agree on a new Icee target who is not present during the Preemptive Strike.

Reversal Of Fortune: If strict gameplay Rules of Conduct are not followed, then a participant can call a "Reversal Of Fortune" which requires the guilty party to chug the Ice.

Failure To Drink: Failure to drink, no matter the circumstance, results in the victim owing one Smirnoff Ice to each of the other players at a later time. The failure to drink also applies to the guilty party in a "Reversal Of Fortune".

Dispute Resolution: If either an Icer or an Icee would like to challenge a game play ruling, that person can immediately assemble a Peer Jury. The Peer Jury should be an unbiased group of an odd number of people. Both Icer and Icee will be given a chance to plead their case before the Peer Jury makes its decision. The Peer Jury's decision is final and both parties can not overturned. There are no appeals allowed.

Clairvoyance: If a player is suspicious of an imminent icing, the player can declare "*I hereby announce that [presumed icer] is attempting to ice me.*" The potential icee then has 60 seconds to search for the ice. If the icee is correct about the presence of the ice and the identity of the icer, then the would-be icer must chug the ice. If the potential icee is wrong about the identity or the attempt, the icee must go get an ice and chug it.