

Setup

- Get a full-sized blank paper
- Write “Dare Menu” at the top
- Write player names on the back, with space to tally points
- Read the theme names aloud, then pass theme cards around
- Each player discards a theme face down until only one is left
- Write the starting dares and extra challenges from the theme card at the top of the Dare Menu
- Spin a bottle to choose player 1
- All players get 3 consent cards
- Play proceeds clockwise
- Remember: no illegal, age-inappropriate, dangerous, or relationship-damaging dares

Playing Your Turn

- Choose any dare on the menu
- Ask everyone to privately pass a consent card for the dare, or ask a subset (“Only the gentlemen”)
- Complete the dare with a player who consented, or complete a solo version of the dare, or pass
- +1 point for both who do a dare
- +1 extra point for both if they also do the extra challenge
- If you chose the biggest dare, propose a bigger dare and extra challenge for the Dare Menu
- Others can give ideas or object
- If you can't agree on a bigger dare, the menu is complete
- First player to 20 points wins!