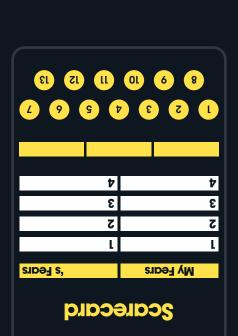


Bressman

to watch a video that will teach you how to play. Visit www.pressmantoy.com/your-worst-nightmare Scared of Reading Rules?

step toward mastering those fears. and discussing where the fears came from—all as a first about them, sharing them with their friends and families, rather, we hope to help people face their fears by talking game is not to strike fear into people's hearts and minds; more things that we think are scary. But the goal of this things that scare people the most, then threw in a few of lots of things. To make this game we researched the We're all scared of something, and some of us are scared





"Nothing in life is to be feared, it is only to be understood. Now is the time to understand more, so that we may more, so that we may fear less."

-Madame Marie Curie

Object of the Game

To be the first player to score — you guessed it -13 points. Players earn points by successfully ranking other players' fears.

Contents

- 300 Fear Cards
- 4 Scarecards
- 4 Wipe-off Pens

Set Up

Give each player a Scarecard and a wipe-off pen. Shuffle the cards and place them in a stack in the center of the table.

Playing the Game

The oldest player flips over the top four cards, placing them face up so that all players can see them.

All players secretly fill in the left column of their Scarecards ("My Fears") ranking the fears shown in order of what scares them most, with 1 being the scariest and 4 being the least scary.

After ranking their own fears, players write in the name of one of the other players at the top of the right column (______'s Fears), then write in how they think that player ranked those same fears.

When all players have finished writing, the oldest player

becomes the first "Ranker." The Ranker announces which other player s/he ranked for this round and reads off the ranking. The ranked player then reads off his/her ranking of those fears from the "My Fears" column.

For every fear that the Ranker ranked correctly, s/he earns

Scoring

one point. If the Ranker ranked all four fears in the correct order, s/he earns a bonus point (for a total of five points). As players score points, they check off the numbers at the bottom of the Scarecard. The player on the Ranker's

left now becomes the Ranker. Play continues until every player has been the Ranker. After the last player has been the Ranker, players write the name of the player they ranked on one of blank lines on their Scarecards.



Continuing Play

The oldest player then discards the four face-up fears, and the player to the oldest player's left flips over the next four cards. Play continues.

Ranking Other People Players may rank any player they choose, but they must rank each other player at least once before they can

rank someone for a second time. After players have ranked each player once they may rank any player they

choose. Winning the Game

Play continues until a player reaches 13 points.