

GOOF OR DARE NIGHT™ RULES, or HOW TO PLAY THE GAME

- Sit in a circle. Or stand on your heads if you want, but sitting may be more comfortable.
- Give each girl a bracelet cord. Open and set out the bag of beads.
- The hostess, who will henceforward be known as The Hostess, has already read the rules, so she starts by picking a girl to go first. This lucky girl will be known as The Goofer—although sometimes The Goofer will be a Truth-er, or a Dare-er, but we had to call her something!
- The Hostess asks The Goofer, “Truth, goof or dare?”
- The Goofer picks the category she feels up to. The Hostess looks at any card for that category and picks a question or task, then reads it out loud.
- The Goofer **MUST** answer the question or perform the task—and the group has to agree that The Goofer did it right.

VERY IMPORTANT: By the end of the game, each of you needs to have collected 3 each of the 3 color beads for your bracelet...which means you each must perform 3 truths, 3 goofs and 3 dares. (Duh!) So, sooner or later, you'll get to all three categories! (See **WIMP!**).

- **VERY IMPORTANT SPECIAL RULE:** The timer is for TRUTH questions. The Goofer has to talk—and it all has to be true!—until the sand runs out.
- If everything is cool, The Goofer gets one groovy bead from that category for her bracelet. If she fails, no bead. The colors of the cards match the beads: Orange for truth, Jade for goof, and Gold for dare.
- The Goofer's turn is over, and she now takes over the Hostess' role of asking “Truth, goof or dare,” so from now on we'll call her The Asker. So now The Asker asks any other girl (who is now the new Goofer) that age-old question: “Truth, goof, or dare?” And it keeps going like this—Asker asks Goofer, Goofer performs, Goofer becomes Asker and asks new Goofer, etc., etc., etc. Just make sure everyone gets about the same number of turns.

OTHER IMPORTANT THINGS TO KNOW:

- **WIMP!** The Goofer may “WIMP” after hearing any question or task. She does this by saying, “I’M A BIG WIMP!” and giving The Asker one of her beads to put back in the bag. **YOU MAY ONLY WIMP THREE TIMES.** If The Goofer wimps, The Asker picks someone else.
- The Asker can’t pick dares that require phone calls or anything else that might wake people up after 9 p.m.
- If a truth, goof or dare seems impossible, a majority of the girls who aren’t either The Asker or The Goofer can vote to **MOVE ALONG.** The Asker picks another question or task from the card.
- If there are no “nearest grownups” available, as requested in some tasks, one of you may play the grownup: Stand and say in a very deep voice, “Young ladies! You are making **ENTIRELY TOO MUCH** noise.”
- **FILL-IN-THE-BLANK STICKERS:** When The Goofer picks truth, goof or dare, The Asker may decide to give her one of the fill-in-the-blank stickers instead of reading from the card. Without telling The Goofer what’s on the sticker, The Asker and the other girls decide how to fill in the blanks. Then The Asker reads the completed statement/question and sticks the sticker on The Goofer—who must perform!
- If any questions aren’t answered above, The Hostess has Sleep Over Club™ permission to make up the answers. After all, it’s her house!

HOW TO MAKE YOUR GROOVY BRACELET...SOME TIPS:

- Fold your cord in half, then make a knot in the folded end—being sure to leave a small loop about $\frac{3}{4}$ -inch long.
- Add your beads to the cord as you collect them...or collect all your beads then string them when the game is over, leaving one large orange bead for your “clasp.”
- You may make knots between beads if you want.
- When you’re done, knot the last large bead onto the loose ends. Thread this through the loop to latch your bracelet.

