

DARE
TO
CONSENT

RULES

Setup

- Get a full-sized piece of paper and write “Dare Menu” at the top
- Write player names on the back, with space to tally up to 20 points each
- Each player chooses a color and gets 3 consent cards in that color
- Choose a starting player randomly (spin a bottle?)
- Play proceeds clockwise

Choosing a Theme

- Read the themes aloud, then pass them around
- Each player discards their least favorite theme face down until only one remains. This is the theme your group prefers but might have been too shy to suggest
- Write the starting dares and extra challenges from your chosen theme card at the top of your Dare Menu

Playing Your Turn

- Choose any dare from the Dare Menu
- Ask for consent cards from everyone, or from part of the group if appropriate (e.g. “Only from the gentlemen”)
- Each player passes you one consent card privately (keep them secret)
- Complete the dare with someone who consented, or make up a solo version of the dare, or just pass

Tally points

- 1 point for both players who complete a dare
- 1 extra point for both if they also did the extra challenge
- Some groups may choose to award a bonus point for inhibition lowering activities, such as starting a drink. Please don't get too drunk to consent
- First player to 20 points wins

Choosing New Dares

- Whenever a player does the biggest dare, they then propose a bigger 2-person dare and extra challenge
- Anyone can throw out ideas or object
- No age-inappropriate, illegal, dangerous, or relationship-damaging dares
- If the group can't agree on a bigger dare, your dare menu is complete