

DARE!TM

HOW FAR WILL YOU GO TO WIN?

For 4 to 8 consenting adults or teams

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OBJECT

To be the first player to collect at least 20 chips by answering trivia questions and performing Dares and Double Dares, and then complete a final Triple Dare to win.

EQUIPMENT

Game board • 8 Tokens • 1 Die • 160 Chips • Deck of 320 Cards: 270 Question / Dare Cards, 30 Double Dare Cards, 20 Triple Dare Cards

NOTE: There are five blank cards in the deck—1 Question / Dare, and 2 each of the Double and Triple Dare Cards. Use these to write your own—just be sure you make them safe!

PROPS

Before you begin . . .

In order to perform some of the DARETM Dares, you will need *small amounts* of certain readily-available household items. We suggest you read through the list below to get an idea what you already have on hand, and what you might want to buy before playing the game. We wouldn't want you to interrupt the feverish pace of the game to run out to buy eggs!

Since there are more than 1,100 Dares in the game, you won't need all these things every time you play—unless you're marathon DARE players. Also, as you'll read later in the HOUSE RULES section, we encourage players to make any necessary substitutions in the props area.

KITCHEN STUFF:

Bowl of ice cubes
Bowl of water
Tomato paste
Three pieces of fruit, including at least one orange and one lemon
Salt
Mustard
Raw eggs

Slices of bread
Honey
Butter or margarine
Lettuce
Salt shaker
Raw potato
Carrot
Applesauce
Garlic

Onion
Milk
Salad oil
Crackers
Vinegar
Empty grocery bag
Broom
Pot and/or pan
Plastic or paper cups

BATHROOM STUFF:

Toilet paper
Bar of soap
Bandaid
Sponge
Toothpaste

MISCELLANEOUS STUFF:

Pencils
Notebook-size paper
Newspaper
Old magazine
Book
Cellophane tape

Pair of socks
Blindfold
Bed sheet
Safety pin
Cellophane tape

NOTE: See boxed section called HOUSE RULES.

WARDROBE

Dress comfortably—old clothes preferred—and be sure to wear shoes and socks. (When you've played this game a while, you'll find out why!)

SETUP

- Each player selects a token and places it on START.
- Give each player 2 chips to start.
- Leave all the other chips in a pile to the side; they will be doled out as earned.
- Separate out the coral-colored Double Dare and green Triple Dare cards.
- Keeping the Doubles and Triples separate, shuffle each deck and place each on the appropriate spot on the board.
- Leave the 270 lavender Question / Dare cards in their storage box; as you play, you'll draw from the front and discard at the back of the box.

NOTE: Use the five *blank* cards to write your own tough Questions and create your own *safe* Dares, Double Dares and Triple Dares.

GAMEPLAY

Pick a player to go first. Play always passes to the left.

On your turn you:

- Roll the die and
- Move that number of spaces and
- Do what the space tells you to do:

THE SPACES

DARE!

Pick a number from 1 to 4. That's the number of the question you'll have to answer. The player *on your left* draws the first card from the box and reads to you whichever number question you selected. If you answer the TRUE / FALSE question correctly, the Pot pays you 1 chip. Congratulations!

But if you goofed and got it wrong, you have to do a Dare! The player who asked the question flips the card and reads the correspondingly-numbered Dare on the back. (Example: If you asked for Question #3 and you were asked #3 and you got #3 wrong, you have to perform Dare #3. Right?)

If you perform the Dare successfully, you earn 1 chip from the Pot.

If you fail in your attempt to do the Dare—or *if you're a wimp and choose not to do the Dare*—it is passed to the next player on the left. Each time the Dare is passed, it increases one chip in value. Example: A one-chipper passed three times is worth four chips. If everyone's chicken and it's passed all the way back to the original wimp, discard the card. Play passes to the person on the left of the original wimp.

NOTES:

- Even if a Dare has been passed along, play always passes to the left of *the person who just rolled the die*.
- If a Dare calls for you to perform for the rest of the game, collect your chip when you begin.
- If a Dare involves another player, the card will tell you if one or both players gets a chip.

DOUBLE DARE

If you land here, the player on your left draws the top card from the Double Dare stack and reads it aloud.

You'll earn 2 chips if you succeed. If you pass it, the Double Dare increases in value one chip each time it's passed, so a 2-chipper is worth 3, then 4, etc.

NOTE: Some Double Dare cards indicate that the "winner gets 2 chips from the loser." In these cases, only chips already held by a player change hands—there are no chips taken from the pile. *You cannot pass these Double Dares.*

PICTURE DARE

Do what the picture shows for 20 seconds and earn 1 chip from the Pot.

If you fail, or decide not to do a Picture Dare, it passes the same way a Dare does.

THE HOMESTRETCH

Once you've dared to collect at least 20 chips, at the start of your next turn move directly to the ENTER HERE arrow on The Homestretch. Roll the die, and move accordingly.

Beware The Homestretch, it's a dangerous place! If you land on a Picture Dare, you *cannot* pass it. You *must* do it or you *lose* 2 chips to the Pot. And if losing 2 chips makes you drop below 20 chips, YOU MUST GO ALL THE WAY BACK TO START ON THE OUTER TRACK!!! (Hint: This is why it's good to have *more than* 20 chips going into The Homestretch.)

TRIPLE DARE

Oh boy, you're in for it now! And you don't have to land here by exact count!

The player on your left reads the top Triple Dare card aloud. If your performance is a success, YOU WIN!

But if you fail, or choose not to perform, the Triple Dare passes just like any other Dare or Double Dare, increasing one chip in value (starting at 3).

Once you're in the Triple Dare space, you stay there for the rest of the game. Every time it's your turn, draw a Triple Dare card. When you've successfully completed one Triple Dare, you win.

TO VARY GAME LENGTH

To shorten the game, decide before you start to allow a player into The Homestretch with only 15 chips.

WINNING

Play continues until one player gets to the Triple Dare space at the end of The Homestretch and successfully performs a Triple Dare.

HOUSE RULES

In PROPS and GAMEPLAY, house rules will always apply.

Players should feel free to make suitable *safe* substitutions in the area of props if necessary.

They may also decide among themselves if a player has "successfully" performed any dare. Of course, as one player gets to "Triple Dare" and close to winning, you may find your standards changing!

Use the four *blank* cards to dream up your own *safe* Double and Triple Dares...

We would be happy to hear your questions or comments about the DARE™ game. Write to our Customer Response Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



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Proof Of Purchase
DARE!™