



MOVIES TO DRINK TO
SCREAM (1996)

2+ PLAYERS

EVERYBODY NEEDS

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

BEFORE THE MOVIE...

EACH PLAYER MUST ROLL THE DICE TO DETERMINE THEIR ROLE IN THE GAME. VIRGINS ROLL FIRST. IF THERE ARE NO VIRGINS IN THE ROOM, PLAYERS ROLL FROM YOUNGEST TO OLDEST.

THE FIRST PLAYER TO ROLL AN ODD NUMBER BECOMES **GHOSTFACE**. THE LAST PLAYER TO ROLL AN EVEN NUMBER BECOMES **SYDNEY PRESCOTT**. GHOSTFACE IS IMMUNE TO THE COMMANDS UNTIL THEIR IDENTITY IS REVEALED ON SCREEN... IF THE PLAYERS MAKE IT THAT FAR.

EACH TIME A CHARACTER IS KILLED, GHOSTFACE MUST CHALLENGE ONE PLAYER TO A DUEL. EACH PLAYER WILL ROLL ONE DIE. WHOEVER ROLLS THE LOWER NUMBER LOSES... AND MUST TAKE A SHOT. +2 WILL BE ADDED TO GHOSTFACE'S ROLL EACH DUEL. THE LOSER MUST ALSO PLAY BARTENDER FOR ALL PLAYERS IN THE ROOM UNTIL THE NEXT MURDER.

HOWEVER, EVERY TIME SYDNEY PRESCOTT SUCCESSFULLY ESCAPES THE KILLER ON SCREEN, SYDNEY CAN CHALLENGE GHOSTFACE. +3 MUST BE ADDED TO SYDNEY'S ROLL EACH DUEL. SYDNEY CAN ALSO VOLUNTEER TO REPLACE ANOTHER PLAYER DUELLING GHOSTFACE AT ANY POINT DURING THE GAME.

WHOEVER LOSES 3 CONSECUTIVE DUELS IS KILLED OFF AND CAN NO LONGER PLAY, BUT GHOSTFACE CAN ONLY BE KILLED BY LOSING A DUEL AFTER THEIR IDENTITY IS REVEALED IN THE MOVIE.

DRINK ONCE WHEN

THE PHONE RINGS
GHOSTFACE REFERENCES ANOTHER HORROR MOVIE
GALE WEATHERS SWEARS
SYDNEY HANGS UP ON GHOSTFACE

TAKE A SHOT WHEN

SOMEBODY FLIRTS WITH GHOSTFACE
THE POLICE ARE TOO LATE

FINISH YOUR DRINK WHEN

GHOSTFACE'S IDENTITY IS REVEALED