

<p> Add-On Activation Flip the switch — let the fun begin!</p> <p>Play this card to instantly activate one Add-On from the current level. That Add-On becomes live and remains active for the rest of the hike (unless overridden by another Power). After playing this card, pass it to your partner so they can surprise you back later.</p> <p><i>"One small activation for me, one giant leap for our game."</i></p>	<p> Blind Trust No peeking, no planning — just feeling your way through...</p> <p>Play this card before the next dare is drawn. Whoever does the dare must complete it fully blindfolded — no matter what it is. After it's played, pass it to your partner...</p> <p><i>"Close your eyes. Now let the trail — and your partner — lead the way."</i></p>	<p> Bonus Add-On Activation Break the rules — surprise at any level!</p> <p>Play this card to instantly activate any one Add-On from any level you both agreed is within bounds — even if it wasn't originally selected or unlocked. That Add-On becomes live and remains active for the rest of the hike (unless overridden by another Power). After playing this card, pass it to your partner so they can surprise you back later.</p> <p><i>"When one level's not enough, unleash them all."</i></p>	<p> Card Steal Swipe the surprise — your move, their card!</p> <p>Play this card to draw a random card from your partner's hand. After playing, pass it to your partner so the game keeps twisting.</p> <p><i>"What's mine is yours... or maybe just borrowed for a while."</i></p>
<p> Take Off a Clothing One piece down — and the fun's just starting!</p> <p>Draw this card and the other person must immediately remove one piece of clothing — no questions asked.</p> <ul style="list-style-type: none"> - No dodging, no delaying. Strip it off right then and there. - Socks don't count. Nice try. 😊 <p>After use, pass this card to the other player.</p> <p><i>"Less is more — at least when the game calls for it."</i></p>	<p> Dare Swap Flip the script — your dare, their move!</p> <p>After a dare is revealed (but before it's done), play this card to swap who must do it. If it was part of a Double Trouble dare, both get assigned to that person.</p> <p>After use, pass it to your partner to keep the twists coming.</p> <p><i>"Why should they have all the fun? Let's shake things up!"</i></p>	<p> Dealer's Choice You pick the next dare — no roll needed.</p> <p>Skip the dice. You choose a dare from the current level, and decide who does it.</p> <p>Give the card to your partner once the dare is completed.</p> <p><i>"Fate takes a break — I'm in charge now."</i></p>	<p> Double Dare Double the dares, double the fun — hope they're ready!</p> <p>Play this card to automatically assign the next two dares to your partner. They must complete both dares fully — no Wildcard use or vetoing!</p> <p>Once used, the Double Dare Card passes to the other person for future use.</p> <p><i>"Brace yourself — twice the trouble, twice the thrill."</i></p>
<p> Double Down Complete 2 dares now to earn a future skip.</p> <p>Play this card when it's your turn. Roll twice and complete both dares.</p> <p>You now earn a free skip for one future dare that targets you — except dares you roll for yourself.</p> <p>Declare your skip after a future dare is rolled for you.</p> <p>After using your skip, pass this card to your partner.</p> <p><i>"Pay double now, dodge trouble later."</i></p>	<p> Double Trouble Two's company, two's a dare — double the challenge, double the laughter!</p> <p>The next dare rolled applies to both players simultaneously — both must complete it together.</p> <p>After use, this card passes to the other player.</p> <p><i>"Teamwork makes the dare work!"</i></p>	<p> Forced Play No time to think — your move, right now!</p> <p>Play this card to force the other person to immediately use one of the cards in their hand — right now. They must choose and play it on the spot. No saving it.</p> <p>Once resolved, the Forced Play card passes to the other person.</p> <p><i>"Surprise! The game just got a little more urgent."</i></p>	<p> Freeze Frame Hold that pose — don't move or make a sound!</p> <p>Play this card to make your partner freeze in a funny or awkward position for 1 minute right now.</p> <p>You can try to get them to move or make a noise — if they do, they owe you a dare from the currently unlocked levels, chosen by you.</p> <p><i>"Let's see if you can hold still... or break under the pressure!"</i></p>

       			
       			
       			

Heat Up / Cool Down

Turn up the heat or chill it out — control the mood with every roll!

Before rolling the die for the next dare, choose to:

Heat Up: Upgrade the next dare to a higher level (even skipping levels).

Cool Down: Lower the next dare to a previous level.

Announce your choice before the roll. **After use, pass this card to the other player.**

"Your move, your mood — spice or soothe the game as you please."

Mirror Round

You dare? We **both** do. No escaping it now.

Play this before the next dare roll. Whatever the dice say — it's a shared fate.

If one of you gets a wild task, the other's coming along for the ride.

Once both of you complete the mirrored dare, **pass the card on.**

"If I'm going down, you're going down with me... giggling all the way."

Reroll & Reverse

Shake it up — what's good for you is even better for them!

Play this card to reroll any dare — with a twist: the result goes to the other person instead.

Great for dodging a tough one... and throwing it right back at them.

Passes after use.

"Why face the heat when you can turn up the flame on your partner?"

Full Bear Hug

Clothes Off, Then Close — 30 Seconds to Undress!

Play this card to give your partner **30 seconds** to remove any clothes they want — then they must come in for a tight, full-body bear hug lasting at least 30 seconds. No escape — close contact, chocolate sauce or not!

Passes after use!

"First strip, then hold tight — the best way to get close."

Level Up

Push the limits — take the game to the next thrilling stage!

Play this card to **immediately unlock and activate the next level** of the game.

This includes:

- Advancing to the next Level Card
- Activating all standard Add-Ons associated with the previous level

You don't need to wait for a summit or finish your current dares — the game intensifies the moment this is played.

Once you use it, you must **pass it to your partner**

"Level up, step up, and let the adventure escalate!"

LOCKDOWN

Lock it down — freeze the moment and keep the suspense alive!

Play this card to freeze someone's clothing status for the next 30 minutes.

- Whatever they're wearing when this card is played, they stay like that.
- No dressing or undressing — not even if a dare says otherwise.

After use, pass this card to your partner.

"Frozen in time, bound by the moment — no changes allowed!"

Mystery Card

Surprise and spice — keep them guessing and on their toes!

When you want your partner to do something spicy, pull this card!

They must immediately do anything you choose — within agreed boundaries, of course.

Once used, the Mystery Card **passes to the other person** to be used at their chosen time.

"Expect the unexpected — your wish is their command!"

Nope!

Flip the script — make them walk the talk!

Play this card to instantly **REFLECT** the current dare back to the other person.

They must do it instead — no exceptions!

Use it before the dare begins.

Passes after use.

"When it's your turn to dare, sometimes the best defence is a good offense!"

Chaos Card: Power Shuffle

Chaos reigns — and no one's safe.

Instantly swap all your power cards with your partner. No refusals, no negotiations — just chaos. 

This card is then removed from the game! It does not pass and can not be used again!

"In the game of desire, control is just an illusion."

Reroll & Reverse

Shake it up — what's good for you is even better for them!

Play this card to reroll any dare — with a twist: the result goes to the other person instead.

Great for dodging a tough one... and throwing it right back at them.

Passes after use.

"Why face the heat when you can turn up the flame on your partner?"

Chaos Card: Clothes Swap Chaos

Walk a mile in someone else's... outfit.

Immediately swap all your clothes with your partner — everything.

You must keep the swapped clothes on until a dare or power card tells you otherwise. No refusals.

And yes, that can be used to get clothed again and getting them naked! 

!!This card is then removed from the game! It does not pass and cannot be used again!

"Chaos isn't just a moment—it's a state of dress"

Saboteur's Choice

You choose their dare instead of the dice.

Play immediately after your partner rolls — ignore the number and **you** pick the dare from the list.

After your sabotage is complete, **pass this card to your partner** (your target may get revenge....).

"Dice? Oh no. I've got plans for you."

The Silencer

Quiet now — silence speaks louder than words.

Play this card to silence your partner **until the next dare roll**. During this time, they **may not speak**, whisper, or make intentional sounds. All communication must be nonverbal — gestures, facial expressions, or writing only.

If they slip up and speak you assign **any dare** of your choice **from any level** you've unlocked — no dice roll, no veto.

You must **hand this card to your partner** after use.

"Silence is golden... until the price is a dare you didn't see coming."

       			
       			
       			

<p> Slow Motion 10 Minutes of Exaggerated Slow-Mo</p> <p>For the next 10 minutes, your partner must move and speak in slow motion — super exaggerated and deliberate. If they slip up and do something <i>too fast</i> or talk normally, you get to pick any dare from the currently unlocked levels for them to do immediately.</p> <p>Card passes after use.</p> <p><i>"Every step, every word — a slow dance of suspense."</i></p>	<p> Split Decision Two dares, two victims — you decide who gets what.</p> <p>When it's your partner's turn, roll two dares instead of one.</p> <p>You get to assign one dare to yourself and the other to your partner.</p> <p>You both must complete your chosen dares immediately — no swaps once picked.</p> <p>After both dares are done, hand this card over.</p> <p><i>"Shared mischief. Divided consequences."</i></p>	<p> Strip Swap Trade secrets... and shirts.</p> <p>Use this card to demand a clothing swap. Each of you removes one item and trades it. You choose who strips what. No refusal.</p> <p>Once played, pass this card to your partner — their turn will come.</p> <p><i>"A little fabric shuffle never hurt anyone... or did it?"</i></p>	<p> Surprise Dare The dice know no mercy.</p> <p>Before any level upgrade, play this card and roll the dice.</p> <p> Roll to determine the dare level (1–4 = fixed, 5–6 = chaos — adjust if fewer than 4 levels):</p> <p>1–4 → A random dare from that level is chosen and must be performed by your partner.</p> <p>5–6 → You choose any dare from any level and who must do it.</p> <p>Could be soft, could be wild — it's all in the roll.</p> <p>After use, pass this card to your partner.</p> <p><i>"Fate just rolled in... and she's feeling playful."</i></p>
<p> Sweet Cheeks A luscious canvas for the sweetest temptations.</p> <p>Play this card to get to apply a thick layer of chocolate sauce to your partner's butt.</p> <p>They then have to complete a teasing, daring slow-motion "chocolate dance" showing off the painted area.</p> <p>Passes to your partner after use!</p> <p><i>"When your ass becomes art, every move is a masterpiece."</i></p>	<p> Take Command For 30 minutes, you're the game master.</p> <p>You're in charge for the next 30 minutes:</p> <ul style="list-style-type: none"> - Decide the dares, the rules, the flow. - Guide the energy, set the tone, and push boundaries (gently or boldly). - After time is up, pass this card to your partner — it's their turn to take control next. <p><i>"Let's see how far we go when you're in charge."</i></p>	<p> Tempt Fate Take on double dares now to raise the level for your partner later.</p> <p>Play this card on your turn. Roll twice and complete both dares.</p> <p>As your reward, your partner must complete a next-level dare the next time it's their turn — even if the level hasn't officially been unlocked yet.</p> <p>After your partner completes the next-level dare, pass this card to them.</p> <p><i>"Burn now, and they'll feel the heat later."</i></p>	<p> Time Warp The mischievous cousin of a Veto card.</p> <p>Don't like the current dare? Skip it — easy!</p> <p>But when your turn comes around again, you must face a dare from the <i>next</i> level.</p> <p>You don't level up yet — just take a taste of what's to come.</p> <p>Once you complete that next-level dare, pass this card to your partner and watch them squirm when they try the same trick.</p> <p><i>"Dodge now, pay later."</i></p>
<p> Veto Not today, dare!</p> <p>Use this to cancel a single dare before it's performed. You must replace it with a new random one from the same level.</p> <p>Passes after use.</p> <p><i>"One escape... but fate still rolls the dice."</i></p>	<p> Wild Escalation Dip a toe into the next level of naughtiness.</p> <p>Activate a <i>random</i> Add-On from the next level — without levelling up!</p> <p>Perfect for when you're curious... or reckless.</p> <p>Once the Add-On plays out, hand the card to your partner.</p> <p><i>"Just a little taste... what could possibly go deliciously wrong?"</i></p>	<p> Wildcard Bend the rules. Rewrite the game.</p> <p>When you draw a dare, you don't want to do, use this card to replace that dare with a custom dare of your choice.</p> <p>You create the dare on the spot or choose one from the list — your choice!</p> <p>Once used, the Wildcard passes to the other person to be used for one of their dares.</p> <p><i>"Chaos is fair play... when you're holding the Wildcard."</i></p>	

       			
       			
       			