

Item no.: 382372

MOS90054 - black stories Beware of conspiracy! EN



from **9,26 EUR**

Item no.: 382372 shipping weight: 0.20 kg Manufacturer: Moses Verlag

Product Description

They are black, mysterious and thoroughly evil: black stories - THE cult series from moses. The morbid, creepy, frightening and sometimes entertaining mysteries are about death and accidents that couldn't be more gruesome. Why did Anton's fear of mobile phone radiation lead to his death? Why did an aluminium hat cost Ben his life? And how could it happen that a farmer died because he wanted to communicate with aliens? The aim is to find out exactly these stories by guessing. Not always that easy...Bielefeld doesn't even exist and the earth is still (not) a disc. Or is it? In the macabre puzzles of black stories Vorsicht, Verschwörungl, 50 bizarre stories about grotesque conspiracy myths await. For conspiracy theorists, nothing is too far-fetched not to be claimed, and nothing ever happens without a reason. But be careful: anyone who is convinced by abstruse conspiracy stories is beyond help! Then unbelievable accidents and macabre misadventures with catastrophic consequences occur, which are collected in the pitch-black puzzles of this edition: 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 usuall But cards are solved per game. Only the game master knows the solution and the guessing team approaches it step by the program of t

Specifications

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