



Punish Me, Daddy®

**Rules and
Instructions**

18+

2+

AGE

PLAYERS

Waiver and release of liability, assumption of risk, and indemnity agreement.

By playing Punish Me, Daddy, all players understand the game inherently involves risks and may result in personal or bodily injury and other social and economic losses associated therewith.

In consideration of being allowed to purchase and play Punish Me, Daddy, you, the purchaser, end-user, and every other user or participant playing Punish Me, Daddy hereby fully and completely RELEASE, WAIVE, DISCHARGE, and COVENANT NOT TO SUE Zombie Ghost Games LLC, together with its parents, subsidiaries, affiliates, officers, members, employees, agents, contractors, and representatives, from any liability for all claims, demands, losses, expenses, or damages on account of damage to property or physical injury caused or alleged to be caused in whole or in part by playing Punish Me, Daddy.

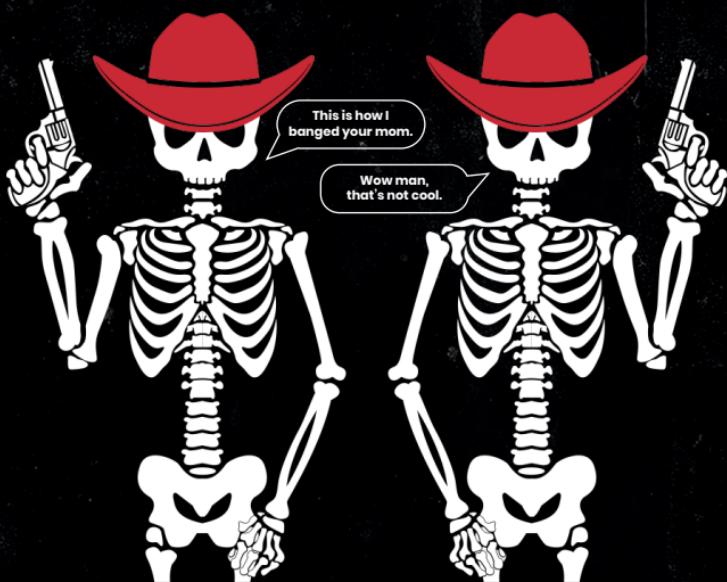
**Split the cards into
Dares, Twists, and
Punishments.**



**Shuffle each stack
before starting.**

Choose a player to go first.

You can choose by whoever's birthday is closest, whoever is the perviest one, or kick it off with a duel. Up to you.



**The player must draw
a Dare card and a
Twist card.**

**They must do both
cards at the same time.**





Pour a glass of
ice cold water
on your head.

Be blindfolded.

Punish Me,
Daddy.

Punish Me,
Daddy.

**If the player successfully
completes their combination,
they get to keep both cards as
a point.**

1 Dare and 1 Twist = 1 point.

Can't do it?

If the player fails to or refuses to do their combination, the player must discard both of their Dare and Twist cards and draw a Punishment.



Can't do it... again?!

If the player fails to or refuses to do their Punishment, the player loses all the Dares and Twists they've earned as points so far and starts over from 0.



Feel free to call them a loser.

Watch out for Plot Twists!

Throughout the game, there are numerous “Plot Twist” cards to spice things up or make it harder to score points.

Plot Twist!

Move on to the next player without earning any points.

Plot Twist!

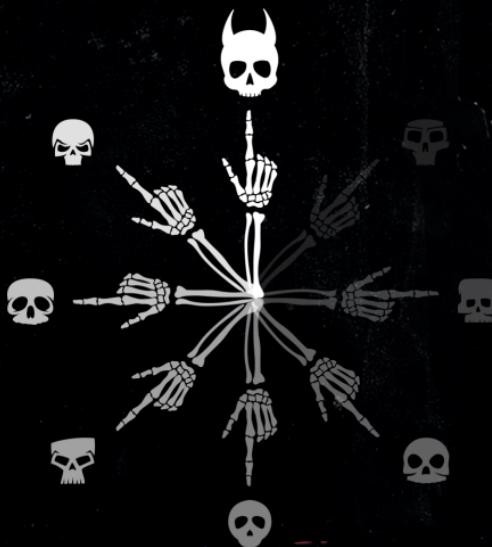
Have everyone playing come up with a Dare for you.



**Move on to the next
player in a clockwise
motion.**

**(Illustrated below, in case you're
too dumb to read a clock.)**

(Don't worry, we still love you.)



**First person to reach
10 sets of Dares and
Twists is the winner!**

**If you run out of cards in any of
the drawing stacks, whoever
has the most points wins.**



Alternative

Elimination-Style Rules

If a player successfully completes their Dare and Twist combination, they're safe.

If a player fails their Dare and Twist combination, they must draw and do a Punishment.

If the Punishment is completed successfully, they are safe.

However, if they fail, that player is kicked out of the game.

Last person standing wins!

The Nitty-Gritty

- **Other players get to decide if a player successfully completed their Dare, Twist, or Punishment.**
- **The Twist must be done continuously until the Dare is completed.**
- **If a card says to use the last player to perform an action (Such as “The last person to get a Punishment”), but it hasn’t happened yet, use the player that went before you.**
- **If a player gets a card that has them perform something until their next turn or until the game ends, it’s considered a failure if at any point, that player stops doing what the card said.**

Important!

**Please be smart while playing
Punish Me, Daddy.**

**Any card that is not playable due to
lack of items or any physical or
mental barriers can be skipped.**

**If this happens, draw another card
from the same category to replace it.**

Remember, be safe!

Warning! This game is not suitable for children
and is intended for adults only.

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18+



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Thank you for choosing Punish Me, Daddy!

Hey! Jake here. I just wanted to take a moment to say thank you for playing one of my games! As a 1-man team running this out of his apartment, it really does mean the world to me.

I really hope you enjoy it and have fun!

Got any questions, or just want to say hi?

Email me at jake@zombieghostgames.com.

My emails are always open. :)