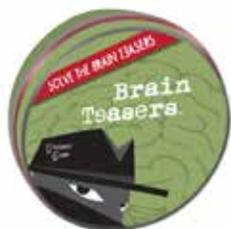


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ENTIRE LINE OF GAMES AND PUZZLES AT:



Do Not Disturb™
Ages 18+



Mind, Memory and Logic™ Card Games
Ages 8+



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AGES 12 AND UP
2 TO 6 PLAYERS

STUPID DEATHS™

THE FRIGHTFULLY FUNNY GAME

INSTRUCTIONS



SEE THE VIDEO: UGAMES.COM/STUPIDDEATHS

CONTENTS

- Game Board
- 300 Stupid Deaths Cards
- 6 Player Pawns
- 1 Grim Reaper with Stand
- 12 True and False Voting Cards
- 6 Extra Life Tokens



OBJECT OF THE GAME

In Stupid Deaths, there are two ways a player can win:

1. Be the first player to reach the finish (the RED space on the Game Board).
2. Be the last player on the Game Board after all other players have been caught by the Grim Reaper.

SETUP

- Each player chooses a Player Pawn and places it on the GREEN space at the bottom of the Game Board.
- Players place the Grim Reaper on the RED space at the top of the Game Board.
- One player shuffles the Stupid Deaths Cards and places them in the middle of the Game Board.
- Each player is given an Extra Life Token, along with one True and one False Voting Card.

PLAYING THE GAME

1. The oldest player goes first by picking up a Stupid Deaths Card and reading it out loud.
2. After the reader is finished, all other players decide if it's a True (*and real*) Stupid Death or a False (*made up*) Stupid Death by placing one of their Voting Cards face down in front of them.
3. When everyone has voted, the reader announces if the Stupid Death is True or False, and all Voting Cards are turned face up.
4. Each player who voted correctly moves his/her Player Pawn one space forward clockwise on the Game Board (*away from the chasing Grim Reaper*).

5. Each player who voted incorrectly does not move ... BUT in turn, must move the Grim Reaper one space forward clockwise (*towards the Player Pawns*) on the Game Board. For example, if three players guess incorrectly, the Grim Reaper moves three spaces forward!
6. The reader does not move unless all players have answered incorrectly. If this happens, the reader moves his/her Player Pawn two spaces forward on the Game Board.
7. Play continues in this manner, with players taking turns as the the reader, picking up Stupid Deaths Cards and reading them out loud.
8. When the Grim Reaper catches up and lands on or passes a player's space, that player has been 'touched by death' and is now out of the game (*unless he/she has an Extra Life Token*).
9. Extra Life Token: When the Grim Reaper lands on or passes a player's space, the player can use his/her Extra Life Token. The player moves his/her Player Pawn one space ahead of the Grim Reaper on the Game Board and discards the Extra Life Token. Remember: Players only have one Extra Life Token per game. The next time the Grim Reaper catches a player, that player is dead and out of the game.

WINNING THE GAME

- The first player to reach the RED space wins the game.
- OR The last player on the Game Board, after all the other players have been caught and killed by the Grim Reaper, is the winner.

