

Life is Card

Everything is Terrible

By Reedz Games

Introduction

Life is Card is a deceptively simple social card game where everyone playing decides on a scenario and goal and then proceeds to attempt to complete it using six fundamental actions. A game can last from five minutes to an hour and is appropriate for most ages, personalities, space quadrants, and pirates.

How to play

1. Everyone agrees on a scenario. This is something that you are going to attempt to do, from as simple as buying an apple at the grocery store (all party members died during the playtest on this one) to escaping the International Space Station before it crashes into the Earth's atmosphere. The key here is that everyone agrees on the goal and what limitations there are. For example: is there only one replacement light bulb? Is the room slowly filling with water?
2. Everyone draws up to six cards. These are your available actions.
3. Everyone plays a card. You can either play a card from your hand or discard one to blindly draw from the deck. You may not look at this card until resolving actions.
4. Everyone flips their cards. With all cards face up, the highest number goes first, and that player states what they do. Then, the next highest number goes. A card represents one action and one action only. So a "use" doesn't mean you can use a car, a pool cue, and a set of binoculars at the same time. If a card doesn't have a number, it is special and so are you. Look below (or on the card) to see what they do.
5. Everyone passes their hand to the person on their left. You now know what that person can play, but the person to your right also knows what you have, so play accordingly.
6. Everyone continues playing, drawing up to six cards, playing a card, flipping a card, and passing their hand. This continues until one of two things happens:
 1. Someone completes the scenario (that person wins!)
 2. The scenario is physically impossible to complete (everyone loses!)

Note: Life is Card can be played incredibly fast and free form or steady and tactical. Just confirm the intention with other players before the game starts. You don't want to be taking three actions to get in and start your car while another player is zip lining and diving into a burning train.

Action descriptions

Grab: You pick something up, pull something down, restrain something, etc. Anything having to do with grabbing.

Position: Anything related to movement: yourself, a shopping cart, your laser pistol, etc. You can only position something you already have in your possession or grabbed earlier in the game.

Use: Activating something, whether or not it is the item's primary intention. Turning on a stove, throwing a grenade, pushing that shiny red button.

Plan: Just like a wild card, you can use a Plan to pull any card out of the draw pile and immediately use it. The card you drew keeps the number from the "Plan" card for action order.

Rest: This card does not have numbers. Leave this card in front of you, sit back, and relax this turn while the others blunder away. On any later turn, you may discard this card to play two from your hand (be sure to draw back up to six cards). These two additional cards still adhere to the action order based on their numbers.

Delay: These cards also do not have numbers. If you play one, you can pick someone to delay their action until they are last in the action order after they have stated their action. You may also play another action card. You cannot Delay a Rest and you cannot play another Delay card as your additional action card.

Extra stuff:

- If someone dies in game, they can start over at the start of the scenario with the other players ahead of them or become a ghost and can continue playing (but they cannot win as a ghost (unless the goal was to die in game (you weirdos))).

- If someone dies for real, ask them nicely to not make a mess while you finish your game before calling the authorities.

- If anything is debated during gameplay, the players can vote on it. This includes additional rules, resolving actions, and what color bowtie that guy is wearing in the game. Votes pass if half or more players agree on them.

- If a player's action is voted against during play, they must come up with another action using the same card. They do not get skipped.

- If the scenario contains a lot of movement consider drawing a simple map with "zones" to show where each player is. Players may move into adjacent zones using a Position card. This paces the players and makes sure one is not running ahead of the other due to different interpretations of essentially the same action.

Example of Play:

Three players decide to change a light bulb. There's only one chair in the room and one replacement light bulb.

Player 1 plays a Grab 17, Player 2 plays a Plan 4, and Player 3 plays a Rest. So, player 1 grabs a chair, player 2 searches through the draw pile and replaces her Plan with a Grab and immediately picks up the replacement bulb. Everyone passes their entire hand to the left and draws their new hand up to six cards. On the second round Player 1 plays a Position 22, Player 2 plays a Grab 41, and Player 3 plays a Use 27. This time, player 2 goes first because she now has the highest number. She uses her Grab to take the chair away from Player 1. Player 3 decides to flip the switch to the "on" position because he doesn't see himself getting to the light bulb fast enough. Player 1 suggests that because the switch is on, anyone who tries to take the old one out gets shocked. The other players vote and it passes 2-1. So Player 1 uses their Position to leave the room to go to the circuit breaker.... And so on.

For a scenario this simple, it can take even just one or two rounds if the players are working cooperatively, but when they are competing, chaos ensues.

Example Scenarios:

The following is a list of scenarios to stir the imagination. When constructing scenarios together agree on the winning condition first and then add on limitations to make it more difficult and interesting. Keeping the winning condition vague can inspire interesting and *terrible* consequences.

Scenario	Limitations	Winning Condition
Build a raft	No available tools	2 players floating in the water
Make breakfast	Only one stove	A meal is sitting on the table
Fight the oncoming horde	30 enemies, 1 hit kills	All 30 are dead
Steal a speedboat	Only 1 boat	Players in moving boat win
Rescue the princess	She's locked in a tower	Player who "grabs" princess
Zip line to safety	Must reach top of tree, no tools	First person to reach the end
Make a fire	No matches or lighters	First person to light it
Gladiatorial combat	3 hits to die, can't respawn	Last person standing
Climb over a wall	No ladders	First on the other side
Drive to the store	Only 4 seats in the car	First 4 people in the store
Escape a burning building	2 floors, 10 rooms, fire spreads	<i>Everyone</i> gets out
Wrangle a T-Rex	Keeps moving until roped	First to sit on its back

Thank you so very much for considering Life is Card for your game night, we hope to use this game as our first real step into the gaming industry. If you enjoy playing, please consider following us on Facebook, just look up "Life is Card"



Remember, above all, have fun.