

Choosing New Dares

When the current highest dare is completed (solo or pair), the current player must propose a new, more difficult dare and an extra challenge for double points. Everyone can throw out ideas. Remember that pair dares are bidirectional (both players perform the same challenge)

Once the current player proposes a new dare, the group gets an opportunity to discuss/object. You should object if:

- The dare is illegal
- The dare could cause serious injury or property damage
- The dare is not age-appropriate to the people playing
- The dare could damage a relationship (if you are not ok with your spouse or romantic partner doing a dare, you must object!)

If anyone objects, discuss and try to find a dare that is acceptable to everyone but still more daring than the previous one. If the group can't decide on a new dare, the current highest dare will be the final dare (congratulations on finding your group's limit!)

The game ends when points stop progressing (one full round with everyone passing). The player with the most points on their dare progress sheet wins!

GAME RULES



CONSENT-POWERED PARTY DARES



Shoeless Winners is a game of escalating dares that go as far as possible, but never too far!

Setup

- Each player selects a color and receives 3 consent cards in their color
- Each player receives a dare progress sheet to track their dares, and writes the names and colors of the other players in the space provided.
- Choose a starting player however you like. Play proceeds clockwise.

Put the dare list in view of all players. It has dare #1 already filled out (more dares will be added as play continues).

Choosing a Theme

- Read the theme cards aloud and then pass them around
- Each player discards their least favorite theme face down until only one card remains
- This allows groups to converge on a theme they all want, but might be too embarrassed to suggest, such as "Juvenile" dares
- Experienced groups can choose two theme cards for added variety

Playing Your Turn

Each player passes you one of their consent cards privately, indicating their willingness to do the next pair dare you have not done together. The consent cards are:

- **Totally Satisfied:** This player says "No thanks" for now to the next pair dare with you, but we prefer to say that you have totally satisfied the player (Nice job!)
- **I'm down for it:** The player is willing to do the next pair dare with you. (Just for the points!)
- **Double down:** The player is willing to do the next pair dare with you AND the extra challenge. (Double points!)

Choose one option for your turn:

- **Complete a pair dare** with someone who consented. Both you and the other player receive one point (two points if you did the extra challenge). You also get one additional point if you are not choosing the same person twice in a row
- **Complete your next solo dare** for one point (two points if you did the extra challenge). You also get one additional point if your last turn was a pair dare
- **Start a drink** for one point (two points if you start a double drink). You also get one additional point if your last turn was a pair dare. You must finish your current drink before starting another
- **Pass** if you are totally satisfied with other options (Yay!)

Don't forget to write your reward (1, 2, or 3) on your dare progress sheet.