



Shoeless Winkers



Instructions

Each player chooses a color and gets three consent cards and a game piece in their color to track which solo dares they have completed. Every possible PAIR of players also gets a two-color game piece in their two colors to track which pair dares they have completed. Pieces start outside the circles and move inwards to track which dares have been completed. Your solo piece goes on the side closest to you. Put your pair pieces halfway around the board between you and each other player. Place a dare sheet where everyone can see it.

Read the theme cards to the group, then pass them around the circle, with each player discarding their least favorite theme (face down). Once only one theme card is left, put it in the center of the game board face up. Shuffle the discarded cards to destroy the evidence of who discarded what.

Choose a player to go first however you like. The two build-up cards go to the right of player #1, and start with one token on top of each. Play proceeds clockwise around the group. Every time play gets around to the build-up cards, another token goes on top of them. When someone does a solo dare or starts a drink, they receive the tokens on that build-up card as a reward, and they put the build-up card to their left, where it will immediately get another token after their turn.

At the start of your turn, place a new token in front of you. This is the reward you will share with other players who complete pair dares with you. If nobody does pair dares with you in a round, the reward will accumulate each round to make it more likely that someone will do a pair dare with you.

For your turn, each other player will pass you one of their consent cards, which reflect their level of willingness to do the next pair dare they have not yet done with you. Don't show anyone these cards. When you complete a pair dare, add up the tokens in front of both players, and both players receive this sum (or double this sum).

If you are unable or unwilling to do a pair dare with someone, your other options are to do a solo dare, or start a drink, or (if you are totally satisfied with your progress in these areas), you can pass. The solo dare also has a "double points" optional extra challenge. If you start a drink, you can optionally start a double drink (e.g. two shots, or a double-sized beer) for double points. However, you must finish your drink before you can start another.

Whenever the highest dare is completed, the current player must propose a new more difficult and daring dare and an extra challenge for double points. The group then holds a secret vote using the cloth bag, in which each player puts a token. Green means you might do the base dare if others are also doing it. Yellow means you won't do the dare, but you don't object to others doing it. Red means you veto the dare. Once everyone has voted, dump out the bag. If there are any red tokens, or no green tokens, the vote fails (for pair dares there must be at least two green tokens). If the vote fails, others may propose dares to be voted on. If no new dare can be agreed upon, the current highest dare becomes the final dare, which can be completed as many times as you want.

The game is over when the dares stop progressing (one full round with no drinks started and no game piece progression). The player with the most tokens wins!

The number of pieces can get very large. In a 16 player game, there will be 136 game pieces on the board!

The first solo dare is always to take off your shoes for the remainder of the game. The first pair dare is always for two players to wink flirtatiously at each other. The name of the game comes from these two starting dares. Both have an extra challenge for double points, which you can find on the dare sheet. If you run out of dare sheets, you can find the template on the internet and print more.

Experienced groups may want to choose two theme cards in this way to add variety.

Example: At Mary's retirement home sewing club, all the ladies secretly wanted to do "Juvenile" dares, but they were all too embarrassed to admit it. By discarding the other themes one by one, the group's secret preference was revealed, and everyone had a wonderful time with every sort of immature dare imaginable (except for Kathy, who accidentally suffered minor burns trying to light a fart in the final round)

The next time they played, Kathy secretly discarded the "Juvenile" theme card, and the ladies ended up having a ball doing "Humiliating" dares, culminating in a final round of writing slurs on each others' faces.

Green tokens are 1 point, yellow are 5, and red are 10 points

Example: On Todd's turn, he receives a "Totally Satisfied" card from Stacy, meaning she doesn't currently want to progress to more pair dares with him. Todd takes a moment to congratulate himself for totally satisfying Stacy. He receives a "I'm down for it" card from Trevor, referring to their next pair dare, "sniff each other's armpit". From Chad, he gets a "double down" card for the same dare, but this means Chad is also willing to do the extra challenge: they would both sniff AND lick each others' armpit for double the points. He also receives an "I'm down for it" card from Candice. Their next pair dare is to pick each others' nose. After giving it some thought, Todd chooses to start a drink, and he decides for the next game he will discard the "disgusting" theme card early.

If your group is underage or does not want to drink, you can ignore the drink build-up card entirely.

When proposing dares, remember that pair dares are always bidirectional, with both players doing the same challenge. Rather than "Nibble another player's elbow", write "Nibble each other's elbow"

Important: If you vote yellow or green, you are consenting to ANYONE doing the dare in question, including your spouse or romantic partner. If you would not be comfortable with your partner doing a dare or extra challenge with someone, you must veto it!