

## House Rules

### Training Camp (2 Player mode)

Try to rescue the victim from Danger using only the top card from the Skill, Tool, and Plot Twist decks. \*no win condition

### Jump into Danger

If someone is entering an already started game of Danger deal them their hand and give them the same number of Plot Twists as there are awarded Dangers.

### Heart of the Cards

If everyone is tied and the next person is deciding the winner then everyone will draw the top of the Skill and Tool deck without looking, flipping them over on their turn.

### The Plot Thickens

Go wild with the Plot Twist cards, stack as many Plot Twists as your conniving heart desires.

### Revenge is Best Served Dangerously

If you weren't awarded the Danger you may draw two Plot Twists, however you must choose your Skill and Tool before the next Danger is revealed and place them face up in front of yourself.

### Wild Card, Baby!

Keep the Wild Plot Twist card active until the end of the game.

### Rescue Roundabout

At the end of every round you must pass all the Skills and Tools in your hand to the player to your left.

## Wild Plot Twists



### WILD PLOT TWIST

Misery is shy, but loves company. Help it break the ice and get to know everyone at the table. When these cards are drawn, don't lose your cool and you'll make it out stronger.

### What do Wild Plot Twists look like?

Wild Plot Twists have all three colors, yellow, green, and blue. They also show all three symbols, diamond, square, and circle.

### When are Wild Plot Twists played?

When you draw a Wild Plot Twist it automatically goes into effect and is played immediately. Place the card in the center of the table, it now acts as a round modifier.

### How do Wild Plot Twists effect others?

Wild Plot Twists effect every player. You may still play Plot Twists on players while they are telling their rescues.

### When do Wild Plot Twists go away?

At the end of the round after the danger has been awarded discard the Wild Plot Twist.

### But what about my promised Plot Twist!?

After activating the Wild Plot Twist card the player who drew it will draw another Plot Twist card, unless stated otherwise. \*If another Wild Plot Twist is drawn play and add its effect to the active one, keep drawing until a regular Plot Twist is pulled.

## Signs, Symbols, and Summaries



### DANGER

Life is full of dangerous circumstances. You never know what may be around the next corner. Hopefully your friend has the right tool and skill. After all, you want to actually survive.



### TOOL

You need the right equipment for the job, otherwise things are going to get complicated. Make sure you choose wisely. This item could be what decides who lives and who dies.



### SKILL

We all have something we're good at. Maybe it's math, gymnastics, or being a telepath. Whatever your ability is, having one is nice when dealing with the danger ahead of you.



### PLOT TWIST

You are not the only one trying to save the day. While the others work to steal your thunder, try to trip them up. Yell "Plot Twist!" and give them a taste of the unexpected.

## Common Pitfalls

Remember that these cards are fully open to your interpretation! So having "Perfect accuracy with anything that is thrown" could entail 'hurling' incredibly accurate insults at people or an "Epic Bass Drop" could be a giant free falling 'fish'.

Danger Plot Twist cards work like other Plot Twists, meaning they are only active on the player currently telling their tale.

Add to your Dangers and set a scene for the rescuers! Why are those "disappointed fathers" so disappointed!? Who are they!? Mafia, founding fathers, a clone army!?

The Plot Twist replacing Skills or Tools "with one from your hand" refers to the player who activated it choosing a card from *their* hand for the player to use.

When playing with five or more people, we recommend going until someone wins two Danger cards instead of three.

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# DANGER<sup>THE</sup> GAME<sup>®</sup>

## — WHACK A MOLEY —



## Preparation Kit Instruction Manual

*Brought to you by Origami Whale, LLC.*

Dig into the fun with this danger preparation kit, you are about to learn how to survive the wackiest realities that we face in this bizarre world of ours. \*

To start, gather two or more willing individuals. Disassemble your kit, and unfold the fun.

*\*It is unlikely this kit will prepare you for every possible situation. For more scenarios, consider combining this title with other Danger The Game titles.*

## Base Rules

### Preparation

Each player draws three Tool cards and three Skill cards.

Decide who lives life the most dangerously. They are the first victim. The victim draws a Danger card, reads it aloud, and places it in front of them. They may expand on it by adding more details to help set the scene.

### Rescue Plan

The other players, referred to as rescuers, choose one Tool and Skill from their hand they believe would best be used to save the victim. When everyone has chosen their cards, the rescuer to the left of the victim goes first.

The rescuer, revealing their chosen cards, must explain how they would use them to save the victim from the current Danger. Imagination and creativity are the key to making the most out of every card.

### Objection

Once an explanation is over, the victim and other players may poke holes in the plan, but the victim always has the final say. After all objections are cleared up, play continues to the left.

### End Round

After each rescuer has had their turn, the victim decides who had the best rescue plan and awards them the Danger card.

Discard all cards used during the round and draw until each player has a hand of three Tool and three Skill cards. The next victim is the player to the left of the previous one.

### Victory

The first to be awarded three Danger cards is the winner.

## Plot Twist Rules

Along with the Danger, Tool, and Skill cards, your DANGER Preparation Kit includes a deck of Plot Twist cards with a unique set of rules. These cards will allow you to add unexpected twists to each scenario, ranging from broken tools to handicapped skills or enhanced dangers. If you can make it through with a cool head, you'll be prepared for anything.

The majority of the rules are the same with a few exceptions.

### Preparation

In addition to the three Tool cards and three Skill cards, all players draw one Plot Twist card.

### Sabotage

Before the explanation is finished, the other rescuers may play a Plot Twist card, placing it beside the card that will be affected. When this happens, the rescuer must incorporate the newly added detail into their story.

Plot Twist cards correspond to a Danger, Tool, or Skill based on the colored border. Only one of each type may be played on a card.

### End Round

Discard all cards used during the round and draw until each player has a hand of three Tool cards and three Skill cards.

The rescuers who were not awarded the Danger card may draw a Plot Twist card. There is no limit to the amount of Plot Twist cards a player can hold.

### Victory

The first to be awarded three Danger cards is the winner.

## Dastardly Variant

### Preparation

Each player draws three Tool cards and three Skill cards.

Decide who is the most devious. They are now the villain while the other players take on the role of heroes. The villain draws a Danger card for each hero that is playing.

### Evil Scheme

The heroes choose a Skill card from their hand and places it face down in front of them. When everyone has chosen their card, reveal them. The villain places a Danger card they believe will be a challenge in front of each hero.

### Thwarting

The first hero to act is the player to the left of the villain. After choosing a Tool card from their hand, the hero must explain how they would use their cards to defeat the villain and escape the current Danger. Once the hero has finished their explanation, play continues to the left.

### End Round

After each hero has had their turn, the villain decides who best thwarted their evil scheme and awards them the Danger card.

Discard all cards used during the round and draw until each player has a hand of three Tool cards and three Skill cards. The next villain is the player to the left of the previous one.

### Victory

The first to be awarded three Danger cards is the winner.

*\*\*Sometimes the most dangerous flavor is vanilla. Try mixing things up by creating your own rules and goals.*

## Dastardly Plot Twist

The majority of the rules are the same as Dastardly with a few exceptions. Play with regular Plot Twist rules or try this dastardly spin on them!

### Preparation

Plot Twist cards will never be drawn or used by heroes.

At the start of each round the villain will count how many dangers have been awarded to the heroes, excluding their own and draw that many Plot Twists.

### Plan B (Sabotage)

The villain is able to play as many Plot Twists from their hand as possible as long as they do not stack them.

The villain may choose to place them face down while placing the heroes in danger or wait for the hero to start thwarting before sabotaging their heroic endeavours.

### End Round

After each hero has had their turn, the villain decides who best thwarted their evil scheme and awards them the Danger card.

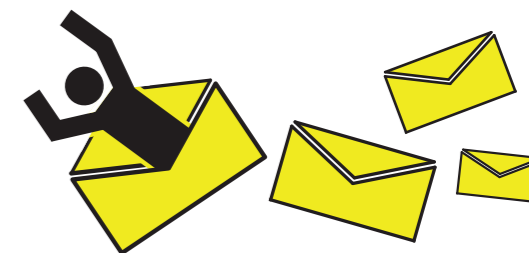
Discard all unused Plot Twist cards. The next villain is the player to the left of the previous one.

### Victory

The first to be awarded three Danger cards is the winner.

*Happy with the game? Leave a review about your experience with Danger the Game, it will help other potential rescuers make an informed decision on if they want to buy our game. With an added benefit of letting us know what you thought, we love hearing what others think of the Dangers we put them into!*

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