

RULEBOOK

OBJECTIVES:

Fulfill your designated roles

Achieved team/player wins if achieves their own objectives

*Each role achievement is counted as a team

ROLES:

**All players will hide their own identity from others*

Warmonger (Killer)

Kill all non-warmonger players, loses if kills another warmonger

Progressor (Pursuer)

Fastest on the board to play + 1 lap over the second player

Pacifist (Survivor)

Remain as a survivor of the game, wins if only pacifist(s) are left in the game

Recommended Identity Distribution

4 players: 1 Progressors, 2 Warmongers, 1 Pacifist
Warmongers kill 2

5 players: 2 Progressors, 2 Warmonger, 1 Pacifist
Warmongers kill 2

6 players: 3 Progressors, 2 Warmongers, 1 Pacifist
Warmongers kill 3

7 players: 3 Progressors, 2 Warmongers, 2 Pacifists
Warmongers kill 3

Setup

- Lay game board on a table, put Unfair, Dilemma, and Riddle cards in place
- Take out a dice and a deck of playing cards

- Each player gets an Identity card
- Each player gets five health tokens and one character token
- Each player rolls the dice once. The player with the highest number starts.

- Game goes clockwise

Game is good to go

GENERAL RULES

Spinning Wheel

- Spin the spinning wheel, and act accordingly

Treasure

- Choice of: move 3 squares forward or gain 1 health

Riddles

- Once you land on the "Riddles," you can choose to take the shortcut or skip the riddle
- If you get the riddle right, you can take the shortcut and roll again
- If you don't get the riddle, then nothing happens

UNFAIR GAMES

GENERAL RULE

Pick a side: **Advantaged** or **Disadvantaged**
The unfair game will have **advantaged ones losing 3 hearts, disadvantaged losing 1 hearts**

King, Civilian, Slave

- Advantaged player: Gets 1 King card and 4 Civilian cards
- Disadvantaged player: Gets 1 Slave card and 4 Civilian cards
- Put down one card each at the same time until a higher-ranking card determines the winner

King > Civilian > Slave > King

Example: The advantaged player puts down "Slave" and the disadvantaged player puts down "King"
Disadvantaged will win

Power Gamble

- The advantaged player draws 5 playing cards
- The disadvantaged player picks a card and has to guess the suit. If it matches, they win, else, the former wins
- The player to guess can ask one yes/no question about the hand but not about the particular card.

Example: The disadvantaged player can ask, "are there more red cards than black cards?"

Asymmetric Conflict

- The advantaged player rolls two dice first, while the disadvantaged player rolls one die.
- Before the disadvantaged rolls, they can ask the advantaged to reroll one die or add two to their own points
- The player with the highest total of the dice will win

Example: the advantaged rolls 6 and 1, total of 7. The disadvantaged player asks the advantaged to reroll the “6”, which leads to 2 and 1, total of 3. The disadvantaged rolling a 4 wins.

Risk it or Lose it

- The disadvantaged player rolls a dice repeatedly until they roll a one or choose to stop
- Rolling a one means automatic loss and the advantaged will win
- The advantaged player gets to roll the dice with two additional chances beyond the number of times the disadvantaged rolled
- The player with the higher total wins, unless the disadvantaged rolled a one

Hint: The more the disadvantaged player rolls, the higher chance the disadvantaged player will win (as long as the disadvantaged avoids rolling a one)

Asymmetric Trading

- Both players draw 6 playing cards
- The advantaged player passes one card to the disadvantaged and takes two cards from them
- The disadvantaged player passes one card to the advantaged and takes one card from them
- The player with the most diamond cards in their hand wins

This goes on for two rounds

DILEMMA GAMES

Trust Dilemma

Pick a resource: **Position** or **Health**
Pick a player to play this game with

Position

Both cooperate:

Move 3 Positions forward each

One cooperate & One betrays:

Betrayer move 8 positions forward

Both Betray:

No change

Health

Both Cooperate:

Each player gains 2 health

One cooperate & One betrays:

betrayer gains 3 health, cooperator loses 1 health

Both Betray:

Both lose 1 health



Regional Auction

All players play and will need their own sticky note

- This is your chance to win 2 health **1 Health = 8 Positions**
- Each player will write down how much health or positions or health and positions they will offer to win the prize
- All players simultaneously show their offer
- The highest bidder will win 2 health while losing their offer
- The second bidder will lose their offer, gaining nothing

Example:

- Player A bids 1 health (8 positions)
- Player B bids 2 positions
- Player C bids 1 health and 3 positions
- Player D bids 16 positions
- Player D wins the bid and gains 2 health points, but will pay the price by going back 16 positions. Player C loses 1 health and 3 positions

Dictator's Almsgiving

- You are the dictator of this game
- Pick a player to play this game with
- Dictator chooses another player to offer to split 4 health
- The dictator decides how to split the health
- The other player can accept or decline the offer
- If accepted, the health is distributed according to the dictator's decision
- If declined, neither player receives any resources

Example:

- Dictator offers to take 3 health and give 1 health to player A
- Player A declines
- Neither player receives any resources

Tri-Kingdom War

- Each player chooses to "declare war" by simultaneously pointing at another player
- If one player is pointed at by 2 other players, lose 3 health
- If one player is pointed at by 1 other player, the one being pointed at will lose 1 health
- Lose nothing if no fingers pointed at you, you're safe

Example:

- Player A declare war against Player B
- Player B declare war against Player A
- Player C declare war against Player A
- Player A loses 3 health and Player B loses 1 health
- Player C is safe

Mutual Investment

Investment: Spending in hope for return

- Pick a resource: **Position** or **Health**
- Pick 2 players to play this game with
- Players decide on their investment: each player can invest up to 2 health or 6 position squares
- On a sticky note, all players reveal their investments simultaneously
- All investments will be added and doubled, then will be split evenly
- Players can invest 0 health

Example:

Player A invested 1 health
Player B invested 2 health
Player C invested 0 health
Both players receive $2(1+2+0)/3 = 2$ healths each player

