DARE OR DARE

INSTRUCTIONS

A game by Jacob Morris

NEIHOUSE

Quick Play

1. Set up 3 lives for each player. (Normal drinks recommended)

Large Drink | Normal Drink | Small Drink

2. Completed dares award points. Failed dares lose a life and cannot be attempted by another player.

3. Take turns rolling the colored die and attempting the corresponding cards.

4. Attempt the top dare or deny the card and fail, putting the card face down on the center of the table.

5. The first player to grab the face down card may attempt the bottom dare. (if there is a tie the player with the least points get priority)

6. If a player runs out of lives, they are out of the game.

7. An 'out' player may earn back a life by completing a denied card that no 'in' players go for.

8. Collect 12 points or be the last player standing to win the game!

9. Green cards are worth one point, yellow points are worth two points, and red cards are worth three points.

WARNING: This game may involve drinking. We are not responsible for anything that happens while you are under the influence.

Gameplay

The rules are simple: Roll the colored die, and draw a card from the deck with the corresponding color.
The choice is now yours, either preform the dare on the top half of the card, complete the dare and collect the points. Keep the contents of the bottom half to yourself, as any other player may pick it up and attempt it. Provided they succeed where you failed, they get to collect the points.

Victory

The first player to collect 12 points, or be the last player left in the game.

Additional Guidelines

1. In the event of a failed dare, discard the associated card. It cannot be picked by other players.

2. Be flexible! The timing for timed cards can be negotiated by the players or bystanders.

3. If you are not drinking, find something else to represent lives.

4. Dares of unspecified length (such as social media posts) should be left at least until the end of the game.

5. If a player is chosen to take part in a dare and they refuse, that player loses a life.

6. When a player refuses to participate in a dare, choose another in their stead.

7. Do not choose the same player twice in a row to participate in a dare.

Additional Guidelines

8. If a player is unable to obtain the correct item required in a dare, that player may pick another card of the same color.

9. Keep the contents of the card to yourself until the dare is finished, or if necessary to attempt the dare.

10. It is up to the group to decide if a dare was good enough to be considered completed.

11. It is up to the group to keep track of turn based cards. If you notice someone didn't follow through, call them out!

The Cards

Green: The simplest dares, rated PG.

Yellow: The middle of the pack dares, rated PG13.

Red: The best of the best, rated R.

The Die Icon

Roll the die to determine how much or how many.

Have fun, and play safe!