

## WHAT IS THE VICTIM WHEEL?

### THE VICTIM WHEEL



- The Victim Wheel determines how you score each round and has a mix of good and really good bonuses.
- If the spinner lands on a line, spin again.
- Do not move the spinner or the chips until scores are tallied at the end of each round.
- After each round, The Victim Wheel is passed to the player to your left to start a new round.

← The most important reminder is shown here on The Victim Wheel.

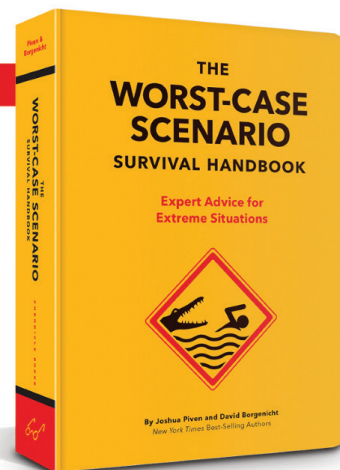
The Victim always gets the same number of points as the player(s) with the most points on each round (including any bonus).

Instead of players scoring one point per match, players score points based on the numbers shown on their matching chips. For example, if a player matched The Victim's #1, #3 and #5 chips, that player would score 9 points by adding 1+3+5 (the matching chips). If a player matched all five chips, they score 15 points!

If you have any questions about this game, want to print new score sheets, or want to learn alternate ways to play, please visit [LoadedQuestions.com](http://LoadedQuestions.com).

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# THE WORST-CASE SCENARIO

## CARD GAME

3-6 PLAYERS | AGES 10-ADULT



## WELCOME!

This game was invented in 2020, which was arguably the worst year for many millions of humans- and we humans just LOVE to say that things are "THE WORST!" This game will challenge you to decide which scenarios you rank as THE WORST and which aren't quite so bad, all while scoring points, having fun, and and enjoying the conversation!

## CONTENTS

225 Worst-Case Scenario Cards, The Victim Wheel, 30 Ranking Chips (5 chips per color), Score Pad, Pencil

## SET-UP

- 1) Players select chip colors and keep their five chips (numbered 1-5 for increasing levels of "terribleness") in their play area.
- 2) Designate a responsible scorekeeper, who should write each player's name (or nickname) in one of the rows.
- 3) Place 2-3 piles of shuffled cards (approximately 60 total) facedown in the play area, where every player can easily access one of the piles.
- 4) The player with the worst survival skills starts the game by taking The Victim Wheel and following the rules on the next page.

## HOW TO PLAY

### 1) SPIN AWAY!

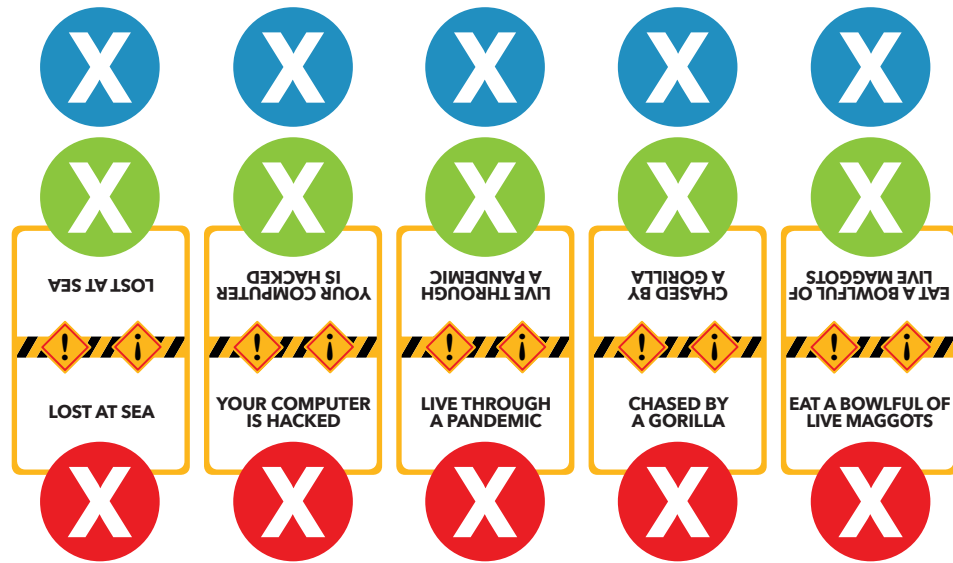
Player One, "The Victim," starts the game by spinning The Victim Wheel and reading aloud the space they land on.

### 2) FLIP 'EM OVER!

The Victim then turns over and reads aloud, **one by one**, the next five worst-case scenario cards...to create a row of five cards in the middle of the play area.

### 3) RANK 'EM!

What scenario is bad, very bad, awful, horrible, or the worst... **according to The Victim**? Every player, including The Victim, decides how The Victim will rank the five cards from 1-5, by secretly placing their chips facedown next to each card (as shown below).

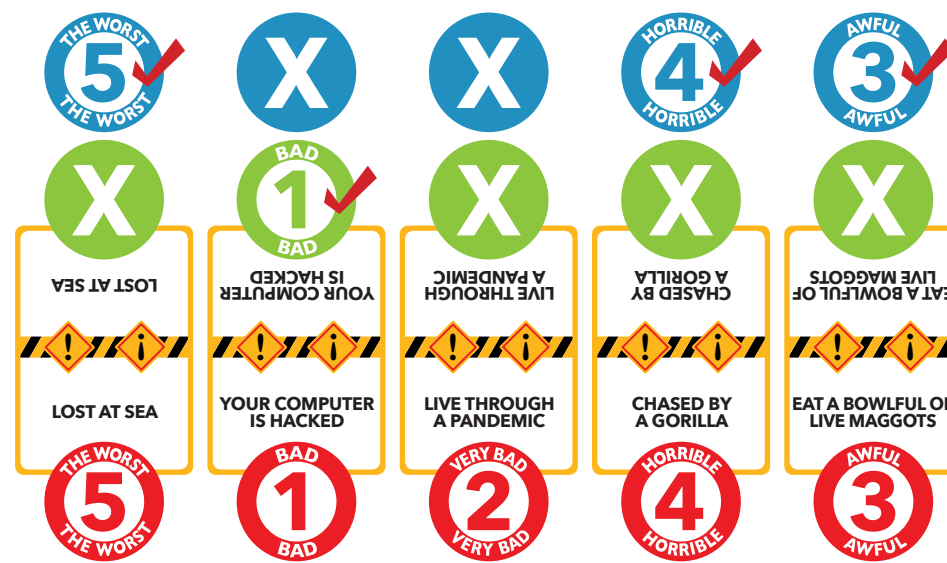


We recommend The Victim plays their chips on one side of the card and the other players place their chips on the opposite side. In this 3-player game, The Victim is shown with the red chips.

- When there are 5-6 players, chips can be placed on either end of the card, so long as players remember their chip color.
- Table talk is encouraged, but players should be discreet when placing their chips facedown, so nobody knows how other players rank the five cards.

### 4) REVEAL 'EM!

After all players have made their selections, The Victim reads aloud the first card on their left and turns over the other players' corresponding chips. The Victim then reveals the numbered chip they assigned to that card. Players who match The Victim's number should rejoice. **Turn non-matching chips over to the "X" side.** Players repeat this step for the remaining four cards/chips until selections are revealed for all five cards.



In the example above, the blue player matched three of The Victim's red chips correctly, while the green player only matched one. Step #5 explains how points are awarded.

### 5) SCORING TIME!

Unless The Victim lands on SCORE YOUR CHIPS! (see The Victim Wheel page), players get one point for every chip that matched one of The Victim's chips PLUS any bonus points awarded on The Victim Wheel. The Victim gets the same number of points as the player(s) with the most points (including any bonus). Remember, we said the scorekeeper needs to be responsible!

### 6) READY FOR THE NEXT ROUND!

After the scorekeeper tallies everyone's scores, chips are returned to each player and used cards are removed from the play area. The Victim Wheel is passed to the player to the left, who starts a new round as The Victim, by spinning The Victim Wheel and turning over five new cards. Play moves clockwise.

## HOW TO WIN

In a 3, 4 or 6-player game, the player with the most points after 12 rounds wins the game. In a 5-player game, the player with the most points after 10 rounds wins the game. If there is a tie at the end, continue play until the tie is broken and a winner is declared. For a quicker game, all players can simply have one less round playing The Victim.

## NOTES ON PLAY

- The Victim changes every round, and every player has an equal number of rounds playing The Victim.
- Always rank the cards secretly based on how you think The Victim will rank the cards. Also, don't always play your #1 or #5 chip down first. That makes it obvious which card you're ranking "bad" and which card you're ranking "the worst".
- This game is designed to start funny and memorable "would you rather" style discussions, where the winner can be decided on the final round with good guessing and a lucky spin of The Victim Wheel. Enjoy a best-case scenario game night!