

Life/Death

a game for three to eight players.

The Materials

- Life/Death cards
- 1 Day Marker (recommended: a candle)
- 10 Day Counters
- 10 Water Counters
- 64 Health Counters (or 8 per player)

The Goal

Survive for 10 Days on a raft stranded at sea. You will win or lose together.

The Players

- **Survivors:** each living player is a Survivor.
- **Captain:** one player is the Captain. Determined at the beginning of the round by who does the best pirate impression (voted for democratically, players cannot vote for themselves.)
- **Ghosts:** Dead Players. Ghosts don't draw, but may come into play in other ways.

The Rules

1. Whoever has The Knife is the Captain. If the Captain dies, she must give The Knife to another survivor.
2. Each Survivor Starts with 8 Health, and can never have more than 8 Health.
3. If a Survivor runs out of health, they become a Ghost, discard of their cards, and no longer draw each day. However, they are still in the game.
4. Each day, each surviving player draws one card in a clockwise fashion, starting with the Captain.
5. Once a card is used, it should be discarded.

6. If the Raft takes on 10 Water, everybody dies.
7. The Day Marker should be placed to the right of the Captain. Each time the turn passes the Day Marker, the end of one day should be counted. If 10 days are counted, all survivors win.

The Cards

- **Events** (Green) - Effect happens as soon as it is drawn.
- **Items** (Yellow) -Placed front of you until used. Items can only be used on your turn, unless they say otherwise.
- **Monsters** (Red) - Effect happens as soon as it is drawn.
- **Sicknesses** (Blue) - placed in front of you until cured or you die. They take effect every day on your turn.

Some cards also have modifiers:

- **Instant** - Items of this type can be used anytime, rather than just on your turn.
- **Passive** - Items of this type are not actively used, and are placed in front of you.
- **Full Day** - Some Monsters and Events last one Full Day. They should be placed in front of you and discarded on your next turn.

A Thief!

Item

Steal 1 item from another survivor.

x2

A Thief!

Item

Steal 1 item from another survivor.

x2

Azure Carapace

Item

Kill The Captain, take The Knife.

x1

BFFs

Event

Each survivor must high five exactly one other survivor. Anyone left hanging dies of loneliness.

x2

BFFs

Event

Each survivor must high five exactly one other survivor. Anyone left hanging dies of loneliness.

x2

Bottle of Rum

Item

Cure one of your sicknesses and lose 3 health. Pass Bottle of Rum to another survivor.

x1

Cowardice!

Event

The Captain must give The Knife to another survivor.

x2

Cowardice!

Event

The Captain must give The Knife to another survivor.

x2

Crazy Eyes

Sickness

The Captain always has this sickness. The Knife deals 2 damage per stab.

x1

<p>Crippling Loneliness</p> <p>Event</p> <p>Ask a survivor to give you a hug. If they refuse, you die.</p> <p>x1</p>	<p>Death Wish</p> <p>Sickness</p> <p>Take on 1 water.</p> <p>x2</p>	<p>Death Wish</p> <p>Sickness</p> <p>Take on 1 water.</p> <p>x2</p>
<p>Dehydration</p> <p>Sickness</p> <p>You can't speak ever again. Lose 1 health each time you speak.</p> <p>x2</p>	<p>Dehydration</p> <p>Sickness</p> <p>You can't speak ever again. Lose 1 health each time you speak.</p> <p>x2</p>	<p>Evil Little Sea Man</p> <p>Sickness</p> <p>Before drawing, you must greet the Evil Little Sea Man or lose 1 health.</p> <p>x1</p>
<p>Evil Seahorse</p> <p>Monster</p> <p>Take on 3 water or lose 3 health. Your choice.</p> <p>x2</p>	<p>Evil Seahorse</p> <p>Monster</p> <p>Take on 3 water or lose 3 health. Your choice.</p> <p>x2</p>	<p>Flotsam!</p> <p>Event</p> <p>Any one survivor may choose to sacrifice their next turn. If a shark appears before then, that survivor is eaten. If not, mark the end of 1 extra day.</p> <p>Full Day ^</p> <p>x2</p>

Flotsam!

Event

Any one survivor may choose to sacrifice their next turn. If a shark appears before then, that survivor is eaten. If not, mark the end of 1 extra day.

Full Day ^

x2

Ghost Ship!

Event

All ghosts are revived with full health and all survivors die.

x1

Giant Squid!

Monster

The Giant Squid steals all items and pulls them overboard.

x1

Greed

Sickness

Draw an extra card. If you lose health, shake it off and you're cured!

x2

Greed

Sickness

Draw an extra card. If you lose health, shake it off and you're cured!

x2

Hallowed Night

Event

Revive all ghosts with full health for a full day.

Full Day ^

x1

Hoarder

Event

Each survivor loses 1 health for each item in their possession.

x1

Internal Bleeding

Sickness

You take double damage.

x1

Lightning Strike

Event

All survivors draw straws. The loser loses 4 health.

x1

Lurker

Monster

For each monster that appears, take on 2 water and each survivor loses 2 health.

Full Day ^

x1

Message in a Bottle

Item

Cancel an event before it begins.

Instant !

x1

Moonblinked!

Event

All survivors appear to be monsters for a full day.

Full Day ^

x1

Ocean Madness!

Event

Attack the two survivors next to you to deal 1 damage. If you're The Captain, let's make it 2.

x2

Ocean Madness!

Event

Attack the two survivors next to you to deal 1 damage. If you're The Captain, let's make it 2.

x2

Panic Attack!

Event

If a monster appears, fall overboard and drown.

Full Day ^

x1

Pontoon

Item

Passive ...

x2

Pontoon

Item

Passive ...

x2

Possession

Sickness

If there is a ghost, choose a ghost to make all your decisions for a full day.

x1

Premonition

Event

Each ghost draws a card. Each card may then be thrown overboard or returned to the top of the deck.

x1

Psychic Dolphin

Monster

Distribute 4 damage amongst the survivors.

x1

Purrfect Storm

Event

You angered the Sea Cats! Lose all items. If any survivor has a Pontoon, keep your items and destroy all Pontoons.

x1

Rations!

Item

Regain 3 health OR cure any sickness.

x4

Rations!

Item

Regain 3 health OR cure any sickness.

x4

Rations!

Item

Regain 3 health OR cure any sickness.

x4

Rations!

Item

Regain 3 health OR cure any sickness.

x4

Rogue Wave

Event

Take on as much water as survivors. If any survivor has a Pontoon, take on no water and destroy all Pontoons.

x2

Rogue Wave

Event

Take on as much water as survivors. If any survivor has a Pontoon, take on no water and destroy all Pontoons.

x2

Sea Monkeys

Monster

All survivors switch seats. All items, sicknesses, and health remain in the same place.

x1

Sea Serpent!

Monster

The Sea Serpent eats you. Unless you choose someone else to take your place.

x1

Sea Witch

Monster

Shuffle The Knife together with all items and sicknesses. Deal out all the cards to survivors in a clockwise order.

x1

Shark

Monster

x6

Shark Tooth

Item

Deal 3 damage to any survivor.

x1

Sink

Event

Take on 1 water.

x2

Sink

Event

Take on 1 water.

x2

Sink!

Event

Take on 2 water.

x2

Something Beautiful

Event

Mark the end of 1 extra day.

x2

Something Beautiful

Event

Mark the end of 1 extra day.

x2

Soul Salvage

Item

When you die, drop all items overboard, cure all your sicknesses, and regain full health.

x1

Starry Eyes

Sickness

Choose another survivor to hold hands with you. If either of you lets go, you both lose 4 health.

x2

Starry Eyes

Sickness

Choose another survivor to hold hands with you. If either of you lets go, you both lose 4 health.

x2

Stinging Barb

Item

Give a sickness of yours to another survivor.

x1

Sunburn

Event

Lose 4 health.

x2

Sunburn

Event

Lose 4 health.

x2

The Bucket!

Item

Bail out all water from the boat.

x2

The Bucket!

Item

Bail out all water from the boat.

x2

The Clap!

Sickness

Lose 1 health and give The Clap to another survivor.

x1

The Harpoon!

Item

Kill a monster to prevent its effects.

Instant !

x2

The Harpoon!

Item

Kill a monster to prevent its effects.

Instant !

x2

The Hunger!

Event

One survivor must be eaten. Once any two survivors agree on who it is, chow down. If you're the sole survivor, gnaw off your arm and press on, doomed soul.

x1

The Kindness

Sickness

Give any item you draw to another survivor of your choice.

x2

The Kindness

Sickness

Give any item you draw to another survivor of your choice.

x2

The Knife

The Knife

You are The Captain. On your turn, you may stab one survivor to deal 1 damage.

x1

The Mad King!

Event

The Captain must use The Knife 3 times immediately.

x1

The Mirror

Item

Take an Item from another survivor as they draw it.

Instant !

x1

The Narwhal!

Monster

Take on 5 water.

x1

The Net!

Item

If a Shark appears, regain 2 health.

Passive ...

x1

The Old God

Monster

All survivors lose half their health.

x1

The Plague

Sickness

Lose 1 health.

x2

The Plague

Sickness

Lose 1 health.

x2

The Plank!

Event

The Captain must choose a survivor to walk the plank. If a Shark appears in the next day, that survivor is eaten.

Full Day ^

x1

The Precious

Item

You can't lose health while you have The Precious.

Passive ...

x1

The Snores!

Sickness

Each other survivor loses 1 health.

x1

The Straw

Item

Deal 3 damage to another survivor and regain 2 health.

x1

The Thirsty Monster

Monster

Drinks 5 water from the boat. If the boat has less than 5 water, the Thirsty Monster eats you.

x1

The Will

Item

When you die, mark the end of
1 extra day.

Passive ...

x2

The Will

Item

When you die, mark the end of
1 extra day.

Passive ...

x2

Zombification

Event

If there is a ghost, give all
your health to a ghost of your
choosing.

x1

#N/A

#N/A

#N/A

#N/A

#N/A

#N/A

#N/A

#N/A