

# GAMED RULES



## ***CONSENT-POWERED PARTY DARES***



**Shoeless Winkers** is a game of escalating two-person 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
- Choose a starting player however you like. Play proceeds clockwise.

Put the dare menu in view of all players. It has dare #1 and #2 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

First, choose a dare from the Dare Menu. (If you choose the biggest dare, you will write the next even bigger dare). Shy people can stick with the easy dares as long as they like.

Each player passes you one of their consent cards privately, indicating their willingness to do the dare with you. The consent cards are:

- **No Thanks:** This player is sitting out this dare
- **Yes Please:** The player is willing to do the regular dare with you, but not the extra challenge
- **#\$&\* Yes!:** The player is willing to do the regular dare with you AND, if you want, the extra challenge too

In large groups you can reduce complexity by only collecting consent cards from half the group. For instance, you can request consent cards from “only the people on my right”, or “only from the gentlemen”, if appropriate

Choose one of the positive consent cards and complete the dare with that person. Tally one point for each of you next to your colors at the bottom of the dare menu, or, if you also did the extra challenge, you both get two points

If nobody consented, or if you don't like your options, you can either pass or you can do your best solo version of the dare to get the points. For instance, if the dare was to arm-wrestle someone, you can show the group what it looks like to arm-wrestle with yourself!

## Choosing New Dares

When the current biggest dare is completed, the current player must propose a new, more difficult dare and an extra challenge for double points. Everyone can throw out ideas. When writing dares, remember that it should be for two people, who both complete 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 biggest dare will be the final dare (congratulations on finding your group's limit!)

The game ends when someone gets 20 points, demonstrating that they are the most daring player. Note that at any time, any player can tally an extra bonus point by starting a drink, but they must finish their drink before starting another