

The Walk of Life

"A game about moving on with your life by adapting to everyday challenges."

Concept:

The goal is simple: To move on with your life.

Sometimes though, your ability to do so depends on how you feel when a situation occurs: Are you fit to handle it? Can you ignore it? Should you adapt to it?

Other times, life plays weird games on you and your own fate could be linked to someone else's. You could even decide that the best way to move forward is to move in a totally different direction from the one you've been taking so far.

So grab your friends and see who can handle his life best..!

Game Elements:

- Stat: An indicator of a person's Creativity, Clarity, Pulse, Social Mood, Physical Endurance and Mental Wellness. Takes values between 0 and 3.
- Avatar: One of four characters with different initial Stats values.
- Stats Tablet:



A tool to help the player keep track of their Avatar's Stats.

- Board:



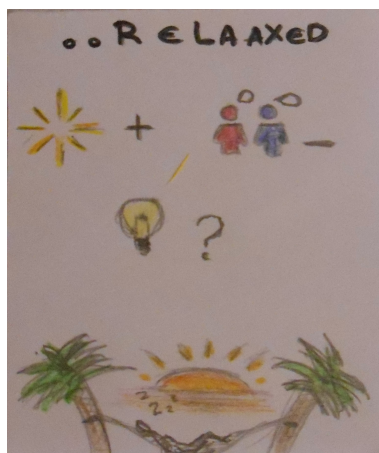
A spiral map of life with its everyday Situations (Lightning Symbol) and turns of Fate (Question Mark Symbol).

- Dice:

- Red: The typical 6 faced die – used when Moving.
- Blue: Also a 6 faced die, but with different values: {0, 1, 1, 2, 2 and 3}

- Cards:

- Adaptation:



- A card that alters certain Avatar's Stats, based on the symbol next to it. Each minus / plus sign reduces / increases the stat. For question marks, the player rolls the Red die: If it's 1, 2 or 3 the stat is decreased – if it's 4, 5 or 6 the stat is increased by one for each question mark next to the stat.

- Situation:



A card that shows an everyday problem (title), a way to overcome it (description) and the requirements to do so (Stats). The number at the bottom right corner of the card is the penalty (the amount of blocks the player has to move back, should they fail the requirements).

- Fate: A card that changes your Fate for better / worse and then balances the universe by changing someone else's Fate the other way round.
- New Life Token: A card that changes your entire life for someone else's – exchange *Stats Tablet*, *Avatar*, *Cards* and *Board Position*.

How to Play:

The goal is simple: Move on with your life and reach the center of the *Board*!

Each player picks an *Avatar* and the according *Stats Tablet* – at that point they should initialize their stats as shown on the *Tablet*.

Then, the *Avatar* pawn is placed at the beginning block of the board and the player receives 4 *Adaptation Cards* and a *New Life* token.

The game is then played in turns.

In their turn, players can choose to trade one of their *Adaptation Cards* for a random one from the deck. They then proceed to rolling the *Red Die* and attempting to move that many blocks forward. If they come across a *Situation* (Lightning Symbol on the *Board*), they pick up a *Situation Card* from the deck.

A *Situation Card* is an obstacle: If your stats fulfil the requirements shown on it, then you return the card to the bottom of the deck and keep moving. If not, you have two options: Either use any number of your *Adaptation Cards* to alter your stats in order to move on or accept the *Situation Card's* penalty and forfeit the rest of your turn.

No matter the outcome, should they ever come across the same *Situation*, they just pass through without picking a *Situation Card*.

If at the end of your turn you land on a *Fate* block (Question Mark) then you pick up a *Fate Card* from the deck and follow its directions using the Blue die. Any movement applied by a *Fate Card* doesn't trigger either Situations or Fate Blocks.

Finally if you reach the end block ("Fin") but don't land on it, you move the remainder of your turn's *Red* die roll backwards.

Credits:

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Game Design (Mechanics, Cards, Rules) as well as wood cutting & drilling..!

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Game Design (Mechanics, Cards, Rules) as well as concept art..!

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