

# Your Worst Nightmare™

Instructions



© 2023 Goliath, Vijzelpad 80, 8051 KR Hattem, the Netherlands. Pressman Toy Corp, 1111 Digital Drive, Suite 150, Richardson, TX 75081, USA. Crown & Andrews Pty Ltd., Unit 2, 2 Johnston Crescent, Horsley Park, NSW 2175, Australia. Elephanta Marketing Ltd., Unit C5, 27 Smales Road, East Tamaki, Auckland 2013, New Zealand. Vivid Toy Group Ltd., GU3 1LS, UK.

Packaging and instructions must be retained since they contain important information. Color and contents may vary. Made in China. [www.pressmantoy.com](http://www.pressmantoy.com)

Warning: Not suitable for children under 3 years. Small parts. Choking hazard.

108602B10\_v4\_0822

**Scared of Reading Rules?**  
Visit [www.pressmantoy.com/your-worst-nightmare](http://www.pressmantoy.com/your-worst-nightmare) to watch a video that will teach you how to play.

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



## Scorecard

My Fears		's Fears	
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5			
6			
7			
8			
9			
10			
11			
12			
13			

**“Nothing in life is to be feared, it is only to be understood. Now is the time to understand 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.

### Scoring

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