



Goat Horns: Make a funny rule. All rules stack, they don't replace each other, and will last until game is over or nullified by another rule. Must do the punishment rule if caught not doing one of the rules.

GoatDangle Family-Friendly Rules

Word / Speech Rules

- First names only
- No pointing (use lips or elbows to gesture)
- End every sentence with 'Over'
- Speak in rhymes
- Forbidden letters: pick 1-3 letters (can't pronounce S/T/R)
- No 'yes/no' - only 'affirmative/negative'
- Whisper rule: all speech must be a whisper
- Announcer voice: narrate like a sports caster
- Pirate day: add 'yarr' to each sentence
- Compliment rule: you must compliment someone before you speak
- Yo...Check it rule: start with 'Yo,' end with 'Check it'
- Can't show teeth while talking
- Accent: Everyone speaks in an accent of their choosing

Physical / Motion Rules

- Buffalo/weak-hand rule: Use your non-dominant hand only
- Floor/Heaven: last to touch the floor or raise a hand loses
- Stand up, turn around, sit back down when you lose a point
- Nose goes: last to touch nose loses a point
- Salute or curtsy before every flip
- Clap once before flipping
- Dance move before flipping
- Train arms: pump arms when laughing
- One elbow stays on the table during your turn
- Philosopher pose: stroke chin before asking a question
- Statue rule: trigger word = strike a pose; last loses a point
- Invisible mic: hold a 'mic' when you speak
- Chair hop: hop once before sitting
- Balance test: keep one foot off the ground while flipping; touch floor = lose point

Interaction Rules

- Categories: name items in a category; fail/repeat = lose point
- Rhyme Time: keep rhyme chain going; stumble = lose point
- Mate: pick a mate; your points are linked
- Compliment chain: compliment the person to your left before your turn
- Interruption tax: interrupting = automatic lose point
- Drop rule: drop something? You and your left neighbor lose point
- Sneeze siren: first to yell 'GOATDANGLE!' when someone sneezes wins; last loses a point
- Phone buzz = penalty: if your phone rings, lose point and pass power to right
- Reverse Uno: say 'reverse!' to flip turn order once per round
- Silent round: no talking until timer ends; speech = lose point
- Human echo: repeat last word of previous player
- Quick draw: touch forehead when someone says 'what?'; last loses a point
- Council of Legends: address table formally before speaking; forgetting = lose a point

Special / Redemption / Mini-Game Rules

- Toilet/Smoking pass: require permission to leave the table
- Redemption bounce/flip: everyone gets to bounce/flip twice if need be, but lose a point if 2nd shot is missed
- Go to Jail: you also take the next three penalties anyone gets
- Eye of Sauron: winner picks someone who can't blink until next turn