

Tale or Dare

A game for Adults

This is probably the simplest roleplaying game you'll ever come across.

1. Get together with friends you trust. Collectively decide on the name of the main character of the story. We'll call him/her Alex in the rules.
2. Collectively decide who will begin the story, or choose randomly.
3. Collectively decide on a punishment. A good one is to take a shot of alcohol.
4. Find a method to ensure each player gets to play at least once every round.

The first player begins telling the story of the character, Alex. Start him or her off in a random situation, maybe exercising at the gym or reading a book at the library. Then that player chooses a new player, using the method chosen in step #4, and asks that player a Truth question. For example, "Have you ever..?"

Without yet answering, the new player continues Alex's tale and attempts to weave into the story some actions to *set up the scenario* for the truth. (For example, if it's a truth regarding alcohol, the player could have Alex visit the nearest bar.) The actions should be described from a 3rd person perspective. The previous player plays the role of the "world" and other people in the tale if necessary.

At the moment of the truth in the story, the player may have Alex perform the action only if the player actually did it in real life. In this case, they ask the next player (by the method chosen in #4) a new truth question and the tale continues.

If the new player cannot answer the truth because they haven't done it in real life, or if they decline to answer, Alex doesn't perform the action. In that case, the previous player gives a dare to the new player to perform in real life, outside the tale. The new player can also decline to do the dare, but if they do, they must take the punishment.

The game repeats from player to player, each continuing the story, or taking a dare, or doing the punishment. Players can drop out if they've been punished enough. The game continues for as long as the players choose (or are able). You may want the designated driver to transcribe the story for retelling, just for kicks. However, no player names should be associated with Alex's actions.