

EXPLICIT INSTRUCTIONS  
TO YOU, TO ME, TO PRETTY MUCH EVERYONE.

# SHIT HAPPENS™

TOO SHITTY FOR WORK EDITION

SHIT HAPPENS™: TOO SHITTY FOR WORK IS COMPATIBLE WITH THESE OTHER SHIT HAPPENS GAMES



ORIGINAL SHIT HAPPENS™



SHIT HAPPENS™: FULL OF SHIT

COMBINE GAMES TO EXPAND GAME PLAY

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CARD GAME FOR 2+ PLAYERS AGES 18 & UP  
CREATED BY ANDY BRECKMAN

THANKS TO OUR PANEL OF EXPERTS  
Risa Breckman LCSW, Nancy Ward MSW, LCSW, Morgan Seawright EdS, CAS, Ian Felkel LCSW, Susan L. Ferrula LCSW, Eric Jaross! LPC, Prof. Paul J. Bertsch, Tami Frick, Dr. Kathleen Hedden PhD, Gus Mobley MSW, Fred DiCristoaro MSW, LSW, Dr. Donna Leone-Carver PhD, and a few who, for obvious reasons, wished to remain anonymous.

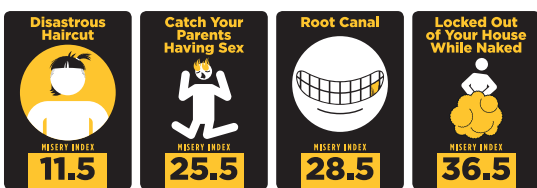
If you think it is *WORSE* than a root canal, but *NOT AS BAD* as being locked out of your house while naked, indicate **C**.

If you think it is *WORSE* than all three, indicate **D**.

*Drumroll please.*

Catching your parents having sex has a **Misery Rating** of 25.5, so the answer is:

**B: BETWEEN DISASTROUS HAIRCUT AND ROOT CANAL**



If you *GUESSED CORRECTLY*, you win the card. It remains, face up, in your **LANE OF PAIN** and your turn is then over.

If you *GUESSED INCORRECTLY*, the player to your left can “steal” the card by guessing where it fits in his/ her **LANE OF PAIN**. If that player misses, play proceeds clockwise around the table with each player guessing until someone guesses correctly and wins the card.

If you make it all the way around the table, and back to the person who originally read the card, and *NONE OF THE PLAYERS GUESSED CORRECTLY*, well then... you guys *obviously* suck. Place the card in the discard pile.

As additional cards are won, the gaps between the cards in your **LANE OF PAIN** narrow and the game becomes more challenging.

## 6 ASSUME THE WORST

When considering a **SHITTY SITUATION**, you should assume the *WORST POSSIBLE*, yet *STILL PLAUSIBLE*, scenario. If a card says “Phone falls in toilet”, don’t assume that you fished it out, did the whole rice thing, and *miraculously* it still works. **No**. Your phone is *ruined*, all your data is *lost*, and you *don’t have insurance*. Way to go.

## 7 HOW TO WIN

The *first* player to accumulate 10 shitty event cards wins. *Congratulations*—you’re the **King of Shit Mountain!**

# HATE READING RULES?

So do we. Find instructional how-to-play videos at:

[www.shithappensgame.com](http://www.shithappensgame.com)

## 1 WTF AM I TRYING TO ACCOMPLISH HERE?

Be the best at ranking shitty events from the *least shitty* to the *absolute shittiest*.

## 2 WHAT'S IN THE BOX?

**200 SHITTY SITUATION CARDS**; each card depicts a shitty event that has happened, or *COULD* happen.

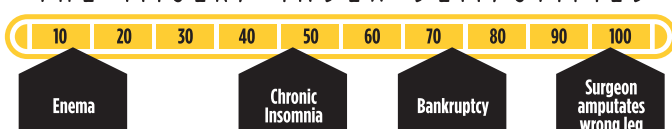


As you'll see, some of the situations on the cards are pretty minor (*like a bee sting*), and some of them are more problematic (*like finding a dead hooker in your bed*). Each card has been ranked on our **Misery Index**.

## 3 THE MISERY INDEX

The **Misery Index** is our ranking system that runs from 1 to 100.

### THE MISERY INDEX DEMYSTIFIED



You may be wondering: how did we rank the cards? Well, *we didn't*. We asked a panel of *serious, highly qualified grown-ups* to do it for us. Our panel includes marriage counselors, therapists, career counselors and social workers; collectively representing over **150 YEARS** of clinical psychiatric experience. *Trust us*—they know their shit.

They carefully evaluated *each event (even the moronic ones)* considering such factors as:

**Anxiety level | Emotional trauma | Long-term psychological damage**

After these were reviewed, we averaged their scores to create our **Misery Index**.

## 4 CARD ANATOMY

The cards for **Shit Happens™** aren't complicated.



## 5 LET'S GET THIS SHIT STARTED

First, shuffle the deck and deal three cards to each player. *We don't care* who deals; you're grown-ass adults—you decide. The remaining cards form a draw pile.

Place your cards face up on the table in front of you, ranked by the numerical order of the Misery Index. You are building a scale—a scale of woe. We like to call it the **LANE OF PAIN**.

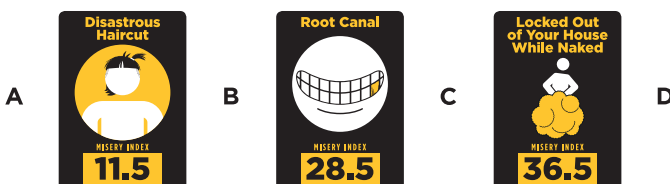
### THE LANE OF PAIN



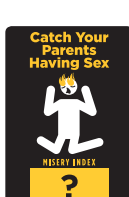
The same player who was man enough to deal the cards gets to go first. When it's your turn, the player to your right draws a card from the draw pile. S/he reads the **SHITTY SITUATION** aloud *BUT DOESN'T REVEAL THE MISERY INDEX NUMBER*.

To win the card, you *DON'T HAVE TO GUESS THE EXACT INDEX NUMBER* (which would be, like, impossible). All you have to do is guess *ITS PROPER PLACE IN YOUR LANE OF PAIN*. In other words, put it in order with the rest of your cards.

For shits and giggles, let's say you have *THESE 3 CARDS*:



You are trying to win *this card*:



Hmm...that's a *tough* one. Where does it belong in your **LANE OF PAIN**?

If you think catching your parents having sex is *LESS AWFUL* than a disastrous haircut, indicate area **A**.

If you think it falls *BETWEEN* disastrous haircut and root canal, indicate **B**.