

*Immortality:  
The Game*



# Immortality: The Game

Immortality is a near future, science fiction, resource gathering race to immortality. Build character attributes, choose your method of everlasting life, then execute your immortality strategy before time runs out. Look out though, the other players are doing the same thing. Get to The Winner's Circle first and rule the future in, Immortality: The Game.

## Object of the Game

The object of Immortality: The Game is to be the first to live forever. Start in childhood and collect the right mix of Attributes: Character, Cash, Smarts, Grit and Luck. Remember what you can control, and what you can't. Color your own experiences for better outcomes and affect the experience of those around you. Learn each other's Attributes if you can, but steal them if you must. Each player will age. Figure out how to stop aging first and you win.

## Game Details

This is a one-to-four-person game for ages 12 and older. While there are no adult themes, during play testing one young player claimed that this is a game about death, so just keep that in mind with kids. The game will run from 30 to 90 minutes to play.



## Contents

- One 18-by-18-inch board with the Tree of Life and the Timeline on it.
- Three dice:
  - The six-sided Extra Action die.
  - The four-sided Action die.
  - The four-sided Time die.
- Six Character cards.
- Four Helper cards.
- Four sets of two same-color meeples; one for the Tree and one for the Timeline
- Childhood and Win tiles with corresponding cards.
- Action Cards.
- Two Thief chits.
- Fifteen chits of each Attribute: Character (star), Smarts (book), Cash (dollar sign), Grit (fist) and Luck (Clover).
- Fifteen chits of each Experience color.

## Set Up

Decide who will go first. The player with the last turn should place thief chits and the Extra Action die on any space. Use Figure 1 to help set up.

## The Cards

Separate the Action cards into a separate pile. Then separate out the Helper cards and give one Helper card to each player. Place the Action cards on the board in the area for Actions cards (the gray rectangle). Deal two Player cards at random to each player. The player keeps one card and returns the other. Place one Childhood tile at random into each Childhood space. Place one Win tile in each Win space also at random. Place the corresponding Win and Childhood cards off to the side of the board. Leave them face down until needed.

Put any extra Helper, Childhood, Player and Win cards back in the box, they won't be used. Place extra Win and Childhood tiles back in the box, they too, will not be used.

### Chits and Dice

Separate the Experience chits by color. Place them by the corresponding Experience color on the board. Keep the Attribute chits nearby as well, you need those to win!

For a two-player game, place one Thief and the Extra Action die on the board in any space. Let the person who will move last do this. For a three- or four-player game place two Thieves and the Extra Action die. The Thief chits are not needed for a cooperative game.

### Meeples

Choose two meeples of the same color and place one on the Timeline on the space marked Birth, and one on the main board in the first space marked Childhood.

### Figure One

Figure One is a two-player setup. Add another Thief for more than two players.

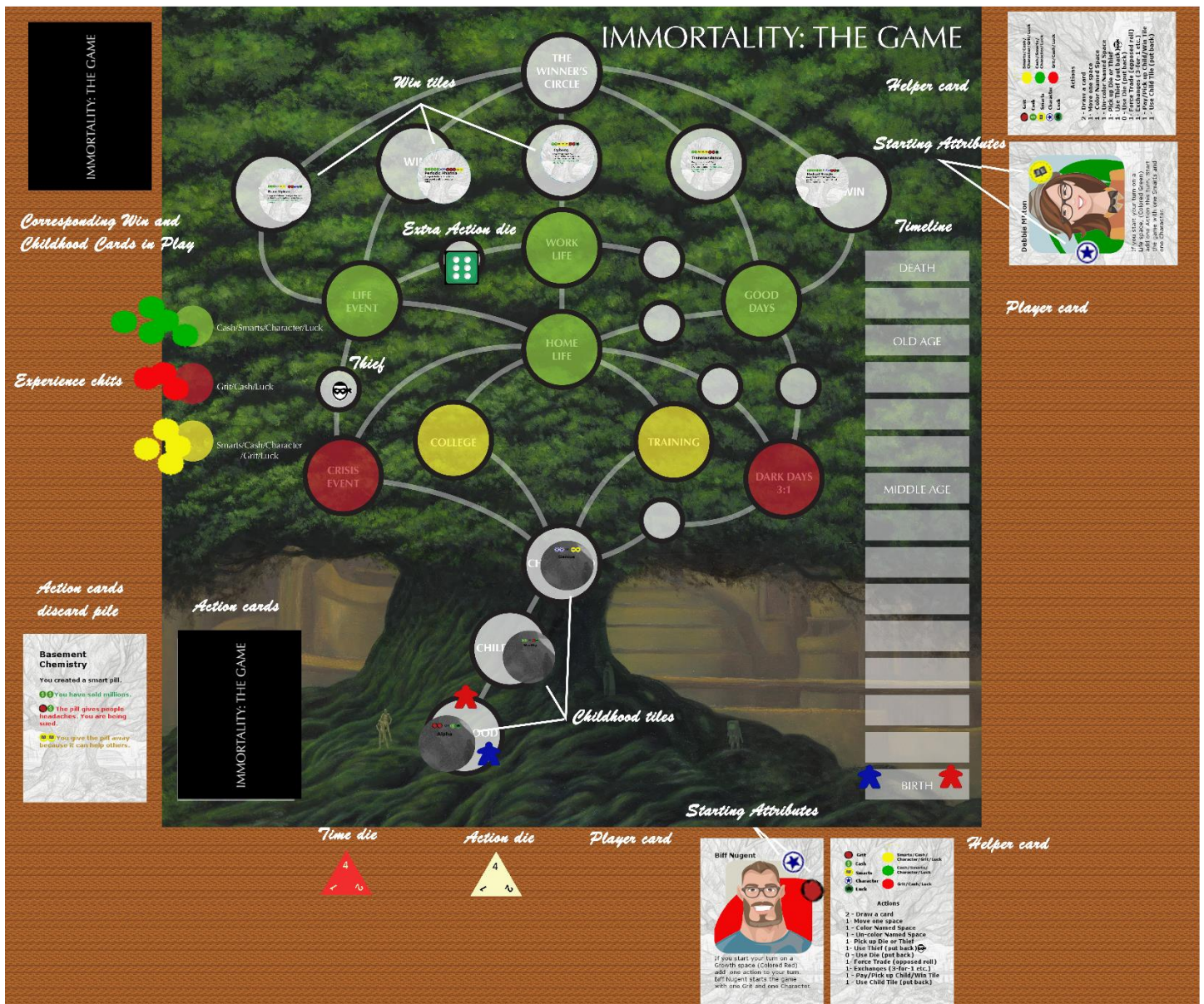


Figure 1

## How to Take a Turn

Taking a turn consists of three steps:

1. Roll dice.
2. Take Actions.
3. Move up the Timeline.

### Roll Dice

The first player rolls the two four-sided dice, the Action die (gray/white) gives Actions equal to the Action die roll. The Time die (red) moves the player up the Timeline. Roll a one, two or three on the Time die and move up one space on the Timeline, roll a four and move up two spaces and gain one additional Action. For example, a Time die roll of three and an Action die roll of two gives two actions and one space up the Timeline. A Time roll of four and an Action roll of four gives five Actions and two spaces up the Timeline. Don't worry about how old you are. You will live forever right?

### Take Actions

After rolling the dice, do the following in any order using Actions as described above in the Roll Dice section.

#### Move

Move a meeple one space on the Tree in any direction for one Action.

#### Draw a Card

If current space is an Experience color, the player may draw an Action card for two Actions.

#### Color a Space with an Experience Chit

The main way to get the Attributes you need is to draw Action cards for two Actions. Players can only draw Action cards on named, colored spaces. Color is important because some colors generate more of certain Attributes than others:

- The likelihood of getting a specific Attribute on a green Experience space from left to right is Cash/Smarts/Character/Luck – Cash is most likely. Luck is least likely. Likelihood depends on which and how many Action cards are used in the draw pile.
- The likelihood of getting a specific Attribute on a red Experience space from left to right is Grit/Cash/Luck - Grit is most likely. Luck is least likely. Likelihood depends on which and how many Action cards are used in the draw pile.
- The likelihood of getting a specific Attribute on a yellow Experience space from left to right is Smarts/Cash/Character/Grit/Luck - Smarts is most likely. Luck is least likely. Likelihood depends on which and how many Action cards are used in the draw pile.

For example, the Action card Accident (figure two) produces the most typical Attributes for each color.



## Figure 2

Color your current named space or an adjacent named space with an Experience color chit for one Action. If the space is already one color, remove the existing Experience color chit for one Action and re-color the space for one Action.

### Pick up the Thief or the Extra Action Die

For one Action, pick up the Thief or the six-sided Extra Action die. For another one Action, use the Thief once and place it back on the Tree in any space marked Childhood.

### Play the Thief

Take an Attribute chit from a player in the same space with the Thief. Place the Thief anywhere on the board marked Childhood after one steal.

### Play the Extra Action Die

Playing the six-sided Extra Action die is free. Use the Extra Action die and put it back on the Tree in any space marked Childhood.

### Trade

While on the same space as another player, choose an Attribute type that you and your trading partner each have at least one of, then each of you rolls a four-sided die. Add the result to the number of Attributes of that type you have. If your result is higher than theirs, you have forced a trade. You may choose ANY one of their attributes to take and give them ANY one of yours. For a cooperative game, trades cost two Actions and are always one-for-one; no opposed roll needed. If you are holding the Extra Action die, you may use it instead of a four-sided die then put it back in a space marked Childhood.

### Perform Space Action

On the Dark Days space, you may exchange three Attributes for one Attribute, but the three must all be the same.

On the Win or Childhood spaces, you may trade in your Attributes and read the card associated with the corresponding tile for one Action. Of course, if you do this on a Win space first, well, you win!

### Childhood and Win Spaces

When you pay one Action and the pictured Attribute(s) to pick up these tiles, you may play them at any time on your turn. While you will want to play the Win card right away, you may want that Childhood tile later. Childhood and Win cards play once per game on your turn, don't put them back on the Tree.

### Move Up the Timeline

When you have used all your actions. Move up the Timeline. Remember to move up two if you rolled a four on the Time die. Also, make sure your opponents don't forget this step, you must age, but players forget, especially when they take several Actions on a turn. What you don't want to do is try to recreate what turn you are on and what age each Player really is. After moving up the Timeline play passes to the next player on your left.

### Action Cards

This is the main way to get Attribute chits that you need to win. Each card offers up a life experience, but with different results depending on your Experience color.

### Attribute Chits

Playing Cash, Smarts, Character, Grit and Luck in one of the combinations on the Win spaces across the top of the Tree will put you into position to win the game. Gather Attribute chits from doing things. That is, use your Actions to collect the Attribute chits you need, or as many as you can get.

## Experience Chits

On your turn, you may change the color of the space that you are in, or any adjacent space (not the small ones.) To do this for one Action, take a chit and place it in the space. You can un-color the space by removing the chit for one Action. Doing this changes the color of the space and the likelihood of getting certain Attributes from the Action cards. Red spaces serve up more Grit Attributes, for example. A space can only be one Experience color.

## The Timeline

Each turn you will roll the Time die (red.) Move up the Timeline one space if you roll a one, two, or three on the Time die. Move up the Timeline two spaces if you roll a four, but also gain one Action for this turn. Keep an eye on the Timeline and the Win spaces for winning conditions that you may be too old to use.

## End of the Game

The game ends for you when you die, or you find a way to live forever. The winner of the game is the first to pay the Attributes listed on any one Win tile. They not only win the game but will decide the fate of mankind! Or, at least, the fate of the rest of the players.

The winner chooses from the options on the Win card. You have paid the price, made the right moves and solved the problem of aging. Now you are in charge and you get to make all the decisions.

If you die, leave the Thief, the Extra Action die and any Childhood tiles in the space you died on the Tree. Remove your meeple from the Tree. If you play a Win tile and are now immortal, unless the Win Card says otherwise, leave your meeple in The Winners' Circle. You can still be stolen from and forced to trade. Place the Thief, Extra Action Die and Childhood tiles in any space marked Childhood.

## Cooperative Rules

Don't use Thieves for the Cooperative game. Trades are mutually agreed upon. Each trade costs two Actions (for the current player whose turn the trade is made on), and all trades are one-for-one. This means that for each single Attribute you trade you get one back and pay two Actions. You can't gift Attributes. Instead of choosing the end scenario on the Win cards the winner rolls the Action die and the team accepts their fate. Most importantly, the players all die at half the spaces on the Timeline, that is, death happens at seven spaces up the Timeline at the Middle Age space. Work together or die together, but have fun!

## Credits

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Thanks to everyone at <http://immortalsinonline.com>