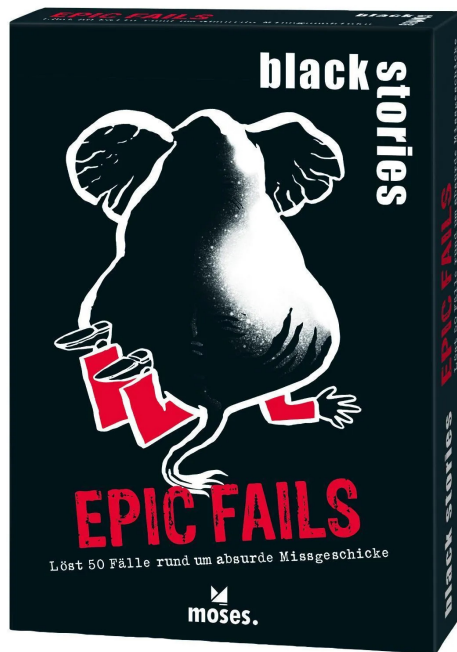


Item no.: 382371

MOS90053 - black stories Epic Fails EN



from **9,26 EUR**

Item no.: 382371
shipping weight: 0.20 kg
Manufacturer: Moses Verlag

Product Description

They are black, mysterious and thoroughly evil: black stories - THE cult series from moses. and has been for over 15 years! The morbid, creepy, frightening and sometimes entertaining mysteries are about death and accidents that couldn't be more gruesome. Why did a car thief die even though the police didn't fire a shot? How can it be that a man voluntarily takes a seat in the electric chair? And why was a man suddenly punished for something he had done countless times before? The aim is to find out exactly these stories by guessing. Not always that easy... bad luck? Fate? Screaming stupidity? They all tend to lead to highly embarrassing disasters - epic fails. Tattooed spelling mistakes, exploding haemorrhoids, grilled peace doves - there's hardly anything that hasn't happened to someone, somewhere, at some point. The special thing about this black stories edition is that all of these nonsensical, almost unbelievable stories have actually happened. Whether the result of a lack of intelligence or a macabre twist of fate, everything has really and truly happened - astonishment and incredulous head-shaking guaranteed. How to play: The card set contains 50 tricky, pitch-black puzzle cards for teenagers and adults, which have to be solved by asking clever questions. It's most fun to crack black stories together with friends. One person, the master, takes a card from the pile and reads out the short story on the front of the card. On the back of the card is the answer, which the master naturally keeps to themselves. Now the guessers have to "ask" themselves the answer to the story. The questions should be formulated in such a way that they can be answered with "yes" or "no". Spooky and fun guessing fun for small and large groups - can also be played digitally. New riddle pro game variant: Three riddle cards are solved per game. Only the game master knows the solution and the guessing team approaches it step by step by asking questions, guessing and puzzling ... as usual! But watch out: Particularly clever questions that lead to a hot clue are rewarded with point chips. Whoever has collected the most point chips at the end of the game wins!- Number of players: For 2+ players aged 12+- Playing time: 15 minutes

Specifications

Scan this QR code to
view the product
All details, up-to-date
prices and availability

