

END OF THE GAME:

The game ends when a player gets 10 cards. They are the winner.

TIPS:

- In order to help the players to properly imagine themselves in the stupidity of the situation and guess correctly, it is important that the reader shows the illustration on the card (while hiding the value).



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Vivid Toy Group Ltd, GU3 1LS, UK.

Keep this information for future reference. Made in China.

Warning. For adults only. Keep out of reach of minors. Content can be shocking.

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#76 601

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EDITION



SHITTY WAYS TO DIE



SHIT HAPPENS™

A GAME TO DIE FOR!



INSTRUCTIONS

PLAYERS 2+ / AGE 18+



#76 601

CONTENT:

200 cards, instruction manual.

OBJECT OF THE GAME:

Be the first player to collect **10 cards**.

SET UP:

Each player draws 3 cards and places them in front of him.
Rank the cards by numerical order, from left to right.
First 3 are on the house... only 7 cards left to win!

PLAYING THE GAME:

The player, considered to be the most unlucky draws a card for **the player to their left** and shows it to them, **making sure to hide the value**. To win the card, the player on the left must guess **where the card fits in his own deck** on his Stupid-o-meter (see example).

Cards are divided in 3 parts:



THE STUPID-O-METER :

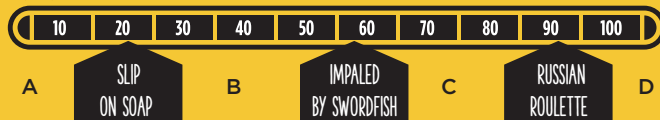
What is the Stupid-o-meter? It is a virtual scale from 0 to 100. It is agreed among specialists that 0 is equals to a «Ok, he's stupid!» while 100 corresponds to a «How did he even live that long?»

Let's imagine you are proposed the following card:

“RADIATION POISONING WHILE TRYING TO GET SUPERPOWERS!”

Where would you place it on your Stupid-o-meter?

A, B, C or D?



⚡ You don't need to guess the **exact Stupidity Index** of a card to win it. All you have to do is to guess to **which gap** it fits.

The stupidest the death is and likely to create the buzz it is, the higher it's Stupidity Index will be ranked!

⚡ **If you guessed correctly**, add the card to your Stupid-o-meter.

⚡ **If you guessed incorrectly**, the player further to the left can try his luck to steal the card by guessing where it fits into his **OWN Stupid-o-meter**. If he fails, next player can try and so on.

⚡ **If the card makes the way around the table** and nobody is able to guess it correctly, **the reader keeps it** and can add it to his Stupid-o-meter.

Once the card is won, the player to the left of the previous reader draws a new card, reads it to his neighbor on the left and so on.

As you add cards to your Stupid-o-meter, the intervals become narrower and it becomes more difficult to win the next cards. Stay focused on your opponents' answers when they fail. Their mistakes are useful **clues** for you.