

# DARE DUEL

Please note that you can find the game rules in languages other than English on our website. Visit [www.tingletouch.com/dareduel/rules](http://www.tingletouch.com/dareduel/rules) to see if we have added your language.

Below you can find the complete rules needed to play Dare Duel with 3 or more players. However, since the general idea of the game remains the same, please make sure you have read the rules for 2 players before you read these rules.

## OVERVIEW

In this version of Dare Duel, players first combine words and phrases to create as many dares as there are players. Then, all dares are shuffled and handed out to random players to act out, either alone or with a player of their choice.

## BEFORE YOU BEGIN

On the last page of this document you can find a set of 9 common words cards. Before you play your first game, please print out and cut out the extra cards so that each player can have their own.

Also, remember that no player is allowed to reach climax until a winner is declared. Then you're all strongly encouraged to reach climax.

## GAME SETUP

1. Make sure all players are wearing 4 pieces of clothing each. A pair of socks or shoes always counts as 1 piece of clothing.
2. Each player will need a pen and a stack of small papers.
3. Make sure that you have a timer of some kind, and that each player has their own common words card as explained above.
4. Shuffle all the reward cards and place them face down somewhere safe. Remove the two bail cards and all the secret cards from the game. Shuffle all the word cards and place them face down in the middle of the playing area.
5. Each player draws a certain number of word cards without turning them over, creating their own stack of face-down word cards placed in front

of them. How many cards to draw depends on the number of players in the game: 3 players – 6 cards each; 4 players – 5 cards each; 5 or more players – 4 cards each.

6. Remove the remaining word cards from the game and give the starting player card to the player the group thinks has the dirtiest mind.

## RULES OF INTERACTION

The last thing you need to do before starting the game is also the most important. You need to decide on the rules of interaction, that is, decide who can interact with whom during dares.

For example, a group of straight players could decide to only interact with players of the opposite sex, or couples might only want to interact with their partners.

The rules of interaction should feel comfortable for all players and are completely up to the group to decide.

## EXAMPLE

Emma, Amanda, David and Robert are playing. They are all straight, so they decide that the girls can only interact with the guys, not each other, and vice versa.

## HOW TO PLAY

### STARTING A ROUND

At the beginning of each new round ALL players select 1 of the three phrases on the starting player card and write it down on their piece of paper. All players then pass their piece of paper to the player to their right.

Finally, everyone draws the top card from their own stack of word cards and turns it over.

### TAKING A TURN

Each turn, all players must select 1 word or phrase on their own word card and up to 2 items on the common words card. Players write down the chosen words/phrases on the piece of paper in front of them, adding to the sentence that was started by someone else.

When all players have added their selected words and phrases, everyone again passes their piece of paper to the next player, and new words/phrases are added.

**IMPORTANT:** You keep the same word card for the entire game round, and you always select something from that card when it's your turn. You do NOT draw new word cards each turn.

### ENDING A SENTENCE

Any player can end a sentence at any time by selecting the single period or a phrase ending with a period. When that happens, the player folds the paper and puts it in the middle of the playing area.

Keep passing papers around and adding new words/phrases until all sentences are complete.

### PERFORMING DARES

The starting player shuffles all papers and, without looking, randomly hands one out to each player.

**TIP:** To make it easier to shuffle and draw dares, you can use a cloth bag or something similar to put the folded papers in.

Starting with the starting player and continuing in clockwise order, players now take turns acting out their dares or refusing them.

When it's your turn, unfold your paper and read the dare aloud. You must now decide if you want to act it out or not.

If the dare only involves you, it's all up to you.

If the dare only involves someone else, you must ask ANY other player to perform it. The rules of interaction do not apply here.

If the dare involves yourself AND someone else, you must ask any other player that you're allowed to interact with if they want to act it out with you.

All players have the right to refuse any dare, but doing so gives them 1 penalty point.

If you refuse your own dare, your turn is over.

If you ask someone else to perform a dare and they refuse, you must ask another player until either someone accepts or everyone has refused.

Remember that for dares involving you and someone else, you may only ask players that you are allowed to interact with.

### ENDING A ROUND

When all dares have either been performed or refused, the round is over. Before starting a new round, you must do the following:

1. Everyone's face-up word card is discarded and removed from the game.
2. The starting player passes the starting player card to the player to their right.
3. All players who are not already nude remove 1 piece of clothing each.

## SCORING

Decide on a player who will keep track of everyone's score on a piece of paper.

Each time a player refuses a dare, either their own dare or when asked by another player, they get 1 point. The goal of the game is to get as FEW points as possible.

### EXAMPLE

1. David is the starting player so he unfolds his paper and reads aloud: "***Your opponent will reveal a secret sex fantasy.***" David asks Amanda to do it, and she does.

2. Emma's dare reads: "***You will dance naked for 2 minutes.***" Emma refuses and receives 1 point as penalty.

3. Robert is next, reading: "***You will kiss for 1 minute.***" Even though it's not specifically stated, it's obvious another player is needed. He asks Amanda, who agrees.

4. Amanda reads: "***You will tickle your opponent for 3 minutes.***" She asks David, who refuses. She then asks Robert, who also refuses. She is not allowed to interact with Emma, meaning there is no one else left to ask, so David and Robert both receive 1 point each and the dare is not performed.

## LOSING CLOTHES

Players can lose clothes in three different ways:

1. When you create a dare that instructs a player to remove clothes.
2. As previously mentioned, at the END of every game round, all players who are not already nude must remove 1 piece of clothing.
3. Whenever you draw a word card with a strip icon, you must remove 1 piece of clothing, and you must also tell ANY other player to remove 1 piece of clothing of their choice.

## RED-MARKED WORDS

Red-marked words or phrases may NOT be selected during the first game round.

When the first round is over, any player may select any word or phrase on their word card.

## WHO WINS?

The game ends when the players run out of word cards to draw. That means each game lasts either 4, 5 or 6 rounds depending on the number of players.

At the end of the last round, the player with the LEAST amount of points wins.

The winner now draws 2 cards from the reward card pile and selects 1 word or phrase on each card.

In the event of a tie, the player who last performed a dare wins. Should 2 players tie for the win and they both performed their last dare together, they select 1 word/phrase each.

Since there are many different types of groups that can play Dare Duel, what happens next is for the group to decide. The goal is for everyone to reach climax, and the selected words/phrases must be used before, or while, climax is reached. How the selected words/phrases are used is up to everyone who is participating.

Should any player not feel comfortable with the selected words/phrases, the winner(s) must select something else.

## EXAMPLE 1

Emma wins the game and selects "*oral sex*" and "*tied to a chair*". The group decides that the guys will first tie the girls to a chair and perform oral sex until climax, and then the girls will do the same to the guys. Who pairs up with whom is also up to the group.

## EXAMPLE 2

Two couples are playing, and they have agreed to only interact with their partners, so in this example "*oral sex*" and "*tied to a chair*" must be used by each couple before, or while, reaching climax.

## ADDITIONAL RULES

### KEEPING UP THE PACE

If anyone thinks an opponent is taking too long to select words or phrases, everyone may tickle or spank them until they have made up their mind.

### CLOTHES

If you lose a piece of clothing, either at the end of a round, by a card with a strip icon, or in a dare, it's lost for the remainder of the game or until you're instructed to wear something again. If you're told to put things on, they stay on until you're told to lose clothes again. And so on.

### DIFFERENT CHOICES IN A DARE

Whenever there is an option or something is unclear in a dare, it is always the READER of the dare that decides the details. However, they may also choose to leave it up to their opponent to decide the details if they think that's more fun.

### GRAMMAR ISSUES

When adding a word or phrase to a sentence, it does not have to be perfectly grammatically correct, but it's your responsibility to make sure you create an understandable sentence.

### UNABLE TO SELECT A WORD OR PHRASE

If it's impossible to add ANY word/phrase/period on your card to a sentence, you must pass your paper to the next player without selecting anything.

### GAME LENGTH

You can adjust the game length by changing how many word cards each player receives at the start of the game.

On the next page, you can find additional common words cards for printing.

### COMMON WORDS

When you draw a word card you may also select up to 2 items on this card.

+s	+es	+ing	+ly	+ed
+s	a	an	is	are
the	it	be	on	in
to	do	from	will	use
using	with	their	they	
you(r)	your opponent(s)			
yourself	yourselves			
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