

Life Judge

Synopsis:

--The goal of life judge is to have a good life.

--The goodness of a player's life will be determined by the group at the time of the player's death.

--The game is over ends when all players have died.

Required Materials:

Two to three dice, a paper for each player, and at least one pen.

Turns:

Players take turns. Each turn a player rolls 2 dice. The roll determines what will happen to the player.

Death:

Death occurs through the accumulation of death points. Death points are accrued when a player rolls doubles using 1 – 5.

1 x 1 – 1 death point

2 x 2 -- 2 death points

3x3 – 3 death points

4 x 4—4 death points

5 x 5 –5 death points

(Double sixes are an exception discussed below.)

Traditionally, **8 death points equals death**. This number can be shifted, though, depending on the length of game desired.

Goals and Money:

Rolling an **odd number** represents having enough money to decide on or pursue a goal.

When the odd number is rolled, the player can use that turn to decide to do something or towards completing the task they have decided to do.

Once a goal is decided on, the group determines how many turns the player must use towards the goal before they can achieve it. They also determine if there are any contingent rules.

(For example: if a player wants to go skydiving, the group might determine to complete that task the player must roll twice on their turn because skydiving is life-risking behavior.

More interesting example: In one game, a player decided to attempt enlightenment. The group determined that the task would take 10 turns unless one of the dice rolled was a six. In this case, the player had made a pact with the devil and gained enlightenment immediately, but would die two turns after that).

If an **even number** is rolled, it represents having too little money to put one's turn towards deciding upon or pursuing a goal. (though other interesting things may happen, see below).

Additional rules:

Consequences of certain roles:

Double sixes 6 x6 – player completes one of her/his goals immediately

8 or 10 **1st instance of roll**—player gets an unexpressed obsession/vice determined by group and hidden from player
 2nd instance of roll—player's obs/vice becomes expressed
 3rd instance of roll—player's obs/vice is conquered

6 -- A player can make a friend

4 – A player may fall in love

Love: if a player chooses to fall in love they must roll an extra die each turn to see if they stay together 1-3: break up; 4-6 stay together; if 6 is rolled on extra roll—player can choose to have a child

Children: Children require another extra roll. If the child roll is a 1, the child dies

3 or 11-- Change of heart—all progress on a certain goal is destroyed, player may re-decide to do same goal if they choose to persevere.

Variations on game:

Once players have become acquainted with the rules of the game, they may add or disregard rules by consensus.

Example of added rule for one game:

3 evens in a row they gain “**Edgy Lifestyle Points**” which can be used towards more intangible goals—a certain air, a mesmerizing gaze, a romantic drunk, southern playwright, wasted talent, brooding genius.

The amount of edgy lifestyle points needed for each task will be determined by group.

Successive turns of even, 4th roll, 5th, etc, will continue to grant points to edgy lifestyle, but if odd is rolled, player must again gain three evens in a row.