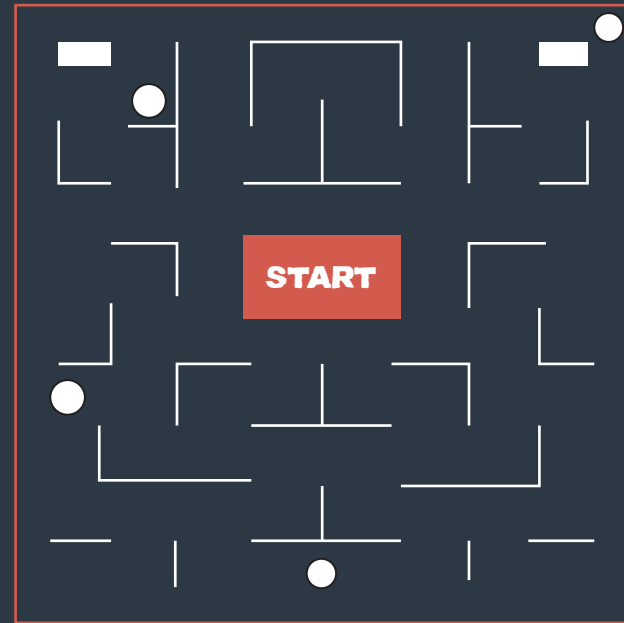


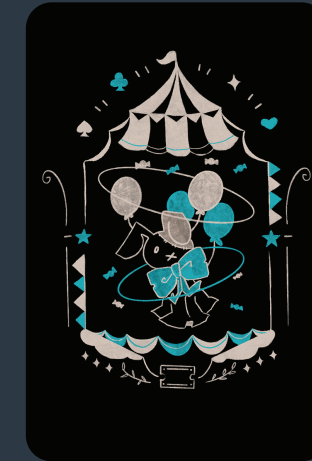
INSTRUCTIONS

ASSETS:

- 1 board
- 20 insecurity cards
- 20 player cards
- 1 die
- 1 player
- 3 insecurities
- 4 Life indicators



SPECIAL CARDS



insecurity Cards



Player Cards

HOW TO PLAY:

All players starts from the “start” box with three lives. The player who rolls the highest number is the Player and they starts the game off by rolling the die. The number rolled determines the amount of steps the Player and insecurities take during their turn.

During each turns:

1. Roll the die.
2. Make your move in any direction of the number rolled.
3. Unless a special card is rolled, the next player goes.

Objective:

Player needs to earn as many victory points as possible or reaches 6 victory points before they gets consumed by insecurities. Insecurities collaborate in order to consume the player. If any of the insecurities land or pass the player, the player will lose a life. When the Player lands on a victory button, the insecurity that matches the color of the button loses a life. Players dies when all three lives are lost.

How to get victory points:

When player lands on the victory buttons, they earn a victory point. The Player continues from the victory block.

1. Players may draw a special card when they roll either a 1 or 8. Special cards may either benefit or affect them negatively.

2. Have an insecurity read the card to the Pvplayer and the Player will answer yes or no before revealing the options on the bottom of the card.

2. After drawing special card, players will roll the die again and move accordingly.

3. Insecurity cards will benefits the insecurities and can be used anytime unless stated otherwise.

4. Discard used card to a different pile.

Negative Feedback Loop:

When the Player gets benefit from the card the insecurity cards will affect them negatively in order to make sure the insecurities also have a chance of winning.

IMPORTANT: MAKE SURE YOU ENJOY THE GAME!

THANK YOU FOR PLAYING THE FREAK SHOW!
WE HOPE TO SEE YOU AGAIN SOON.

