

**For 2 to 6 Players**

**Ages 9 to Adult**

**OBJECT**

Collect money and LIFE and DEATH tiles, meet expectations, never fail, know what the right thing to do is in every situation, let no one down, and have the highest dollar amount at the end of the game.

**CONTENTS**

* Gameboard
* 6 Plastic car pawns
* Pink and blue “people” pegs
* 3 Mountains
* Bridge
* 7 buildings
* Label sheet
* Spinner ring, spinner dial and spinner arm
* Stack of play money
* 25 LIFE tiles
* 25 DEATH tiles
* Deck of 36 cards
* Banker’s tray

**Apply Labels to the**

**Mountains and Bridge**

Match the letters next to each of the four labels to the circled letters on the plastic mountains and bridge. The letters will be distorted, and it will be hard to know which label matches which mountain. But no one said setting up The Game of LIFE and DEATH would be simple. Attach the game parts to the gameboard as you feel is right. You will probably get it wrong, but you have to figure it out for yourself. No assembly sheet attached.

Assemble and Attach Spinner?

This section is boring and confusing

**G A M E P L A Y**

**LIFE TILES**

Each LIFE Tile carries a secret message: a special achievement, and a dollar amount toward your total cash value at the end of the game.

**DEATH TILES**

Each DEATH Tile carries a secret message: a failed expectation, and a dollar amount against your total cash value at the end of the game.

All players spin the wheel. Highest spinner takes the first turn. Play then continues clockwise.

**What You Do on a Turn**

On your turn, spin the wheel. Then move your car the number of spaces on the spinner. You must guess which direction is best to go in without knowing the consequences of your choice beforehand. You will have no clue what you’re doing and no way to prepare for the complications that might fall upon the path that you decide to take.

Always move your car forward, in the direction of the arrows. (Just as in real life, you can’t go back in time!) And if you try to go back in time, you will quickly realize that this is against the rules. If you land on an occupied space, move ahead to the next open space.

There are no space directions. Just try to make it through the course in the number of spaces you spun. This ends your turn.

*Your first turn is an exception. See GETTING STARTED.*

**Getting Started**

On your first turn, you will land on a DEATH space. Your Great Grandmother has died, and you must now attend her funeral.

**START MOURNING**

If you decide to start mourning, place your car on the PICK A DRESS space, then do the following:

Carefully remove the LIFE and DEATH Tiles from the cardboard sheet. Place the LIFE and DEATH Tiles LIFE or DEATH-side-up near the gameboard and Draw 2 LIFE Tiles and 2 DEATH Tiles and, without looking at the message on the back, stack them at Millionaire Estates. The remaining tiles form the draw pile.

**CARDS**

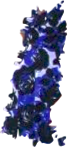
Separate the cards into 8 decks: Dress Cards, Decision Cards, Emotion Cards, Statement Cards, Career Cards, Salary Cards, House Deeds and Stocks. Place each deck facedown near the gameboard.

**MONEY**

Choose one player to be the banker. This player is in charge of all money paid *to* and *from* the bank.

**CARS AND PEGS**

Carefully twist the pink and blue pegs off their plastic runners, then discard the runners. Choose a car and fit a people peg into the driver’s seat (don’t forget to buckle up!). All players do the same.



**Draw a Dress Card:** Have another player fan out the Dress Card deck facedown, while you draw three cards at random. None of your options are the standard black dress that you know you should be wearing, so you are stuck wearing a dress that is mostly purple.

2

**THE SPACES**

**Space Colors**

As you move your car, notice the space colors—they’re important! Here’s what the colors mean:

**Light Grey Spaces**

Most spaces are light grey. Whenever you land on a light grey space, you *must* make a difficult decision. There will be many hard choices to make in your life.

**Blue Spaces**

These spaces indicate emotional states. Choose an EMOTION CARD, and you may choose to experience emotions from sadness, to guilt, to regret.

**Green Spaces**

These are PAY DAY spaces. Whenever you land on or pass a PAY DAY space, you must pay for the bad choices that you made in LIFE when dealing with DEATH.

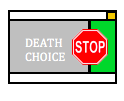
**Grey Spaces**

There are 3 of these spaces: DEATH CHOICE, GET A JOB, and DEATH CHOCIE (multiple DEATHS in life). Whenever you reach a grey space, stop – even if you have moves left. There will be no directions on how to proceed, and you will have many difficult choice to make.

**Life Spaces**

**Death Spaces**

**Draw a Decision Card:** Now you are sitting in the Funeral Home, and your Grandma has asked you to say a few words about your Great Grandma. You must decide if you can get up there and say something with only a moment’s notice. You will choose the card that reads: “I don’t know what I would say”.



**DEATH CHOICE**

When you reach the DEATH CHOICE space, stop – even if you have moves left. Then do the following:

Immediately panic. Let everyone down by not meeting expectations. Acquire guilt. Watch droplets fall from your eyes and stain the lap of your out of place dress. Mourn your own shortcomings. See the DEATH GUIDANCE section, below.

DEATH defines LIFE. You cannot expect it, but everyone will meet it in time. When it comes to DEATH, the right choice will never be clear until later on, because expectations in situations regarding death are usually implicit. You can try to make excuses for why you failed to be there for someone, but it’s hard not to think that you are just selfish and wanted to avoid the hassle or an uncomfortable situation.

You will regret it when you make the wrong choices, but you cannot change the past. All that you can do is hope for the forgiveness of those that you let down. It was just a misunderstanding after all. However, looking at your choices like this will only make you feel stupid.

DEATH GUIDANCE

3

**HOW TO LOSE**

You are never prepared for failure, or death, or failure in the face of death. You were not prepared to make a speech in front of countless relatives who knew your great-grandmother way longer than you did. You weren’t prepared to decide whether or not to go to your eventual boyfriend’s mom’s funeral, and you were definitely not prepared to face the after-math of either of these situations. The guilt resulting from your lack of speech at my great-grandmother’s funeral was resolved in knowing that no one else had the courage to get up and speak either. Your guilt as a consequence of not going to the other funeral will probably always reside inside of you. If others knew to go, could go, and went, then you will wonder why you did not. The lack of transportation, the lack of knowledge, and the lack of experience with death in your life seem to make for valid evidence in regard to why your choice is forgivable. But they do not do anything to make me feel like any better of a person. You LOSE!

**DEALING WITH DEATH**

**Fail To Act As Someone Expects When Someone Dies**

**GET A JOB**

**DEATH CHOICE**

4

Still need to include above:

* Summer
* Get a Job
* Make some friends
* Develop a crush
* Kiss
* Hear of a “family medical problem”
* Get on your daily bus
* Receive heartbreaking text message
* Panic
* Say something
* “I’m here for you”
* Hear about funeral
* Debate
* Don’t go
* Get a boyfriend
* Haunted
* Winter streets
* Tears
* Question Love
* Look back
* Resentment
* Guilt
* Reminder
* Admission
* Failure
* Death
* Regret
* Guilt
* Question choices
* Feel horrible
* Lose