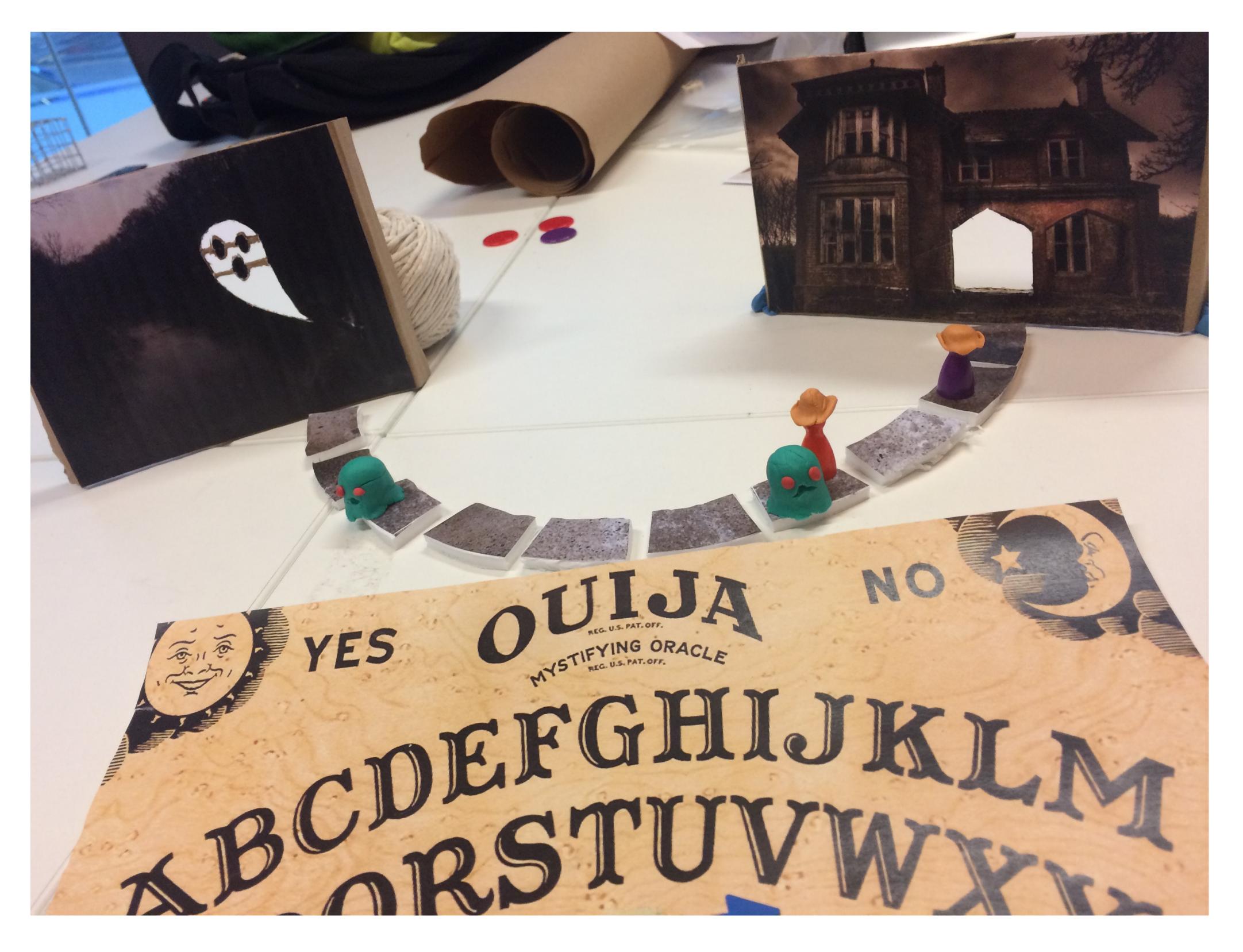
Board Game Jam - Rules Template

Game name	Afterlife
Creators	EVA Auer Indra lukmana m.108AL
	Xin CHEN Sean Greaves
Summary:	four player trying to escape from
	Ghostley otherworld by Killing eachother
	in creative ways with a bizone assortement of items
Number of players	4 ************************************
Age range	16
Duration(mins)	*-30 min
Resources needed	bounders spinner of faith
(dice,	board
board, cards,	cards
etc.)	fiburenes
Images used (Image Name	'creepy house' 'oujaboard' 'afterlife' pavement'
and Licence)	- public domain

Rules

- -Players continuously draw new 'items' coards 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 I tile along the track
- attack numbers are on each courd within the circle, however if the circle is blank, the attacker must provide the most creative explanation possible on how they would the items to kill the other player. The other players then devide on a score for the explanation based on how much they enjoyed the players explanation.
- all players start at the ap tile nearest the afterlife (picture with 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