How Dare You?

By Rodrigo Rego

2-10 players | Ages 12+ | 15 minutes

Components

60 ***Theme cards*** (with 6 questions each)
10 ***Doubling cards*** (used with advanced variant)

Goal of the Game

Each round a question is read aloud, and players take turns guessing a numeric answer without going too high. The player who loses the round (*we'll explain that below*) must keep the card.
At the end of the game, the player with the most ***silly goose points*** (*head symbols*) on their collected cards loses, while everyone else win!

Setup

Return the ten ***Doubling cards*** to the box (*they are only used with the advanced variant*).
Shuffle all ***Theme cards*** and place them in a deck in the middle of the board (category side facing up).
Choose a starting player.

Playing the game

The starting player says a random number from 1-6 and reads aloud the corresponding question on the top card of the deck.
The answer to each question will be a number. The starting player must now make a guess by saying a number that they believe is lower than the answer (*it's a good idea to try to guess a number that is close to the real answer, but without going too high*).

The players then take turns clockwise around the table. Each player must either guess a higher whole number than the previous player or ***dare*** the previous guess (if they believe it was too high). Continue around the table until someone chooses to ***dare***.

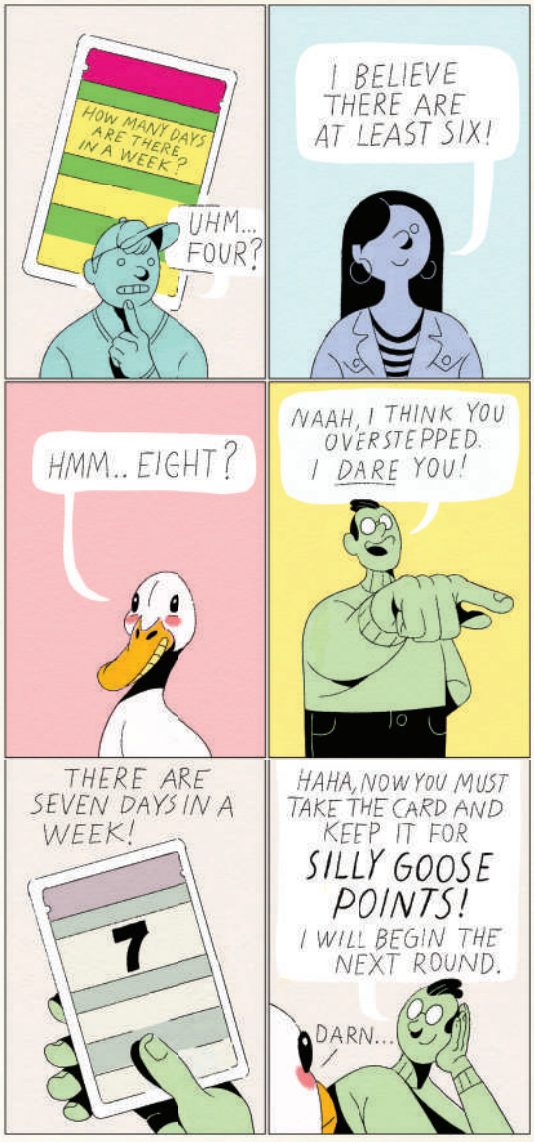
Dare!

If you think the previous guess was too high, you can say "Dare!". Then check the answer on the back of the card.
If the guess was in fact too high: The player who made the guess must take the card and keep it face down in front of themselves.
If the guess was *not* higher than the answer: you (the player who initiated the dare) must take the card yourself.
In any case, the player who initiated the dare becomes the starting player for the next round.

Game ends

The game ends at the end of the 10th round, or sooner if any one player has collected the number of cards shown in the table below. Then, everyone counts the ***silly goose*** points (head symbols) on top of the front side of their collected cards. The player (or players) with the most ***silly goose points*** loses the game, while everyone else win!

Number of players	2-4	5-6	7+
Game ends when one player has this many theme cards	5+	4+	3+



Advanced rules (optional)
Only use the following rules when all players are familiar with the game (*you could for example introduce **Double Dare** after the first game and **Doubling** after the second game*).

Double Dare! *When someone dares you, you now have a chance to make them chicken out and withdraw their dare.*
New rule: When another player challenges your guess with a dare, you can either accept it and check the answer, or you can respond by saying *"**Double dare**"*. When you say *"**Double dare**"*, the player who challenged you may withdraw their dare and instead continue the round by saying a number that is higher than your guess. The game then continues as normal.
..or they accept the **Double dare** and check the answer. In this case, the player who was incorrect must take the **two top cards** from the deck and place them face down in front of themselves.



Doubling!
Setup: Place the ten ***Doubling cards*** in a separate deck on the table.
New rule: If you guess a number that is at least twice that of the previous player's guess, take one ***Doubling card*** from the deck. Each Doubling card negates one ***silly goose*** point during scoring!
Note: The supply of Doubling cards is meant to be unlimited. If the deck of doubling cards runs out, use something else instead (matches, coins, books by Jean Paul Sartre, or whatever classy people like you have laying around).



Special situation: Throw a fit!
*If you are certain that the previous player's guess matches the correct answer exactly, you may either guess a higher number and hope the next player won't call your bluff, or you can **Throw a fit**. If you throw a fit, check the answer. If the guess of the previous player does in fact match the answer, no player gains a card this round. If it was not an exact match, you gain all the cards in the deck and lose the game in the most humiliating way.*

Silly goose - ˈsɪ-li gus' - noun
Warning: Being called a "silly goose" may be extremely hurtful. You should therefore never call other people silly geese unless you are completely sure. Silly geese can be found in all areas of life, and in all social classes. You can often recognize a silly goose by how they talk. They may say random things like "I know words. I have the best words." You may know a silly goose personally, or even wonder "Hey, maybe I'm a silly goose?". But rest assured: very few of those reading this text are silly geese. Silly geese are in general not very concerned about facts, and therefore they do not read fact boxes. You are confusing them with nerds, who reads more fact boxes than what is healthy. But contrary to silly geese, nerds are useful, and in general nice people who make life on this planet easier by inventing door handles and the internet.

Original game design:
Rodrigo Rego
Game development:
Kristian A Østby & Kjetil Svendsen
Art: Gjermund Bohne
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Alion Games, Bekkestien 5, 1406 Ski, Norway