

DANGER^{THE} GAME[®]

OTHER TITLES



MYTHICAL MAYHEM

Wizards and dragons abound!
Craft your most fantastical rescuee yet!



WHACK A MOLEY

Unearth these wacky dangers!
Don't be caught unaware!

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.

Join our newsletter today!

Releases once a month!! **NEW CARDS** every newsletter!!!

You can print these out and add them to your decks or you could even pick your favorites and fill in the blank cards that came with your game!

<https://www.origamiwhalegames.com/newsletter>

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'.

When playing the base game rescuers may let victims use their Tool during rescues, but their Skill is non-transferable and can only be used by the rescuer unless stated otherwise.

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!?

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

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

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PRICKLY PROBLEMS



Preparation Kit

Instruction Manual

Brought to you by Origami Whale, LLC.

Congratulations on purchasing your brand new danger preparation kit. You have taken the first step toward living a much safer and healthier life. *

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.

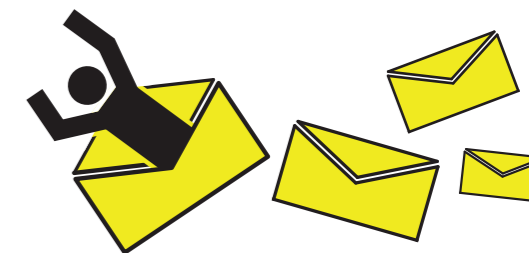
Discard all unused Plot Twist cards. The next villain is the player to the left of the previous one.

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!

DANGER WATCH NEWSLETTER



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