



Life Judge

BASIC RULES

BOX CONTENTS



50x Goal Cards



50x What Your Mama Gave You (WYMGY)/
World Event cards



50x Vice Cards



50x Friend and Lover Cards



50x Death Cards



Main Dice: (2 Goal Dice + 2 Life Dice)



3 Death Dice (1 White, 1 Red, 1 Blue)



Pad of Adhesive Paper



1 Gavel Dice Cup

Congratulations, players, you get to live a brand new life! Here's your chance to pursue your dreams, make friends, fall in love, just as you'd like. But, just like in this life, you'll have to deal with genetic conditions beyond your control, experience the events in the world around you, and fight vices implanted deep within your psyche. And, just like in life, the people around you (the other players) influence how realistic your choices are. Oh, and then you die and get judged. So, who had the best life and wins the game? The group decides!

GAME SYNOPSIS:

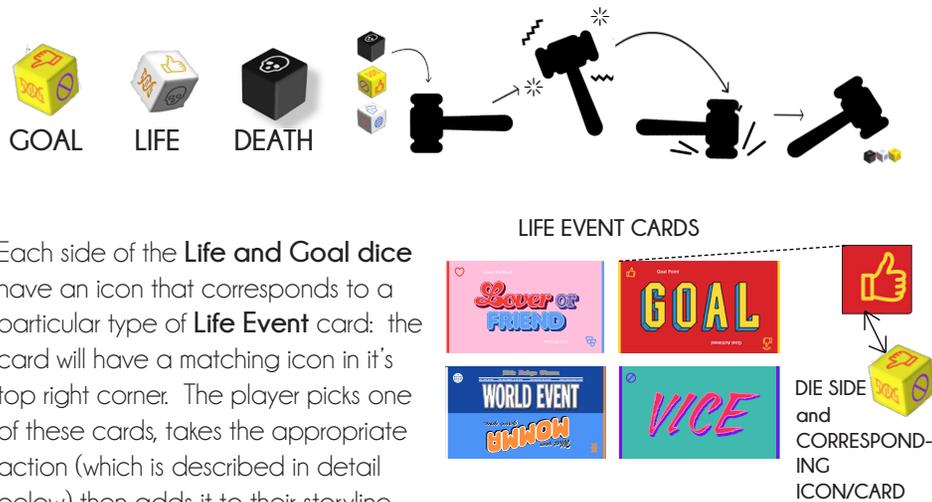
The goal of the game is to **build up the best Storyline** before you die, so that the group judges **your life was the best!**

In Life Judge, there are two areas of play in front of each player. There are:

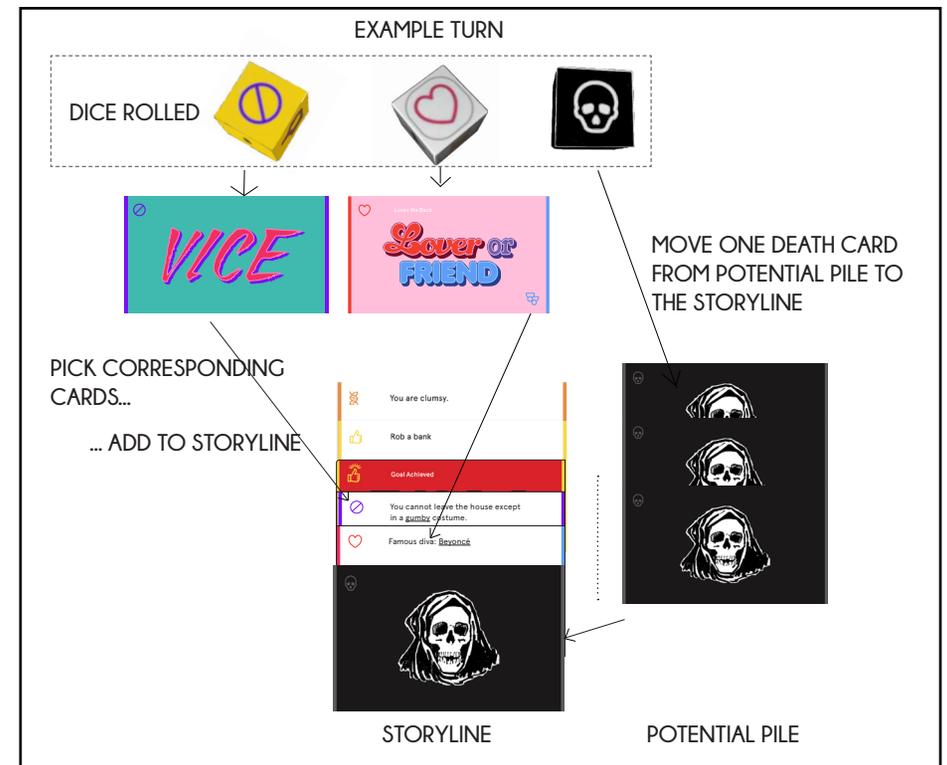


LIVING

Players build up their storyline each turn. They roll dice: a combination of **Life, Goal** and **Death Dice**-- once each turn.



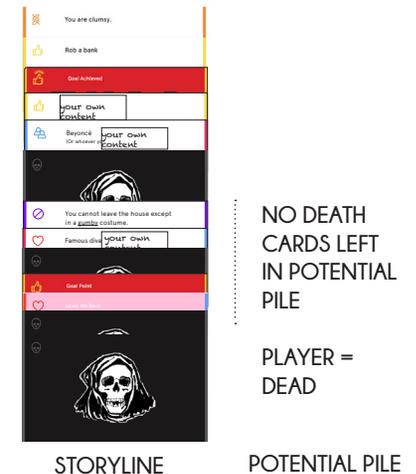
Each side of the **Life and Goal** dice have an icon that corresponds to a particular type of **Life Event** card: the card will have a matching icon in its top right corner. The player picks one of these cards, takes the appropriate action (which is described in detail below) then adds it to their storyline.



DYING

Only some of the sides of the **Death Dice** have an icon, the skull icon. If the player rolls a skull, they must move one of their death cards from their potential pile to their storyline.

Once all death cards have moved to the storyline- the player is dead, and judgment begins!



JUDGING

Once all players have died, each player reads back their storyline, and the group gives their life a number score. (Their choice will be subjective, not based on any point system, so know yourself.. but also know your audience!)

Person with the highest score wins!

GAME SET-UP

PLAYERS HAND AT TOP OF GAME

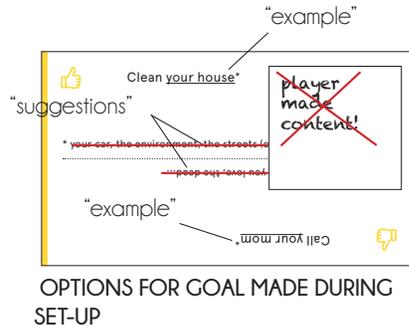


1. Every player picks **4 DEATH CARDS** and places them face-down to their right in their **POTENTIAL PILE**. They do not look at the faces of these cards.

2. Each player picks a **WHAT YOUR MAMA GAVE YOU/WORLD EVENT** card, and places it with the DNA symbol upright. This card is a genetic condition you were born with and will act as the beginning of your storyline. All subsequent cards will be placed below it.

3. Each player picks one **GOAL** card and places it face-up in their storyline.

This is a goal that the player has already achieved in their life by the time of the game.



The player may choose between one of the two goals on the card, but unlike the rest of the game, the player **must use the example given**-- not any of the alternate suggestions, and not something of their own making.

4. Finally each player picks another **GOAL** card and places it face-down in their storyline so that the text "Goal Achieved" is upright. This signifies in the storyline that the goal is completed.

Note: In Life Judge, we will use both sides of the cards to note different events in the game.

Players announce their conditions and achieved goals to each other and the game begins!

STARTING THE GAME

The oldest player is called The Harbinger of Death. They go first, and keep track of which round the group is on.

TAKING A TURN

Each turn works as follows:

1: PUT DICE IN GAVEL

First, the player whose turn it is picks **two** dice from the **four MAIN DICE** and puts them in the gavel. They can choose:



Life Dice develop a player's personal life with friends loves genetic abilities

Goal Dice develop a player's goals with goal progress vices world events

2: ADDING DEATH DIE

Then, the player adds a number of death die to the gavel. How many depends on which round it is.

In round 1: Use only the Death Die with the White Skull

In round 2: Use both the White Skull and the Red Skull die

In rounds 3-death: Use three Death Dice

3. SWING THAT GAVEL!

Take all the applicable dice and SWING THAT GAVEL!



4: LOOK OVER THE DICE and BUILD YOUR STORY

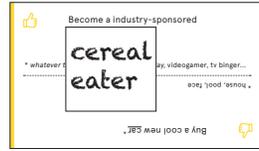
The dice tell you which two things happened to you (and/or the world) this turn, and if you've died at all. The following are all the actions that can be taken in a roll.

👍 Goals-- Goals are a central part of life, and are the central part of Life Judge as well. (*wondering about multiple simultaneous goals? see Alternate Rules*)

1st roll of goal --

Player picks a goal card, and chooses* a goal to pursue. (See *Choice in Life Judge* on opposite page)

Example: In Wally's first turn, he picked a card with "Become an industry sponsored pants wearer." He decided to follow the prompt, but change "pants wearer" to "cereal eater."*



Now the group determines how difficult it will be for the player to achieve their goal, by determining how many more times the player must roll 👍 on their turn before the goal can be completed.

GUIDE FOR DETERMINING DIFFICULTY	1 👍	2 👍	3 👍	4 👍	5+ 👍
	Easy but not guaranteed	- somewhere in between -	Possible but could take whole life	- somewhere in between -	Nearly impossible

Example: Wally's group decided it would take 2 more rolls of 👍 for Wally to become an industry-sponsored cereal eater.

Tips and tricks: To determine the difficulty, the group should take into account what we know about the player--their genetic conditions, past goals, friends, etc.--, any argument the player wants to make for themselves, and the groups own sense of realistic-ness.

Example: Wally's group decided the difficulty partly based on his narcolepsy... it's hard not to fall asleep in the cereal posing for all those pictures

Once the group has decided how many rolls of 👍 it will take to achieve the goal, the player takes that many cards from the goal card deck and places them face down in their POTENTIAL PILE



WALLY'S HAND

On subsequent rolls, the player moves a goal card from their potential pile to their storyline, with Goal Point upright. When they move the final card into the storyline, they orient it so that "Goal Achieved!" is up. Goal Achieved!

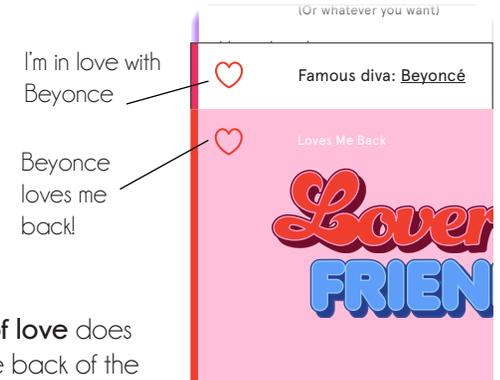
👤 Friend-- Player makes a friend. They pick a card from top of deck, make their choice* and place the card in their storyline, correctly oriented.

🚫 Vice-- Player gets a Vice that the group picks. Someone in the group picks a card from the top of the deck, chooses* what vice to give the player, and places the card into the player's timeline.

❤️ Love-- Player falls in love, but love... well love is tricky, ya know?

1st roll of love: Player picks a card from the top of the deck and chooses* who they fall in love with and adds that card to their storyline.

HOWEVER only on the **2nd roll of love** does your crush love you back. Use the back of the Lover and Friend card to mark this. On subsequent rolls of love, the player can either stay in love, or fall in love with someone else. The same two-step process applies.



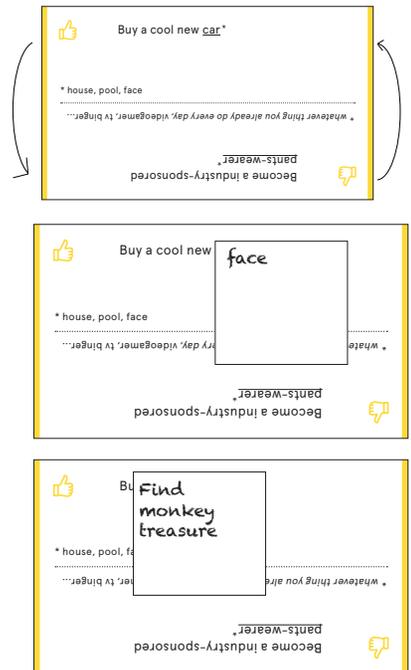
*** Choice in Life Judge:**

Each card has 2 prompts on them, and either of them can be played.

Each prompt has an area that is underlined. The underlined words are the **example** for that prompt. The example ends with an asterisk, with a series of alternate **suggestions** in the center of the card.

A player can use the example and add the card unaltered into their storyline. They can also use a sticky note to fill in the underlined area with one of the suggestions or any idea of their own.

Lastly, these are just prompts: if a player knows what they want to do with their life, they can ignore the card content entirely and just place a sticky note over the whole thing with **their own content**.



WYMGY-- Another genetic condition of the player manifests itself. Player takes the top card and places it into their storyline.

NOTE: In the case of WYMGY and WE cards, the example given must be taken. For rules to make user-created WYMGY/WE cards see Alternate Rules section

WE- Something happens in the world. Player picks top card, reads it aloud, and places it in the center of the playing space. It applies to all players lives.

+ **Self-Determination**- When a player rolls this, they can use it as one roll of whatever kind they want.

Example: In Wally's 2nd turn, he rolled +. He decided to use it as a roll of , moving a goal card from his potential pile to his storyline.

- **Collective Unconscious**- When a player rolls this it is used as one roll of whatever kind the group chooses for that player.

Example: In Wally's 2nd turn, he rolled -. The group decided to use it as a roll of , giving him a vice

5: DETERMINE IF THE EVENTS OF THE TURN INFLUENCES ANY PLAYERS' GOALS

Finally, the group decides if what has occurred in their roll influences the players' goals (or in the case of World Events, any player's goals).

If the group decides it makes a player's goal more difficult:

One or more goal cards are added to the players' potential pile, adding to the rolls needed to achieve the goal.

Example: Wally got a vice that he was homicidally allergic to cereal. Group decided this added 1 goal card to his potential pile

If they decide it makes a player's goal easier:

One or more goal cards from the potential pile can be moved to the storyline--- bringing them closer to achieving the goal.

Example: In Wally's life, Aliens contacted earth. The group decided they loved cereal. This made Wally's goal easier, so he was able to move 1 goal card to the storyline.

If the group feels there is no change in difficulty, or if no player has any active goals, this step is skipped.

END OF TURN

The players turn is now over and they pass the die and gavel to their left.

Once each player has taken a turn, that concludes a round. Another death die is added, if applicable, and the next round begins!

This is how the game is played until all players are dead.

AVERAGE LIFE-SPAN IN LIFE JUDGE is 5 turns.

NOTE: The dead still weigh in on all matters of group determination post-mortem. Also, no one said there can't be ghosts. Just saying.

EVERYONE DEAD? GREAT LET'S GET JUDGING!

Once everyone is dead, the following process occurs:

READING OF WORLD EVENTS

The Harbinger of Death reads back all the world events. This is to jog the player's memories.

READING BACK OF LIVES/DETERMINING DEATH/LIFE SCORE

The player who died first reads back their life story. At the conclusion, they flip over the final death card in their storyline, which will determine who gets to decide how they died.

After cause of death has been determined, the rest of the group decides what score to give to the player.

1 is worst possible life ever -- 10 is the best life conceivable.

Tips and Tricks: Sometimes assigning the Life Score for the first player to read their life seems kind of arbitrary. As an alternative, the group can simply assign that first life a 5, and give all other players a score relative to it.

Once life score is assigned, the group moves onto the person who died second and so forth until all lives have been judged.

NOTE: The following are rules to learn the game, are the core of the game, and should be used by new players. As players get the hang of it, though, there are many expansions and alternative rules that can be added to deepen play. See Alternate Play to get some ideas.

THESE ARE



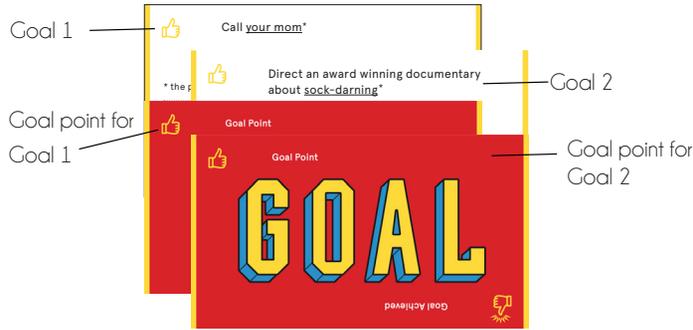
ALTERNATE

RULES

EXPANSIONS

Life Judge is an ever-expanding system. The core remains the same, but the possibilities for alternate play are almost limitless. Here are some basic ones to get started:

Multiple simultaneous goals-- Multiple goals can be done simultaneously by simply moving the goal and its subsequent points slightly right in the storyline (see illustration). Takes a little organization to keep the two goal piles separate in the potential area, but it's easy enough.

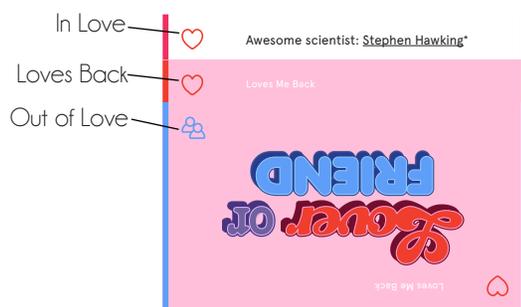


Making your own WYMGY/WE cards-- to do this, before the game, each player writes and attaches their own world event and genetic condition to a card. The user-created cards are stacked and used whenever a WE or WYMGY card is needed. Once the user created pile is depleted, the group stops the game and makes another set of cards. The fact that the player themselves might get the genetic condition mediates the meanness.

Getting over Vice -- To get over a vice without having to make a goal and succeeding at it, simply make the second roll of signify the vice being conquered. It can be noted on your storyline with the front part of the card.



Falling out of Love-- Folks do fall out of love. For this, make the third roll of signify falling out of love, and use the front side of the L&F card that shows the friend icon to signify this.



Play with the meaning of **+** and **-** (sidenote on children)

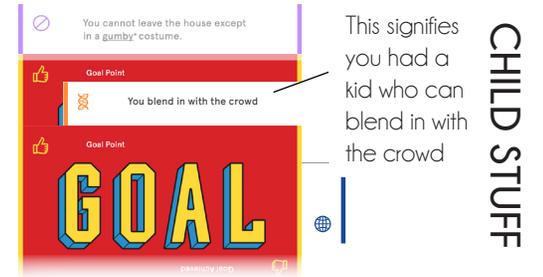
+ and **-** were made to suggest vague opposing forces so players could infuse them with whatever meaning they please. The self-chosen (+) and group-chosen(-) wilds that they are from the main rules are just the beginning.

First thing that is fun to do is to make doubles mean something

+ and **+** player gets their goal immediately!
- and **-** player loses all interest in goal and must abandon it.

+ and **-** player gets the chance to **raise a child!**
 (a player can also just make a goal to get a child)

CHILD STUFF HOW TO DEMARCATATE HAVING A CHILD
 Use the same method as multiple goals, except pick a genetic condition card and place it slightly right of normal.

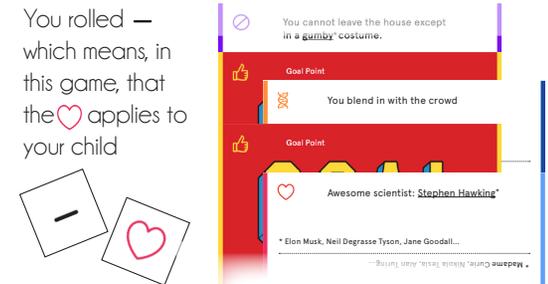


This signifies you had a kid who can blend in with the crowd

Secondly, you can make **+** and **-** mean that the roll applies to other people:

Maybe, once you have a love, or a friend, or a child, or a nemesis when you roll one + or -, whatever the other die is applies not to you but to your friend et al.

An example of this to the right.



You rolled **-** which means, in this game, that the applies to your child

Demarks your child fell in love

Thirdly, you can use them to mark possible pitfalls in a player's goals. Perhaps if a player is trying to gain enlightenment, and they roll one **-**, they get it immediately, but they sell their soul to the devil. these sort of things are goal specific, so keep an eye out when players choose goals for opportunities to make specific requirements for them.

Expansion Dice/Cards

Life Judge plans multiple expansions in the future, but to start, adding a regular die to the mix can create a whole bunch of possibilities. Here are some:

UNINTENDED CONSEQUENCES

When players complete a goal, they roll the regular die to find out if there were any unintended consequences! The consequences can be chosen to fit the specific goal or just be general for all players. Here's a sample of die sides;

- 2- Relationship
- 3- Career
- 4- Freedom (i.e. player will be imprisoned)
- 5- Health
- 6- Wealth

RISKS

Roll the regular die whenever a goal is made. This will determine what is at stake for the player in that goal. Some sample stakes:

- 1- Reputation
- 2- Relationship
- 3- Career
- 4- Freedom (i.e. player will be imprisoned)
- 5- Health
- 6- Wealth

Now as the player rolls, they keep track of the +s and -s they roll along the way to achieving that goal. If they achieve the goal and rolled more +s than -s while achieving it, the element of their lives risked is bettered. But the opposite is true as well. (if there has been no -s or +s during the achieving of the goal, there is no effect).

The result of the risk effect can be noted with a post-it note placed on the card that reads "goal achieved!" in their storyline.