

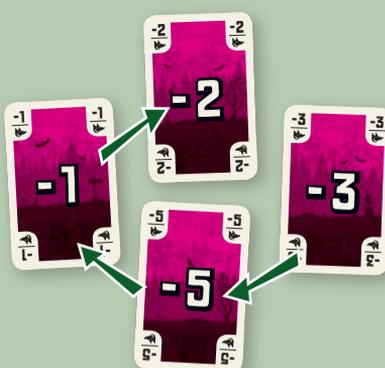


If several "0s" were played in the trick and "0" is the highest value, the first played "0" wins the trick.

Yes, Ronald, with 5 players both "+1" or "-1" can be played in a trick as well. If this is the highest value, the first played "+1" or "-1" wins the trick.



**Example:**  
Sabine wins the trick with the green "+2".



**Example:**  
Nicole wins the trick with the magenta "-1".

## THE SCARE TRACK - WHO WANDERS FROM THE SAFE PATH?

When you win your first trick, move your ghost according to the scare value from the ruin to the matching space of the scare track.

When you win more tricks, move your ghost a matching number of spaces on the paths of the scare track.

Yes, Ronald, this way your ghost moves back and forth on the paths.



**Example:**  
1 Angelika wins the first trick with a scare value of "+5". She moves her ghost from the ruin to space "+5" of the scare track.

2 Later, Angelika wins another trick with a scare value of "-12". She moves her ghost from space "+5" to space "-7" of the scare track.

Usually, the paths of the scare track should be long enough to move your ghosts back and forth on them. Sometimes it can really go awry and you need to move further than "+30" or "-30". In that case make a note on which space your ghost currently stands. If you lose track of your exact space, simply add up all the card values of the cards in your tricks at the end of the round.

Afterwards place the trick won face down in front of you. Play another card from your hand to start the next trick.

## END OF THE ROUND - HOW SCARED ARE YOU?

The round ends after everyone has played all the cards in their hands.

Ronald, you ask yourself what that has to do thematically with fear??

Now check on which space your ghosts stand on the scare track. Regardless if they are on a negative or positive space, you only note the number of the space as your fear points, ignoring the minus or plus sign. If your ghosts are still on the ruin, as you did not win a trick, you score 15 fear points. Add the players' fear points to their previous total fear points to keep track of how scared each is.

Yes, Ronald, most of the time it is better to win at least 1 trick per round, instead of being scaredy-pants and remaining on the ruin. That ruin is indeed really scary.



**Example:**  
1 At the end of the round Angelika's purple ghost stands on space "+8", Sabine's white ghost on space "-2", Hedwig's green ghost on space "+5", and Nicole's yellow ghost on space "-11".

2 Thus, they note the following scare points: Angelika suffers 8, Sabine 2, Hedwig 5, and Nicole 11 fear points.

Finally, move your ghosts back on the ruin, shuffle the cards, and start a new round. This way you play several rounds, until each player has started the trick-taking once.

## END OF THE GAME - ARE YOU NO SCAREDY-PANTS?

You win **Fearless** if you are least scared at the end of the game. Thus, when you have the fewest total of fear points after finishing all rounds! If several players have the fewest fear points, they mutually enjoy their fearlessness!



We give our thanks to **Hans im Glück** for allowing us to use their ghosts for **Fearless**.