



**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 21+ Rules

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### Word / Speech Rules

- No saying 'drink/drank/drunk'
- No first names
- No pointing (use lips or elbows to gesture)
- Only questions allowed; statements = sip
- End every sentence with 'Over'
- Speak in rhymes
- Forbidden letters: pick 1-3 letters (ex: can't pronounce letters S/T/R)
- No 'yes/no' — only 'affirmative/negative'
- Choose a 'magic word'; anyone who says it drinks
- Speak in a movie quote each turn; if you break, you sip
- 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
- Name swap: everyone gets a nickname; using a real name = drink
- Yo...Check it rule: start with 'Yo,' end with 'Check it'
- Can't show teeth while talking
- Accent rule: pick an accent; breaking accent = sip
- Trigger word: when someone says 'game,' everyone roars like a dinosaur; last to do it drinks
- Spoonerisms: swap first sounds; fail = sip

### Physical / Motion Rules

- Buffalo/weak-hand rule: drink with your non-dominant hand only
- Two-handed drinking: every sip requires both hands
- Floor/Heaven: last to touch the floor or raise a hand drinks
- Stand up, turn around, sit back down when you drink
- Nose goes: last to touch nose drinks
- Salute or curtsy before every sip
- Pinky-out 'royalty' rule when holding a drink
- Clap once before setting your cup down
- Freeze tag: frog croak = freeze; first move drinks

- Dance move before sipping
- 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 drinks
- Invisible mic: hold a 'mic' when you speak
- Chair hop: hop once before sitting
- Tap-tap-cheers: tap table twice, tap cup twice, then sip
- Balance test: keep one foot off the ground when flipping; touch down = sip
- Silent sip: sip quietly; audible 'ahh' = sip again

### Interaction Rules

- Eye contact sip: lock eyes with someone while drinking
- Categories: name items in a category; fail/repeat = sip
- Rhyme Time: keep rhyme chain going; stumble = sip
- Mate: pick a mate; your drinks are linked
- Mirror rule: copy the person on your right whenever they drink
- Sheriff & Accuser: call rule breaks; correct = offender drinks, false alarm = caller drinks
- Compliment chain: compliment the person to your left before your turn
- Interruption tax: interrupting = automatic sip
- Drop rule: drop something? You and your left neighbor sip
- Sneeze siren: first to yell 'GOATDANGLE!' when someone sneezes avoids drinking; last drinks
- Phone buzz = penalty: if your phone rings, sip and pass power to right
- Reverse Uno: say 'reverse!' to flip turn order once per game
- Silent round: no talking until timer ends; speech = sip
- Compliment bait: catch someone without 'pinky-out,' assign sip
- Roast & toast: give a roast, then a toast; skip = sip
- Human echo: repeat last word of previous player
- Quick draw: touch forehead when someone says 'what?'; last drinks
- Council of Legends: address table formally before speaking; forgetting = sip
- Help me scratch: you can't scratch yourself; must ask another player

### Special / Redemption / Mini-Game Rules

- Little Man: mime taking the tiny man off your cup before sipping
- Waterfall: everyone drinks until the person on the left stops
- King's Cup: first three Kings pour in; 4th King drinks the cup
- Toilet/Smoke pass: require permission to leave the table
- Mushroom stack: balance cards on a bottle; collapse = finish drink
- Floor is Lava: last off the floor drinks
- Fire Alarm: set 5-min timer; whoever's turn it is when it rings sips big

- Number trap: say a number, owe that many sips (cap it)
- Redemption bounce: bounce 2 quarters; miss = double and sip, hit = give
- Go to Jail: you also take the next three penalties anyone gets
- Straw only: next drink must be with straw
- Wizard decree: one player invents a new ritual for drinking
- Trade hands: swap seats or cups for one round
- Reverse Buffalo: if caught using correct hand, they drink
- Social: call 'social!' and everyone drinks
- Eye of Sauron: winner picks someone who can't blink until next turn
- Water card: force group to chug water this round

**For Adults 21+ Only**

This product is intended solely for adults of legal drinking age. Please drink responsibly. Do not share with anyone under 21.