

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 to see if we have added your language.

Also note that these rules describe the 2-player version of Dare Duel. If you want to play with more players, first read the 2-player rules and then check out the section on the last page containing information about the additional rules for 3 or more players.

OVERVIEW

In Dare Duel two players take turns drawing cards and selecting different words or phrases to create sexy dares to act out. Players also receive points when creating dares, and the first player to reach 25 points wins the game. The winner then gets to decide how climax is reached using words and phrases found on special reward cards.

BEFORE YOU BEGIN

First and foremost, make sure to always practice safe sex and remember that playing Dare Duel is at your own risk. Never do something dangerous or something that is considered illegal where you live, regardless of what the cards in the game instruct you to do.

Secondly, neither player is allowed to reach climax until a winner is declared. Then you're both strongly encouraged to reach climax.

COMPONENTS

91 playing cards (red card back), 15 reward cards (black card back), 1 starting player card, 1 common words card, 2 bail cards (1 black, 1 white).

GAME SETUP

1. Make sure both players are wearing the same amount of clothing; 4 or 5 pieces each is a good number. A pair of socks or shoes always counts as 1 piece of clothing.
2. You will need a pen, a notepad or a stack of papers, and a timer of some kind. A kitchen timer or the one on your phone will work nicely.

3. Shuffle all the reward cards and place them face down somewhere safe until the end of the game. Shuffle all the playing cards and place them face down in the middle of the playing area, creating a draw deck. Place the common words card face up next to the draw deck.

4. Just like in chess, one player is white and the other black. Decide who will play which color, and then give the white bail card to the white player and the black bail card to the black player. The bail cards should be placed in front of each player with the number 2 facing up.

5. Play Rock-Paper-Scissors. The winner gets the starting player card and places it face up somewhere on their side of the playing area.

HOW TO PLAY

The game is played over a number of game rounds. Each round, players first create a dare by combing different words or phrases and then act out the dare as instructed.

STARTING A ROUND

At the start of each game round, the player who has the starting player card selects 1 of the three phrases on the card and writes it down for both players to see. The turn then passes to the other player.

TAKING A TURN

On your turn, draw the top card from the draw deck. There are two types of playing cards: word cards and secret cards. The majority are word cards containing different words and phrases.

If you draw a word card, place it face up in the middle of the playing area. If there already is a word card there, place the new card on top. You must now select exactly 1 item from that card and add it to the sentence your opponent started. An item is either a word, a phrase, or a single period.

To make it easier to build sentences, you also have the option of selecting up to 2 items from the common words card as well.

Now the turn passes to your opponent who repeats the process. Continue taking turns drawing cards and selecting words or phrases, writing them down, and building a sentence.

EXAMPLE

Emma is playing as white and David is playing as black. Emma has the starting player card.



Emma starts the round by selecting "**Your opponent will...**" on the starting player card.

Current dare: **Your opponent will...**

It's now David's turn. He draws a word card from the main draw deck and must select 1 word or phrase on that card to add to the sentence. If he wants to, he may also select up to 2 items on the common words card.

COMMON WORDS				
When you draw a word card you may also select up to 2 items on this card.				
+es	+ing	+ly	+ed	
+s	a	an	is	are
the	if	e	on	in
to	do	from	will	use

make out	tie you up and
reveal a fetish	dominate
(lap) dance	while kissing
touch	lick <input type="checkbox"/> before
kiss	exposed body part
(your) tongue	play with



David selects "**do**" and "**a**" on the common words card and "**(lap) dance**" on the word card.

Current dare: **Your opponent will do a lap dance...**

SELECTING WORDS AND PHRASES

On the word card you MUST select exactly 1 item. If one or more words/letters are in parenthesis it means you can decide if you want to use those words/letters or not. So if you, like David in the example above, select "(lap) dance", "lap" is optional, meaning you can decide to add either "dance" or "lap dance" to your sentence.

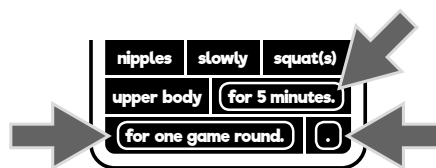
On the common words card you can select either short words/phrases or word endings. Word endings are marked with a "+", meaning they can be added to the end of a word. For example, if you

choose "touch" you can also pick "+ing" from the common words card to get "touching".

Each time it's your turn, you may select 1, 2, or no items from the common words card. Any words you select from the common words card can be freely placed before or after the word/phrase you selected on the word card. Word endings can only be placed at the end of the last word in a phrase.

ENDING A SENTENCE

At the bottom of all word cards you can find a number of items with a border. Inside the border is either a single period or a phrase ending with a period.



If you select either of these items when it's your turn, the game round ends and the creation of the dare is now complete.

Regardless of which player ends the sentence, it is the COLOR of the card used to end the sentence that decides which player will read the dare.

EXAMPLE

It's Emma's turn again. She draws a white word card and decides to end the round by selecting the single period.

against a wall	play with
anywhere	for 3 minutes.
until, you're satisfied.	.



Emma selects "." on the word card and nothing on the common words card.

Completed dare: **Your opponent will do a lap dance.**

PERFORMING THE DARE

The player whose color was used to end the sentence reads the dare aloud and then both players follow the instructions. In the above example Emma is the white player so she reads the dare, meaning David will perform the lap dance.

Had a black card been used to end the dare, David would have been the one to read it, and Emma

would be the one performing the lap dance.

If there are details lacking or any uncertainties about anything in a created dare, it is always the reader of the dare who decides the details. So, in this case, since no time limit is specified, Emma decides how long David should dance.

SCORING

After a dare is completed, the reader of the dare is awarded points equal to the number of cards used to create the dare, not counting the starting player card. In the above example two cards were used to create the dare, so Emma is awarded 2 points.

To keep track of points, simply write down each player's score on a piece of paper.

STRATEGY TIP: Sometimes it may be worth it to give points to your opponent in order to create a dare you really want.

END OF ROUND

When the dare is either completed or bailed (see below), all used word cards are returned to the bottom of the draw deck. The starting player then passes the starting player card to their opponent and a new round begins.

SPECIAL CARDS

BAIL CARDS

Either player can at any time decide to bail out from a dare by using their bail card. When bailing, neither player has to complete the dare, but the player who did NOT bail receives the points for the dare, regardless of who should have received the points otherwise. If both players bail, neither player gets any points.

The first time you use a bail, turn your bail card over with the number 1 facing up. The second time you use it, remove the card from the game.

STRIP CARDS

Some word cards contain a shirt icon in the top right corner.



When any player draws a card containing this icon, the color of the card decides which player needs to strip off one piece of clothing. If that player is already nude, nothing happens.

SECRET CARDS

The majority of all cards in the draw deck are word cards. However, there are also some cards that look different and are marked with a lock icon, indicating that they are secret cards.

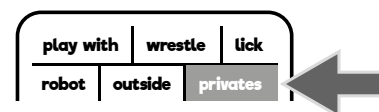


If you draw a secret card, do not turn it face up; instead, read the instructions on the card and keep it face down on your side of the playing area until you wish to use it. How to use the secret cards is explained on the cards.

When you draw a secret card, your turn is over unless you decide to use it right away. You do NOT draw a word card as well.

CARDS WITH RED-MARKED WORDS

Many word cards contain words and phrases with red backgrounds.



To keep players from having to perform dares that are too naughty in the early stages of the game, these words/phrases may NOT be selected until 1 player reaches 10 points or more. When 1 player has reached 10 points or more, BOTH players are free to select any words/phrases they want.

WHO WINS?

The player who first reaches 25 points wins the game.

After completing the last dare, the WINNING player draws the top two cards from the reward card pile and then selects exactly 1 word or phrase from each card. It's now up to the LOSING player to make sure both players reach climax, and that both the chosen words/phrases are used before, or while, climax is reached. How they are used is up to the losing player.

The winning player also has the option to switch roles and be the one who decides how climax is reached based on words/phrases selected by the losing player.

EXAMPLE

David wins the game and draws 2 cards from the top of the reward card pile.

sexy clothes	phone sex
an athletic	n a suit
something edible	love slave
wet	as quick as possible

candlelight	69 position
copy an	short story
talk a	a police officer
role-play	doggy style



David selects “*love slave*” on the first reward card and “*69 position*” on the second.

What happens next is now up to Emma, as long as someone becomes a love slave and that the 69 position is used at some point.

ADDITIONAL RULES

KEEPING UP THE PACE

If you think your opponent is taking too long to select words or phrases, you may tickle or spank them as much as you like until they have made up their mind.

CLOTHES

When told to remove or put on clothes, this lasts for the remainder of the game unless otherwise specified. If you lose a piece of clothing, either by a card with a strip icon or in a dare, it's lost until you're instructed to wear something again. If you're told to put things on, they stay on until another dare or strip card tells you to lose clothes again. And so on.

DIFFERENT CHOICES IN A DARE

In some dares you create, not every detail will be specified. For example, you may be instructed to do “*something*”, use “*an object*”, or perform a dare with no specific time limit. Whenever there is an option or something is unclear in a dare, it is always the **READER** of the dare that decides the

If you have any questions, or if you are uncertain about a specific rule, email us at info@tingletouch.com. Don't forget that we also create other sexy games as well as sexy Apps for iOS and Android devices. Go to www.tingletouch.com to learn more. You may also follow [@_tingletouch_](https://twitter.com/_tingletouch_) on Twitter and [@tingletouch](https://www.instagram.com/tingletouch) on Instagram.

details. However, it is also perfectly fine for the reader to choose to leave it up to their opponent to decide the details if they think that's more fun.

GRAMMAR ISSUES

It is up to both of you to decide how grammatically correct the sentences you create have to be. The main principle is that both players have to agree that an added word or phrase creates a reasonably correct sentence. If one player disagrees, something else has to be selected.

UNABLE TO SELECT A WORD OR PHRASE

If both players agree that it is impossible to add ANY word/phrase/period on a word card to the current sentence, you may discard it and draw a new card.

RULE VARIATIONS

You can adjust the game length by changing how many points are required to win. Every 10 points equals approximately one hour of playing time.

If you decide on a shorter game, it's a good idea to start with fewer or no clothes on.

You can also adjust the points needed to be able to use the red-marked words or, if you want less foreplay, allow them to be selected immediately when the game starts.

RULES FOR 3+ PLAYERS

The above rules describe the 2-player version of Dare Duel, but you can also play a multiplayer version with as many players as you want. The general idea of the game remains the same, but there are a number of changes and additional rules to make the game fun for more than two players.

You can find the rules for 3 or more players here:

www.tingletouch.com/dareduel/rules

If you have no intention of playing with more than 2 players, you do not need to download anything.

Game Design by Magnus Holmgren & Elin Holmgren. **Illustrated** by David Camacho. **Proofing** by Karin Kohlmeier. **Playtesting** by Donna Hart & Joshua Hart, Tracy & Andrew, Michael & Esther, A + K Richter, Eva S, Jimmy W.
A big thank you to all our Kickstarter backers. Copyright 2016 **Tingletouch Games**.