

GAME RULES



**CONSENT-POWERED
PARTY DARES**



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

What to Expect

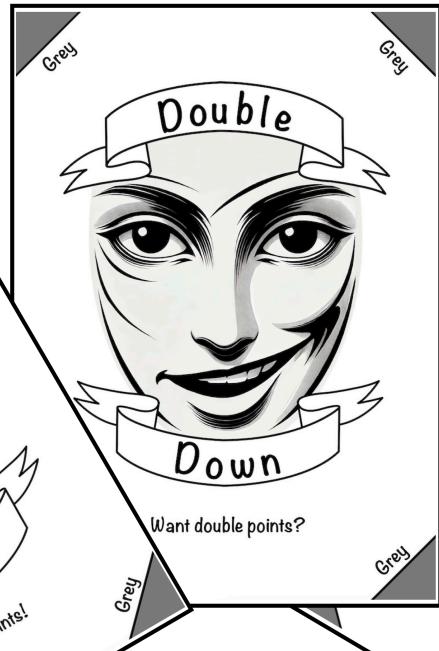
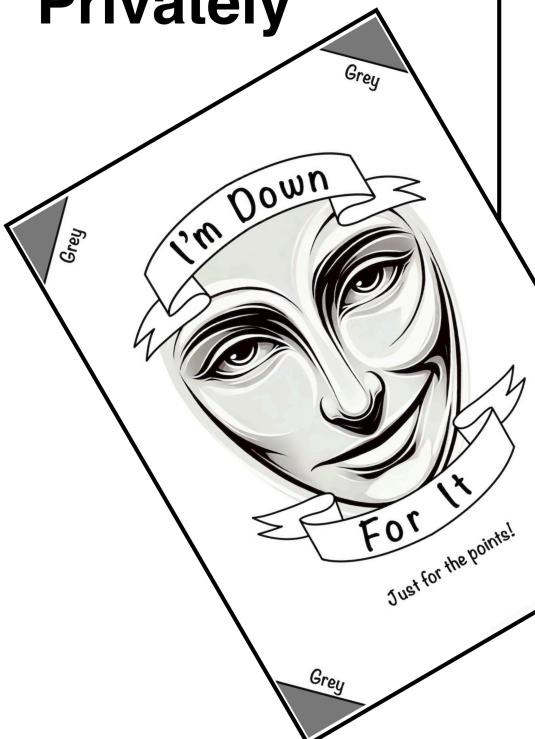
- **Solo & Pair Dares:** Take on challenges alone or with a partner, with each dare becoming more daring than the last
- **Consent Cards:** Before two-person dares, players privately share their willingness to participate, ensuring full consent
- **Escalating Dares:** The first dares start simple, but become more daring until your group reaches their limit
- **Secret Vetos:** Anonymously prevent dares that go to far

How the Game Flows

- **Choose a theme:** Will you do creative dares? Humiliating dares? Food dares? There are 14 theme cards to choose from
- **On your turn:** Complete a pair dare, do a solo dare, start a drink, or pass.
- **Rewards accumulate:** Less chosen options become more valuable each turn they are not chosen
- **New Dares:** Once someone completes the highest dare, a new harder dare is proposed and secretly voted on
- **Find your limit:** Play ends when dares no longer escalate, and the player with the most points wins!

Dive in and have fun! How far will your group go?

Privately



Consent

Make dares increasingly
AWKWARD

and maybe you'll see people ...

Solo: Texting distant relatives asking for money

Pair: Making weird faces while their foreheads are almost touching

Make dares increasingly
INTIMATE

and maybe you'll see people ...

Solo: Spilling their secrets

Pair: Giving each other back massages

Make dares increasingly
INEDIBLE

and maybe you'll see people ...

Solo: Holding cinnamon in the mouth

Pair: Making nasty sandwiches for each other

Theme

Cards

Setup

Each player selects a color and receives 3 consent cards in their color and a solo game piece in their color to track solo dares. Every possible pair of players receives a two-color game piece to track their pair dares. (A 16-player game will have 136 pieces on the board!)

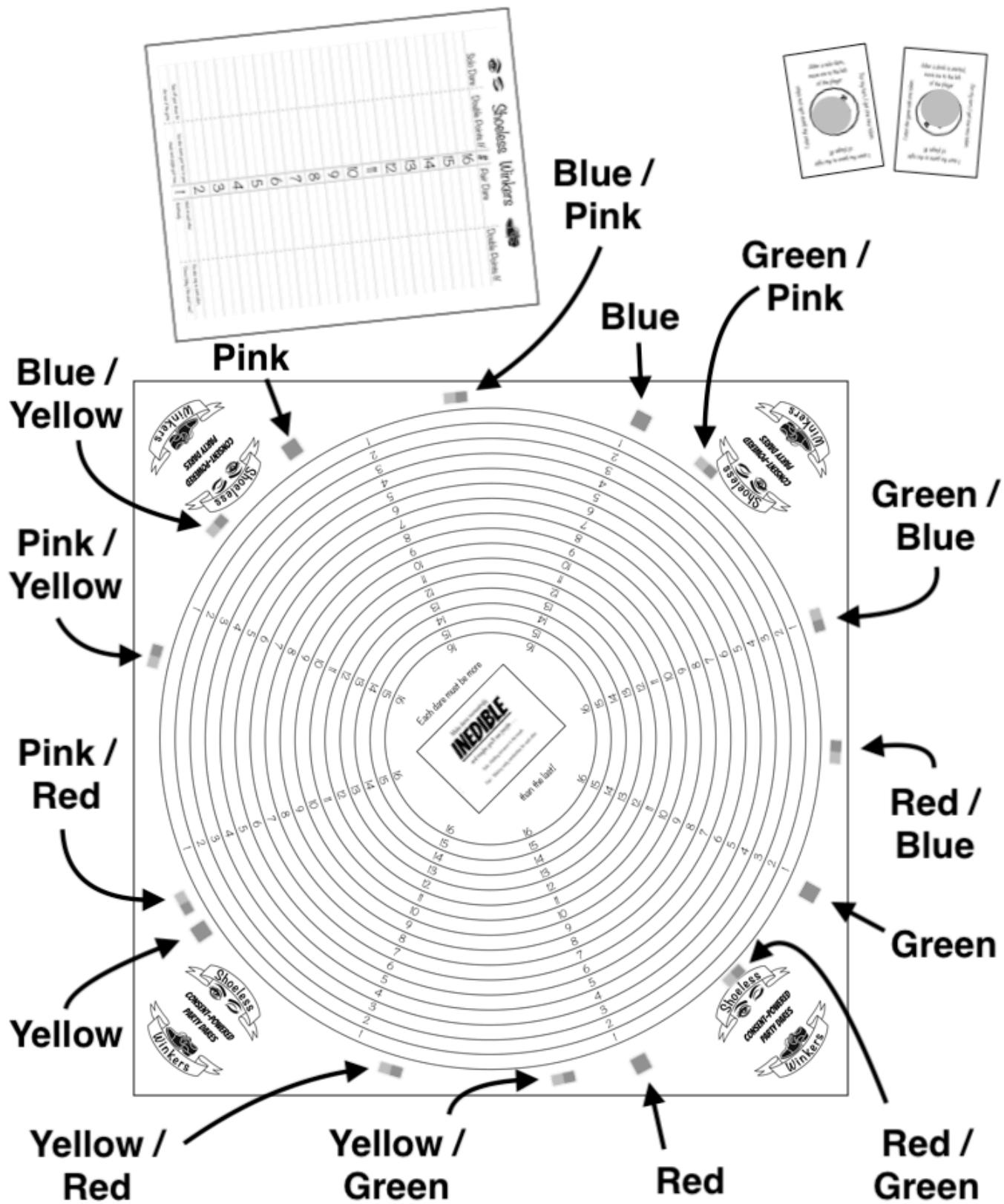
Place the solo game piece closest to you and the pair pieces halfway between you and the other player. All pieces start outside the circles and move inward as dares are completed. Put the dare sheet in view of all players.

Choose a starting player however you like. The two build-up cards (for solo dares and drinks) go to the right of Player 1. Place a green token on each build-up card. Play proceeds clockwise. Every time play circles back to a build-up card, add a token to it. After someone completes a solo dare or starts a drink, they must place the corresponding build-up card to their left between them and the next player, so that it receives a token after they complete their turn.

Choose a Theme

- Read the theme cards aloud and then pass them around
- Each player discards their least favorite theme face down
- The last remaining theme is placed face-up in the center
- 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

Example Setup (5 Players)



Playing Your Turn

Place a green token in front of you at the start of your turn. This will be the reward for you and any player who completes a pair dare with you. Tokens will accumulate in front of you each turn until a pair dare is completed. The token values are green = 1, yellow = 5, red = 10.

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:** You have totally satisfied the player, and they don't currently want more dares. (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 dare with you AND the extra challenge. (Double points!)

Choose one option for your turn:

- **Complete a pair dare** with someone who consented. Your reward is the sum of the tokens in front of both players. The other player also receives this reward. The reward is doubled if you did the extra challenge
- **Complete your next solo dare** for the tokens on that build-up card (optionally with an extra challenge for double tokens)
- **Start a drink** for the tokens on that build-up card (or a double drink for double tokens). You must finish your current drink before starting another
- **Pass** if you are totally satisfied with other options (Yay!)

Choosing New Dares

When the highest dare is completed (solo or pair), the current player must propose a new, more difficult dare and an extra challenge for double points.

The group votes in secret using tokens placed in the provided cloth bag:

- **Green:** You might do the base dare if others are doing it
- **Yellow:** You won't do the dare but don't object.
- **Red:** You veto the dare
- **Dump the bag:** If any red tokens or no green tokens are in the bag, the vote fails. Pair dares need at least two green tokens
- **If it fails:** Ask each player if they have an idea for a dare to vote on. If no new dare is agreed upon, the highest completed dare becomes the final dare and can be repeated for additional tokens
- **Pair dares are bidirectional.** Both players perform the same challenge
- **If you vote yellow or green,** you consent to anyone doing the dare with anyone, including your spouse or romantic partner. If you are uncomfortable with your partner participating, you MUST veto the dare (even if you're certain they would never do the dare)!

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