

The scenarios here are just for laughs and don't specifically reflect any sporting club affiliations, political stances, ideologies, or opinions of Creative Toys.

COULD BE WORSE!



In our efforts to protect the planet, Creative Toys is committed to reducing plastic in its products. With this game, we've achieved a 99% reduction in our use of plastic, keeping the same great gameplay without compromising our high standard of quality.



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**YOUNGER PLAYERS CAN JOIN IN TOO,
JUST TAKE OUT THE CARDS MARKED (16+).**

COULD BE WORSE!

• Setting Up the Game:

- Appoint a gamemaster who will have the final say.
- Each remaining player takes 8 DISASTER Cards.
- Place two piles of cards face-down on the table: one for DISASTER Cards and one for RISE AND SHINE! Cards.
- The number of players determines the number of rounds in a game.

- **Gameplay:** Each round, you're recreating a day in Murphy's life, starting with the first misfortune of the day on a RISE AND SHINE! Card. Since bad luck rarely strikes just once, players must add a sequence of DISASTER Cards to build up the chaos!

- **Aim of the Game:** Be the player who adds the most misfortune to Murphy's day.

- **How to Play:** The gamemaster draws a RISE AND SHINE! Card (1) and places it face-up on the table for all to see.

- Each player reads the DISASTER Cards in their hand.

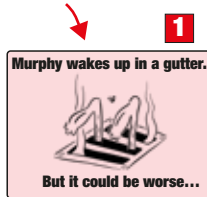
- Players can exchange up to 3 cards in their hand (if they don't fit the situation presented) for 3 cards from the top of the DISASTER card pile.

- Then, all players must pick a DISASTER Card from their hand that makes the situation on the RISE AND SHINE! Card even worse and place it face-down on the table.

- The gamemaster then shuffles these cards, reads them aloud, and picks the one that most ruins Murphy's day.

DISASTER Cards

RISE AND SHINE! Cards



- They then place that card beneath the RISE AND SHINE! Card (2) as shown in the example.
- Remaining DISASTER Cards are returned to their players for final scoring. These cards won't come back into play.
- Each player draws a new DISASTER Card from the pack.
- Repeat the steps above (3). The gamemaster ends the sequence when no DISASTER Card can make things any worse.
- Once the sequence ends, the player who played the last DISASTER Card in the sequence collects the RISE AND SHINE! Cards as their reward. These will be crucial in calculating the final score.
- Repeat the above until the end of the round.
- Afterwards, start a new round with a new situation, fresh cards, and a new gamemaster. **Each player will have a turn at being the gamemaster once per game.**
- **IMPORTANT: The only requirement of the gamemaster is CONSISTENCY.** Each time, the judge must be able to link the DISASTERS into a story and narrate it (if the players wish). If they fail to do so, the round ends and the gamemaster receives one of the DISASTER Cards from the sequence, while the others are out of the game.
- **Special Cards** (in the DISASTER deck):
 - **6 "IT WAS JUST A NIGHTMARE" Cards:** If you have one of these, you can swap out the RISE AND SHINE! Card for a new one if the current one doesn't suit your hand.
This card can be used in two situations:
 - When the judge places the first RISE AND SHINE! Card on the table, before players choose their DISASTER Cards.
 - After the judge has chosen and placed a DISASTER Card in the sequence. In this case, it turns out to have all been just a nightmare, and the sequence restarts with a new RISE AND SHINE! Card (4).
 - **6 "ON DEATH'S DOOR" Cards:** this is a guaranteed disaster, and nothing could be worse! Use one of these cards at any time to **end the sequence of DISASTERS** (5).
- Each time you hand a card to the gamemaster, you draw a new DISASTER Card for your hand. You must keep 8 cards in your hand at all times.
- **End of the Game:** After all the rounds have been played, add up the cards that were REJECTED by the gamemaster and subtract each player's RISE AND SHINE! Cards. **The player with the lowest score is the WINNER!**