

MOVIES TO DRINK TO

# NIGHTMARE ON ELM STREET

4+ PLAYERS

## EVERYBODY NEEDS

1. A DRINK (SOMETHING TO SIP ON)
2. SHOT GLASS (& SOMETHING TO SHOOT)
3. A TABLE
4. THIS PLAYCARD

## BEFORE THE MOVIE...

FOR THIS GAME, EACH PLAYER MUST SIT AROUND A TABLE. IF PLAYERS DON'T HAVE ACCESS TO A TABLE OR NOT ALL PLAYERS CAN FIT AROUND ONE, SIT IN A CIRCLE AROUND THE ROOM. THE PLAYERS MUST WORK TOGETHER TO STAY AWAKE AND KEEP FREDDY AWAY, THEREFORE THE ROOM WILL PARTAKE IN A LIVELY GAME OF THUMPER.

FIRST, EACH PLAYER MUST BRAINSTORM AND CLAIM A MOVEMENT OR SYMBOL THAT INVOLVES USING BOTH HANDS. FOR EXAMPLE, TWO PEACE SIGNS, TWO MIDDLE FINGERS, MAKING A TRIANGLE WITH BOTH HANDS, ETC. THE MOVEMENT MUST BE QUICK, EASY TO DO AND EASY TO REMEMBER.

PLAYERS UNANIMOUSLY DECIDE ON WHO GOES FIRST. TO BEGIN THE GAME, ALL PLAYERS BANG RHYTHMICALLY ON THE TABLE (OR THEIR LAPS) WITH BOTH HANDS UNTIL IT'S THEIR TURN.

YOUR TURN IS COMPRISED OF TWO PARTS:

- 1) PRESENTING YOUR OWN MOVEMENT OR SYMBOL
- 2) PRESENTING ANOTHER PLAYER'S MOVEMENT OR SYMBOL

IF IT'S ANOTHER PLAYERS TURN AND THEY PRESENT THEIR OWN MOVEMENT, THEN YOURS, IT BECOMES YOUR TURN. YOU MUST THEN PRESENT YOUR OWN SYMBOL, THEN WHOEVER'S MOVEMENT YOU WANT TO PASS THE TURN TO. THE FIRST PLAYER TO BE ELIMINATED MUST PLAY BARTENDER FOR ALL PLAYERS UNTIL THE MOVIE ENDS. THE LAST TWO PLAYERS STANDING BECOME FREDDY KREUGER'S ACCOMPLICES.

THE TWO WINNERS ARE EACH ABLE TO DEDICATE ONE DRINK TO ANOTHER PLAYER EVERY TIME FREDDY'S THEME MUSIC PLAYS... IN THE HOPES THAT IT WILL PUT THEM TO SLEEP SO FREDDY CAN GET THEM.

## DRINK ONCE WHEN

SOMEBODY FALLS ASLEEP  
ANY TIME A PHONE IS USED  
FREDDY SCRAPES HIS FINGERS AGAINST SOMETHING  
SOMEBODY TRIES TO STAY AWAKE

## TAKE A SHOT WHEN

A CHARACTER IS MURDERED  
FREDDY'S HAND APPEARS IN THE BATHTUB

## FINISH YOUR DRINK WHEN

NANCY'S MOTHER DIES