



Discover your boundaries and unlock new business opportunities with **Rejection Therapy™ Entrepreneur Edition**, the revolutionary new "self-help RPG" where rejection is success!

The deck consists of 36 suggestions (30 cards for each day of the 30 day challenge, and 6 alternative cards). Each suggestion is a way you can attempt to be rejected in a social/business interaction.

The goal of Rejection Therapy is to have a successful rejection attempt – that is to be rejected – once a day for 30 days straight. You can use Don't Break the Chain at dontbreakthechain.com to keep track of your consecutive streaks. It's a free service, and not affiliated with Rejection Therapy.

Setup

Essentially, there is no setup. The deck of cards contains 36 suggestions on ways you can attempt to be rejected. There are two ways you can use this deck:

1. Shuffle the deck once at the beginning of your 30 day

challenge and follow the suggestion. Go through the entire deck, reading one card at the beginning of each day and executing the suggestion on the card.

2. Keep the deck of cards with you at all times. Extract a random card whenever you need an idea for a rejection attempt.

You don't need the deck of cards to play Rejection Therapy - The Game, but it helps stimulate ideas.

What is a "Rejection Attempt"

In Rejection Therapy, the objective is to be rejected by someone at least once, every single day. To go out of your comfort zone is not enough.

A rejection attempt is requires you to make an offer, interaction or invitation that is uncomfortable for you (hopefully not the recipient) and is out of your comfort zone.

You can find out what counts as a rejection attempt and what doesn't by visiting <http://rejectiontherapy.com/what-counts-as-rejection>. You can also leave suggestions there that may be implemented into the game.

What is a "Rejection"

A rejection is when a legitimate rejection attempt is declined.

Winning The Game

There are two winning conditions for Rejection Therapy – the Game:

1. You are rejected 30 days consecutively
2. The fear of rejection no longer inhibits you

Credits

The following people made this game possible.

Game Concept: Jason Comely
Artwork: Richard Comely
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Legal

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The website and blog are at <http://rejectiontherapy.com>