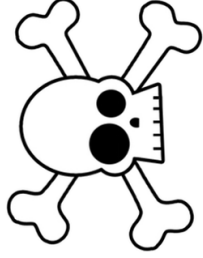




DEATH

WWW.DRINGAGAMES.COM





GOAL Be the last player alive.

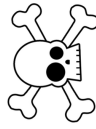
SETUP

1. Shuffle all cards. Then, create a ring of cards (the “Circle of Life”). Players can draw anywhere on the Circle of Life.
2. Each player draws 1 card to start the game. The oldest player starts the first round, then the last winner.
3. Place a discard pile in the center of the Circle of Life (the “Graveyard”).

ON YOUR TURN

1. **DRAW:** Draw 1 card from the Circle.
2. **PLAY (Optional):** You may play up to 3 cards on your turn. Players may never hold more than 3 cards. If you ever exceed 3, discard down to 3 immediately.
3. **OBEY RULES;** You must obey:
 - All **Grim** cards affecting you.
 - All **Plague** cards affecting the table.
 - Not break the **Circle of Life** or you die.Note: Reconnect the Circle of Life if even broken before play continues by overlapping.
4. **PASS:** End your turn.

CARD TYPES



DEATH: The targeted player dies immediately.



GRIM: A personal rule that affects one player. If that player breaks the rule, they die.



PLAGUE: A rule that affects all players. If a player breaks the rule, they die.



MIRACLE: May be played at any time. Miracles resolve before the canceled card takes effect. A card affected by a miracle is discarded and has no effect.

RESOLUTION ORDER

If multiple cards are played at once:

1. Resolve in reverse order of play.
2. Miracles interrupt immediately.
3. If a conflict between Grim and Plague makes survival impossible:
 - The active player chooses which rule to follow. The other rule breaks and that player dies.

DEATH

When a player dies:

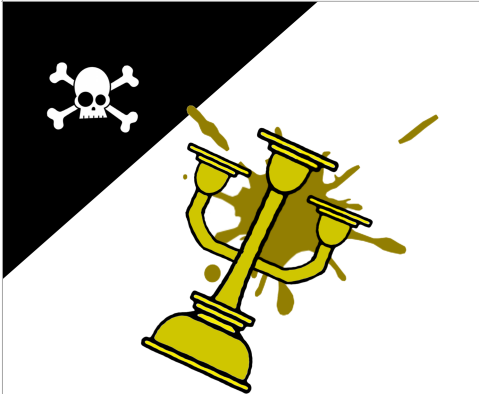
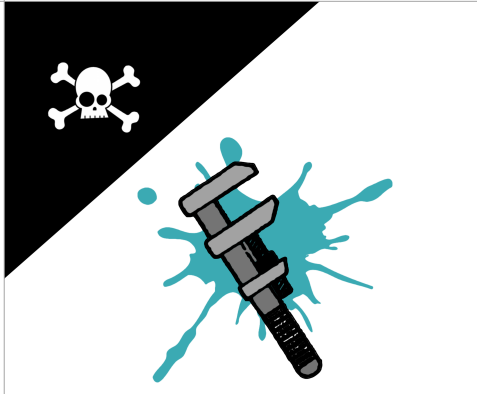
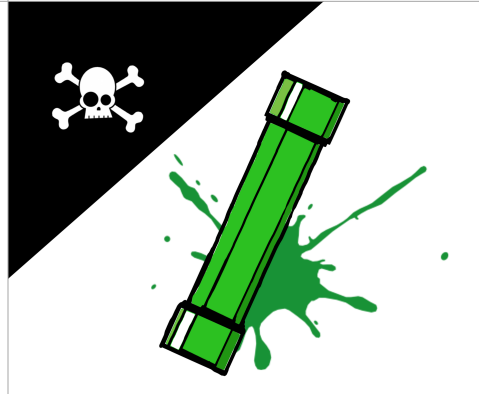
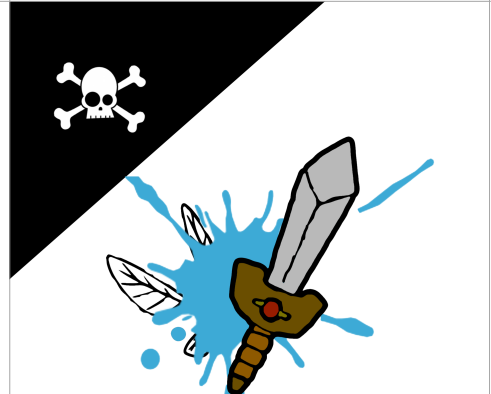
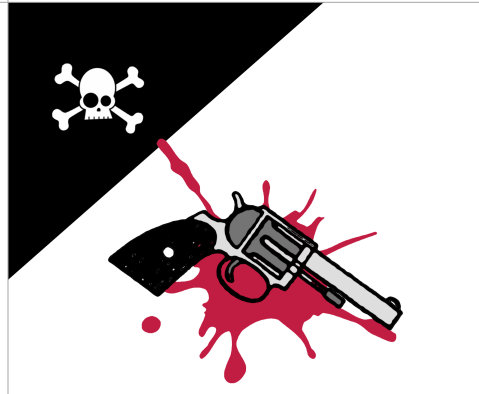
- All cards in their hand go to the Graveyard.
 - Player flips over their Coffin card to the coffin image. Grim cards remain attached to the dead player and are inactive while they are dead.
 - Grim cards remain attached to the dead player and are inactive while they are dead. If revived, those Grim cards immediately become active again.
 - Plagues remain in play.
 - That player is out of the game. Dead players may not take turns and may not play cards.
- If all remaining players die simultaneously:
- No one wins.

WINNING

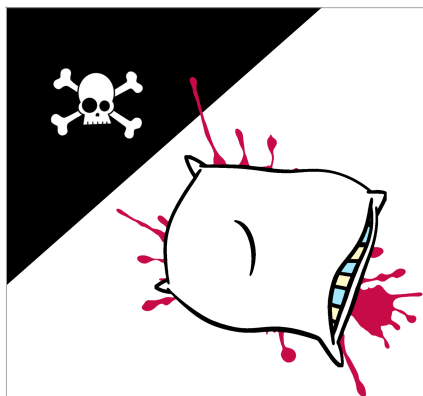
The last living player wins the round. Remove all cards in play and in the Graveyard from the game for next round.

THE END: CIRCLE OF LIFE

When the Circle of Life runs out, the match ends (do not reshuffle). The player with most wins is the ultimate winner.

			
MURDER	MURDER	MURDER	MURDER
Kill a player.	Kill a player.	Kill a player.	Kill a player.
<i>Be my guest.</i>	<i>Stop monkeying around... Do it already!</i>	<i>This isn't a pipe.</i>	<i>Lis—</i>
			
MURDER	MURDER	MURDER	MURDER
Kill a player.	Kill a player.	Kill a player.	Kill a player.
<i>Creeps up on you.</i>	<i>Drink up!</i>	<i>Bang!</i>	<i>Hang 'em out to die.</i>





MERCY

Kill a player with one or more Grim.

Good night.



MERCY

Kill a player with one or more Grim.

A spoon full of sugar



MERCY

Kill a player with one or more Grim.

Just a little prick



DIVINE MERCY

Kill all players one or more Grims.

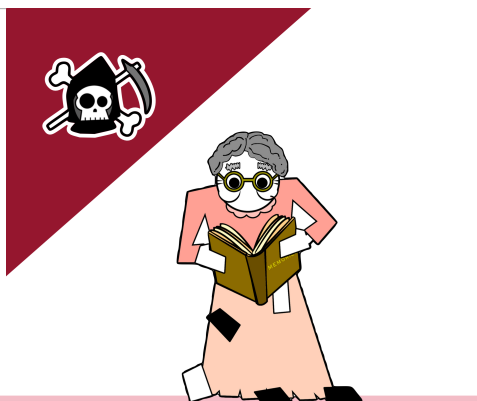
GOD SMASH!



MEME-ORIES

You must discard a card from your hand before you draw each turn. Forget and you die.

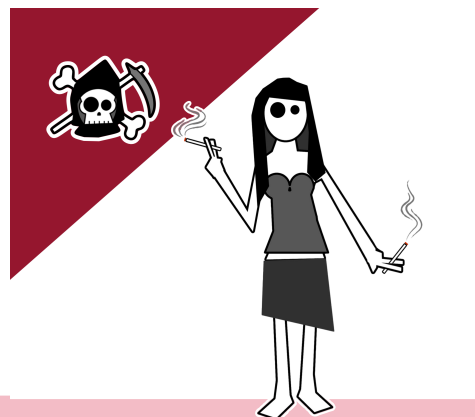
Forgetting is uhh...



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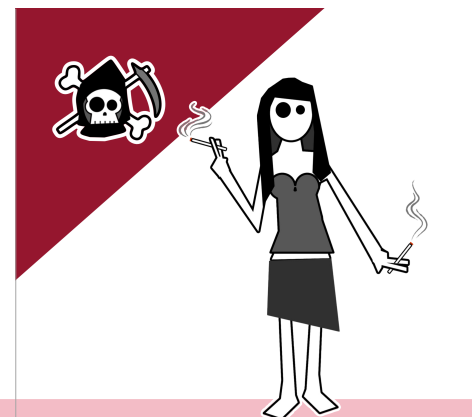
Forgetting is uhh...



SECOND HAND

At the end of your turn, give this card and all cards in your hand to another living player. They must do the same at the end of their turn.

Sharing is caring



SECOND HAND

At the end of your turn, give this card and all cards in your hand to another living player. They must do the same at the end of their turn.

Sharing is caring





BURIED ALIVE

You must pick from the graveyard pile, not the circle. If there is no graveyard, you die.

...in the filth of the forgotten.



BURIED ALIVE

You must pick from the graveyard pile, not the circle. If there is no graveyard, you die.

...in the filth of the forgotten.



BONEHED

You must stick this card to your forehead. If it falls you're dead.

On your big brow



BONEHED

You must stick this card to your forehead. If it falls you're dead.

On your big brow



STRIKE TWICE

On your turn, you must play 2 cards. If you don't, you die.

My god strike me down...



STRIKE TWICE

On your turn, you must play 2 cards. If you don't, you die.

My god strike me down...

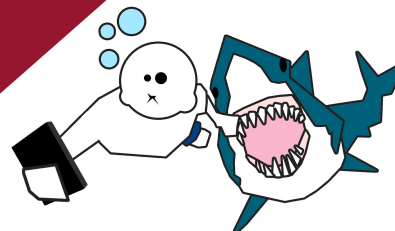


PHOTO FINISHER

You must pose for a selfie with a player on each of your turns or you die.

#nofilterfeeder

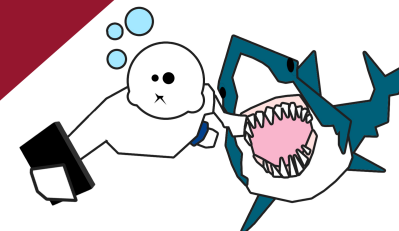


PHOTO FINISHER

You must pose for a selfie with a player on each of your turns or you die.

#nofilterfeeder





BEAR ARMS

You must draw a second card on your turn, or you die.

*Pass the ammunition!
Amen-d!*



BEAR ARMS

You must draw a second card on your turn, or you die.

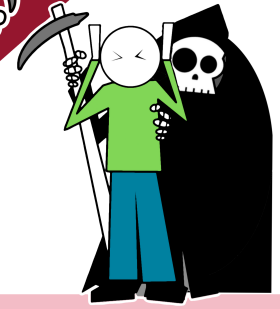
*Pass the ammunition!
Amen-d!*



DENIAL

On your turn,
you may discard one card.
If you do, ignore all Grims affecting
you until the end of your turn.

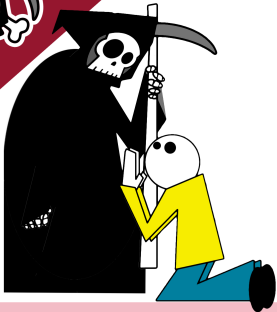
La-la-la



DENIAL

On your turn,
you may discard one card.
If you do, ignore all Grims affecting
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La-la-la



BARGAIN

You may discard Bargain
to prevent your death from a Grim.

Please!



BARGAIN

You may discard Bargain
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Please!



ANGER

If another player directly
causes your death,
that player dies as well.

Well, excuse me!

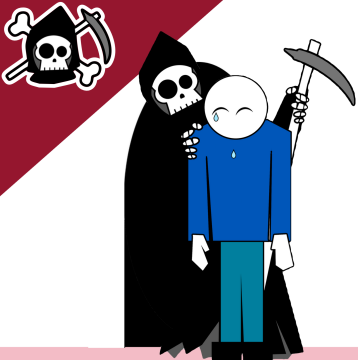
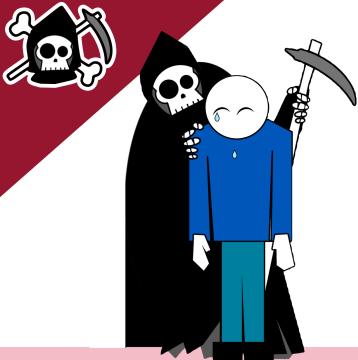
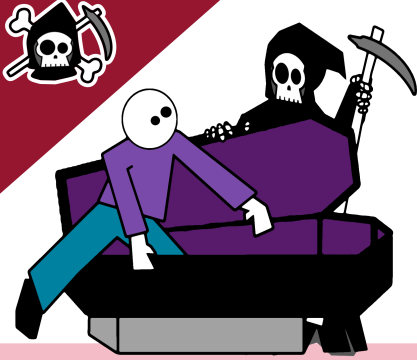
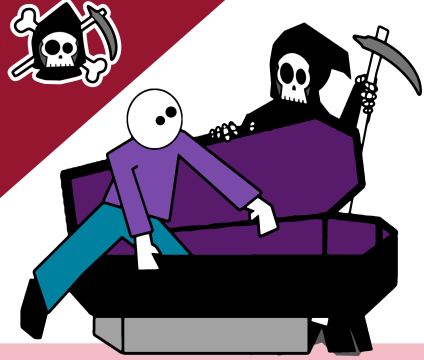
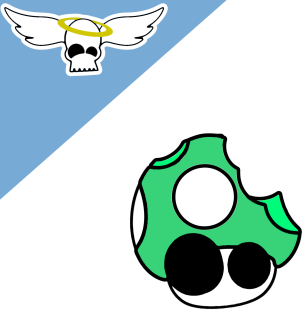
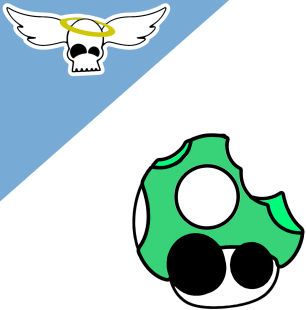
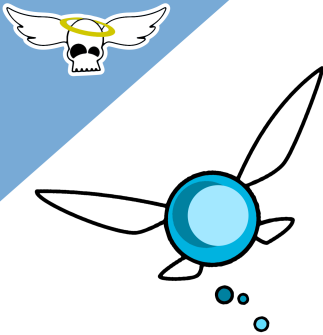
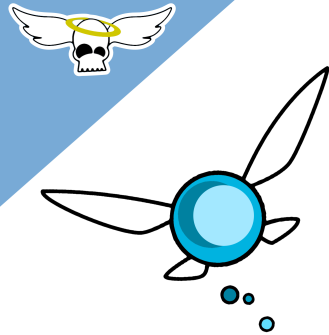


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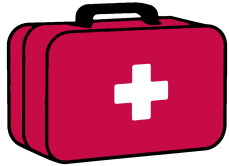
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Well, excuse me!



 DEPRESSION You may discard a card to skip your turn. <i>Sorry, I just can't.</i>	 DEPRESSION You may discard a card to skip your turn. <i>Sorry, I just can't.</i>	 ACCEPTANCE If you gain another Grim while you have Acceptance, you die instead. Pass the other Grim to another living player. <i>Okay</i>	 ACCEPTANCE If you gain another Grim while you have Acceptance, you die instead. Pass the other Grim to another living player. <i>Okay</i>
 SURVIVE Discard this card instead of dying. <i>One Upper</i>	 SURVIVE Discard this card instead of dying. <i>One Upper</i>	 SURVIVE Discard this card instead of dying. <i>Hey!</i>	 SURVIVE Discard this card instead of dying. <i>Hey!</i>





REVIVE

Bring a dead player,
back into the game.

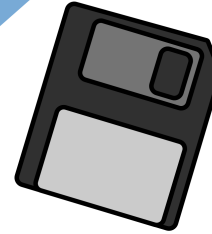
Bandages fix everything



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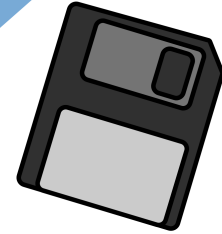
Bandages fix everything



REVIVE

Bring a dead player,
back into the game.

Save often



REVIVE

Bring a dead player,
back into the game.

Save often



ROB

Take a card from another player.

From the rich.



ROB

Take a card from another player.

From the rich.



GRAVE ROBBER

Draw a card from the graveyard.

Bring out your dead.

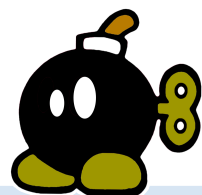


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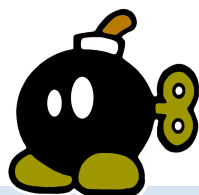




GONE

Destroy a card in play.

Boom!



GONE

Destroy a card in play.

Boom!



GONE

Destroy a card in play.

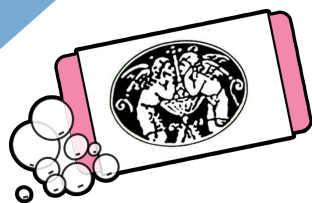
Fire it Up!



GONE

Destroy a card in play.

Fire it Up!



CANCEL

Prevent a card from being played.

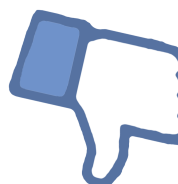
We don't talk about it.



CANCEL

Prevent a card from being played.

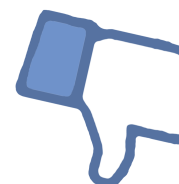
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Prevent a card from being played.

Dis like!

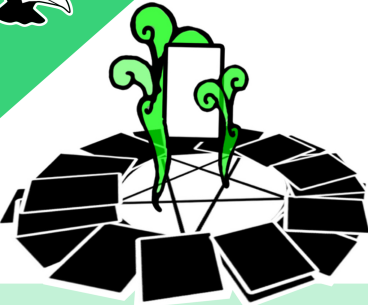


CANCEL

Prevent a card from being played.

Dis like!



 	 	 	 
REDIRECT When a card targets one player, change its target to another player. <i>The sound of invincibility</i>	REDIRECT When a card targets one player, change its target to another player. <i>The sound of invincibility</i>	FROZEN ASSETS Players cannot play cards if their hand size is less than 3. <i>Chill Out</i>	NAME TAG Players must be called something other than their chosen name. Violators die. <i>Please stand up</i>
 	 	 	 
POISON Players must discard before drawing. If they cannot, they die. <i>Can't hold their arsenic</i>	HEART ATTACK All players must not use their left arm for anything. <i>Thump Thum—</i>	SACRIFICE Players may discard their entire hand to destroy a card in play. <i>What did it cost?</i>	SUMMON Players may discard their entire hand to pull a card from the graveyard. <i>Hello, darkness...</i>



ON YOUR TURN :

DRAW: Draw a card from the circle, to begin your turn, OBEY rules of cards.
- BENEFITS: Use the a card you already possess, (GRIM, DEATH, PLAGUE, MIRACLES).
- BURDENS: Obey the rules in play (YOUR GRIM(S), ALL PLAGUES).

FACES OF DEATH



DEATH:
PLAYER(S)
IMMEDIATELY DIES



GRIM:
IF PLAYER BREAKS
RULE, PLAYER DIES



PLAGUE:
ALL PLAYERS MUST
FOLLOW THIS RULE.
IF A PLAYER BREAKS
RULE, PLAYER DIES



MIRACLE:
MAY BE PLAYED AT ANY
TIME, EVEN INTERRUPTING
WITH RULE IMMEDIATELY

PASS: End your turn. Next player in order of play starts turn.

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