

DEAD WEIGHT.

GOAL OF THE GAME:

Collect 4 limbs: 2 arms and 2 legs and return to the gatekeeper in the middle to win.

GAME SET UP:



1. Put the players in the centre (corresponds to 4 yellow tiles) of the board by the **gatekeeper (cat)**. Each player starts as a ghost with no limbs.
2. Roll the d4. Highest number starts. Then continue clockwise.
3. Each player must draw 5 tiles. 5 is the **limit of pieces** (tiles & limbs) each player can hold **for the rest of the game**. Tiles are found in yellow bag.
4. Each player then must put at least 1 of their tiles **anywhere on the board**. Advice: place several tiles around the start point to be able to move on the map in the next round (see example on the left).
5. Throw a d4 and place the **vendor (dog)** on the spot corresponding to the number in d4. Vendor moves at the end of every complete round in ascending order. Dog spots are **not** tiles. Round is complete when each player has played their turn.



THIS IS HOW EVERY TURN GOES:

1. If you are a ghost with NO limbs, get a new card. In the game **only cards are secret** from others. Players can use cards only on their turn.
2. Throw a d4. You can move **up to that number** of steps for this turn in "+" shape (see example on the left). Once you land, stop moving. Players are allowed to stand on the same tile.
3. Draw new tiles to fill up your **5 pieces** inventory (if it's not full already). Inventory is tiles & limbs, **not** cards!
4. Place **as many tiles as you want** anywhere on the map (except dog tiles) to continue building it the way it suits you.

AS A GHOST WITH NO LIMBS:

- Move:** can cross any tile & limb.
- Cards:** 1 new card every turn. Used cards go to discard pile.
- Limb:** to pick up a limb, land on it/closed chest. To drop a limb, place it on the tile you are standing on. Limbs are found in white bag.

AS A GHOST WITH ANY LIMBS:

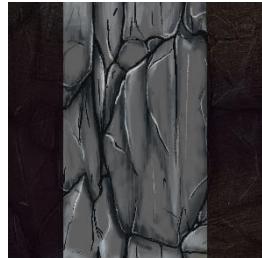
- Move:** can cross tiles that only your limbs allow + ground tiles/chests/limbs.
- Cards:** can only get new cards from vendor, if you stand on the same spot with him. Get 2 cards. Used cards go to discard pile.
- Limb:** to pick up a limb, land on it/closed chest. If you can't pass the tile under it, you can't have this limb. To drop a limb, place it on the tile you are standing on. Limbs are found in white bag.
- If you **land on vendor spot before vendor**: allowed both card and movement.

TILES & LIMBS.



Regular Ground.

Who can pass: anyone.



Hallway Ground.

Who can pass: anyone, but follow the direction.



Cracked Ground.

Who can pass: anyone.

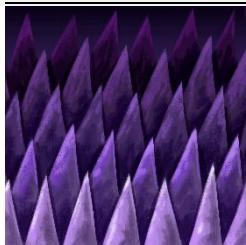
NOTE: breaks after being passed by a ghost with limbs. Discard back in tiles pile after breaking.



Rope.

Who can pass: ghost with no limbs

OR ghost with "rope" arm.



Spikes.

Who can pass: ghost with no limbs

OR ghost with "spikes" leg.



Water.

Who can pass: ghost with no limbs

OR ghost with "water" leg.



Ice.

Who can pass: ghost with no limbs

OR ghost with "ice" arm.

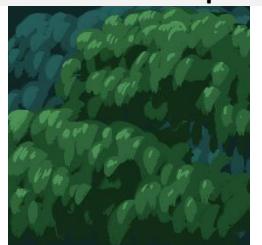
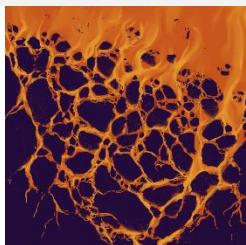


Chest. Contains limb inside (left). Empty (right).

Who can pass: anyone.

How to pick a limb: land on closed chest.

Remember to flip after emptying! (press F).



Lava.

Who can pass: ghost with no limbs.

Bush.

Who can pass: ghost with no limbs
OR ghost with "scissor" arm.

TILES & LIMBS.



"Ice" arm.

Allows to pass: ice.



"Rope" arm.

Allows to pass: rope.



"Scissor" arm.

Allows to pass: bush.



"Fast" leg.

Gives: +1 step every turn.



"Water" leg.

Allows to pass: water.



"Spikes" leg.

Allows to pass: spikes.

We encourage you to sabotage others during the gameplay! 😊

Age group: 8+

Tiles: 99.

Limbs: 24.

Dice: 1 d4.

Bags: 2. Yellow for tiles, white for limbs.

Dog: 1 piece.

Cards: 32.

The game takes: 1,5 hours.

Number of players: 2-4.