

Spinner Books™

Truth or Dare™

OBJECT

The aim of the game is to tell the truth, take some chances, and have fun with your friends while collecting points.

PLAYING THE GAME

First things first: Grab a pen and paper to keep track of your points.

- The oldest and wisest player spins first. After spinning, the player must read the first challenge spun (i.e. Truth, Dare, or Do You Know...) from Game 1, #1 aloud to the group-and decide whether s/he wants to play or skip.
- *If a player decides to play a **Truth or Dare** challenge*, the group decides whether s/he earns a point-or NOT!

TRUTH = 1 Point

DARE = 1 Point

DO YOU KNOW = 1 bonus pass (These can be used to skip a challenge penalty free.)

- If a player decides to skip a **Truth or Dare** challenge, s/he loses a point-unless a bonus pass is traded in. There's no penalty if a player has 0 points and chooses to skip a challenge. Bonus passes held until the end of the game do not count toward the final score.
- Playing proceeds counterclockwise. Player 2 must now spin to see if s/he is up to the next challenge (and begins with Game 1, #2).

WINNING THE GAME

The first player to collect 10 points wins the game-honestly.

For added fun, see if you're slick enough to be part of the **Truth or Dare** Liar's Club!