

## Board Game Jam - Rules Template

Game name	Afterlife
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Summary:	four player trying to escape from ghostly otherworld by killing each other in creative ways with a bizarre assortment of items.
Number of players	4 <del>4</del>
Age range	16
Duration(mins)	* - 30 min
Resources needed (dice, counters, board, cards, etc.)	boards spinner of faith board cards figurines
Images used (Image Name and Licence)	'creepyhouse' 'oujboard' 'afterlife' 'pavement' - public domain

### Rules

- Players continuously draw new 'items' cards at each turn
- play is in clockwise rotation
- player spins the spinner of faith and 'attacks' the player the spinner points to
- each attack involves each player playing two items cards with the player with higher attack number winning the turn and moving their figurine 1 tile along the track
- attack numbers are on each card within the circle, however if the circle is blank, the attacker must provide the most creative explanation possible on how they would use the items to kill the other player. The other players then decide on a score for the explanation based on how much they enjoyed the player's explanation.
- all players start at the tile nearest the afterlife (picture with ghost cut out)
- the winner is the player that reaches the front door of the house first.





For full resolution and other images, go to the Flickr album: <http://tinyurl.com/gv4bpt7>