

THE MISERY INDEX

1 WTF AM I TRYING TO DO HERE?

Be the best at ranking bad events from the *least awful* to the *absolute worst*.

2 WHAT'S IN THE BOX?

200 SITUATION CARDS; each card depicts a bad situation that has happened, or *COULD* happen.



As you'll see, some of the situations on the cards are pretty minor (*like a disastrous haircut*), and some of them are more problematic (*like being taken hostage during a bank robbery*). Each card has been ranked on our **Misery Index**.

4 CARD ANATOMY

The cards for **The Misery Index** aren't complicated.

Miserable Situation

Illustration

Misery Index Number

Find Half of a Worm in an Apple You Are Eating



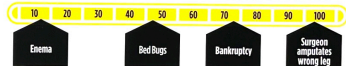
MISERY INDEX

50

3 THE MISERY INDEX

The **Misery Index** is our ranking system that runs from 1 to 100.

THE MISERY INDEX DEMYSTIFIED



We have scoured the globe for the world's most miserable stories. Then, we asked a panel of *respected psychologists* to rate those stories based on three pillars of misery:

- Physical Pain
- Emotional Trauma
- Long-term Psychological Impact

And that's how our shrinks rate a misery on **The Misery Index**.

5 LET'S GET STARTED

First, shuffle the deck and deal three cards to each player. We *don't care* who deals, you're grown-ups—you decide. The remaining cards form a draw pile.

Place your cards faceup on the table in front of you, ranked by the numerical order of **The Misery Index**. You are building a scale—a scale of woe. We like to call it the **MISERY LANE**.



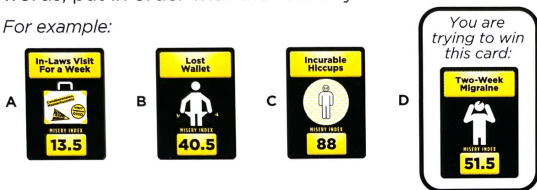
The same player who was (wo)man enough to deal the cards gets to go first. There are three rounds of play. Once a player completes a round, that player continues to the next round. As a result, players may not all be working on the same round at the same time.

ROUND ONE (CARDS 4-8)-MISERY LANE

In this first round, the player to your right draws a card from the draw pile. S/he reads the situation aloud *BUT DOESN'T REVEAL THE MISERY INDEX NUMBER*.

To win the card, you *DON'T HAVE TO GUESS THE EXACT MISERY INDEX NUMBER*, you just have to guess *ITS PROPER PLACE IN YOUR MISERY LANE*. In other words, put in order with the rest of your cards.

For example:



Where does it belong in your **MISERY LANE**? If you think it's *LESS AWFUL* than your in-laws visiting for a week, indicate area **A**.

If you think it falls *BETWEEN* your in-laws visiting for a week and a lost wallet, indicate **B**.

If you think it's *WORSE* than a lost wallet but not as bad as incurable hiccups, indicate **C**.

If you think it's *WORSE* than all three, indicate **D**.

If you *GUESS CORRECTLY*, you win the card. It remains faceup in your **MISERY LANE** and your turn is over.

If you *GUESS INCORRECTLY*, the card is placed into a discard pile and is out of play. *Way to go!*

As additional cards are won, the gaps between the cards in your **MISERY LANE** narrow and the game becomes more challenging.

Once you have 8 cards in your **MISERY LANE**, you move to **ROUND TWO**.

ROUND 2 (CARDS 9-11)-MORE TO LESS MISERABLE

After you've won 8 cards, things are about to get a little more interesting. The player to your right takes the first three cards from the top of the deck and reads the descriptions aloud. You must put all three cards in the