

A SIMPLE STRATEGY GAME
OF VARYING VALUES AND
EERIE ARTICLES!

Scariables

Players: 2 - 6
Time: about 15 minutes
Equipment: game board, 6 player
tokens per player, pencils,
three six-sided dice.

How to Play

The GOAL of SCARIABLES:

Maximize your score by placing your tokens on items with the highest points.

PREPARATION:

- *Print one of the game boards.
- *Each player needs six player tokens that are distinct from the tokens of the other players. You can use flat beads, buttons, dried beans, etc.
- *Get pencils or other writing utensils.
- *Get three different six-sided dice. They can be different sizes, colors, etc. If you don't have three different dice, you can use one die and roll it three times instead.

GAME PLAY:

Setting up:













To begin, roll a die for each kind of item. That is the item's initial value. Write the values in the spaces provided on the game board. The black chests (boxes) all hide the same kind of item, but those items are wild. You won't know which kind of item they are until the game is over. After the items' initial values have been set, starting with the youngest player, each player takes turns putting down **one** of their six tokens on the board until every player has placed all six of their tokens.

- *The tokens are placed on top of an open item or chest. Only one token may be placed on each item or chest.
- *You must place each new token around one of your already placed tokens. However, if there are no items left open around the tokens you have already put down, you may put your next token on any open item.

Starting play:

Take turns rolling three different dice. **Die A** decides which item's value will be changed.

ITEM INDEX CHART

Die B decides how much that item's value will change by. Subtract 3 from the value shown on the die. So:

- *a 6 means that item's value will go up by 3.
- *a 1 means that item's value will go down by 2.
- *a 3 means the value stays the same.

Write the new value in on the game board.

NOTE: A item's value cannot fall below zero.

You roll a:	The value change is:	EXAMPLE: If the chosen item's value was 6, the new value is:
1	-2	4
2	-1	5
3	0	6
4	1	7
5	2	8
6	3	9

As the values of the items change, it may benefit you to move your tokens. You have a chance to do this each time it's your turn.

Die C shows how many of your tokens you may move. You can choose to move your tokens or pass. If you move your tokens, the moved tokens must all be placed together. If you fill up an empty area so that no more tokens can be placed there, you can then place the remaining tokens you are allowed to move on any open items.

Once you have moved your tokens (or passed), it is the next player's turn.

WINNING the GAME:

Once any item's value becomes 14 or greater, the game ends immediately and no one may move their tokens, not even the player who rolled the dice. That player rolls any single die to decide which kind of item was hidden in the chest (see "ITEM INDEX CHART" above). The chests then count for that many points.

Add up all of your points. The player with the most points wins.








If there is a tie, the player with the most chests wins. If there is still a tie, the player with the most different kinds of items wins. If the tie remains unresolved, take turns rolling the three dice until one player's roll is greater than the other players in the tie. That player wins.

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Keep track of each item's value below.

						The box is wild. Roll a die to see which item it is at the end of the game.	

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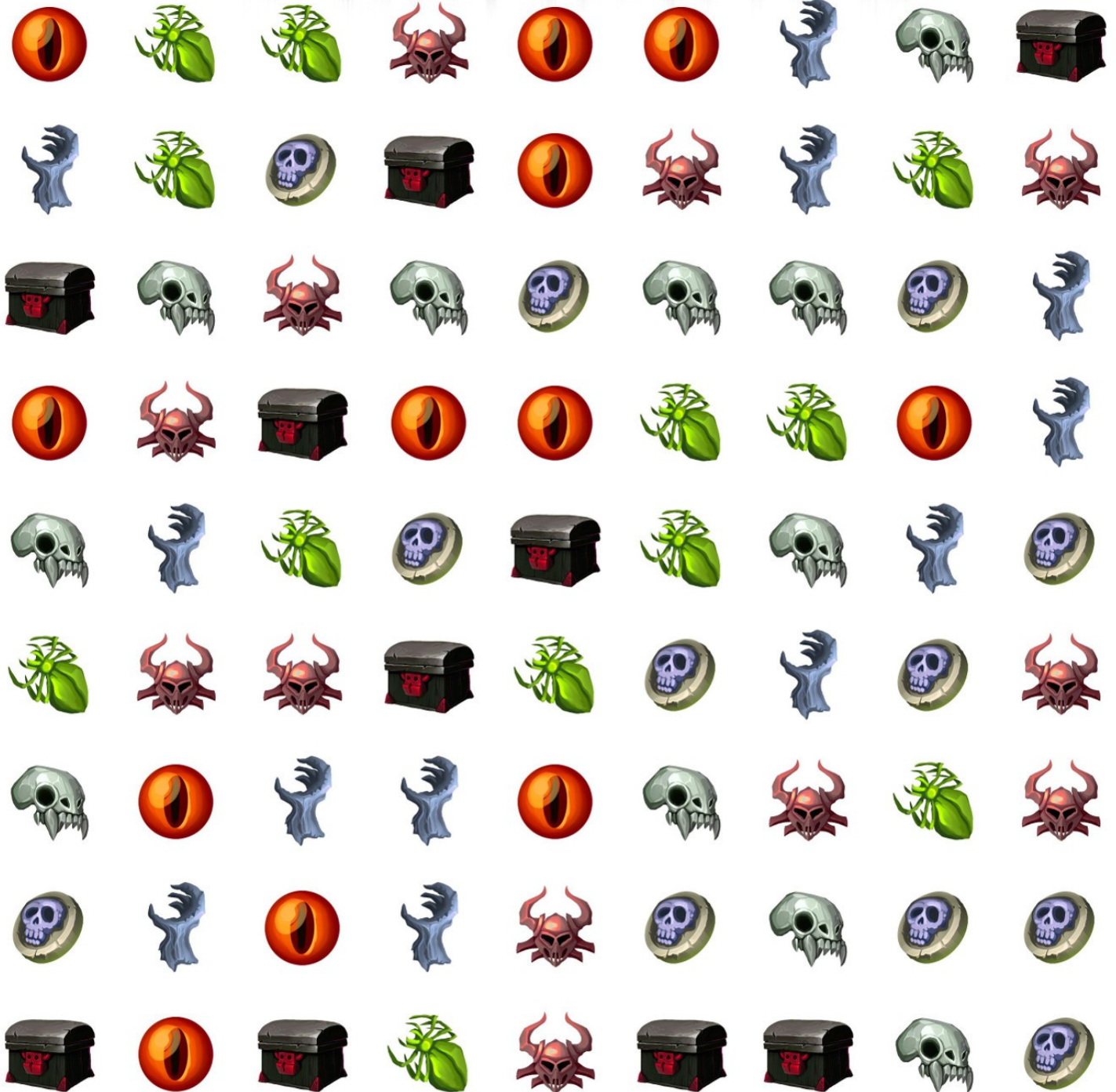


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