

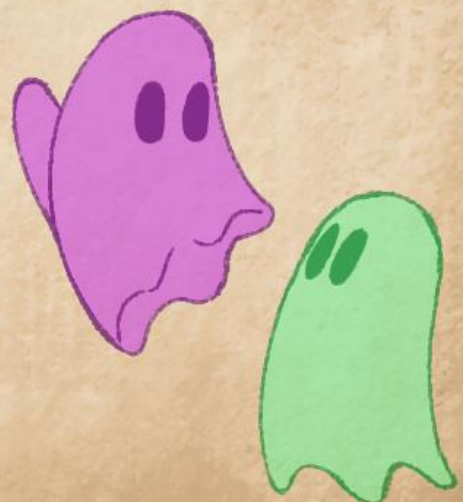
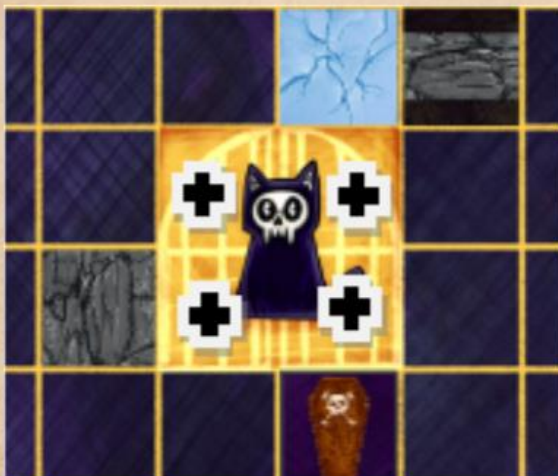
Dead Weight

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 at the bottom).
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.

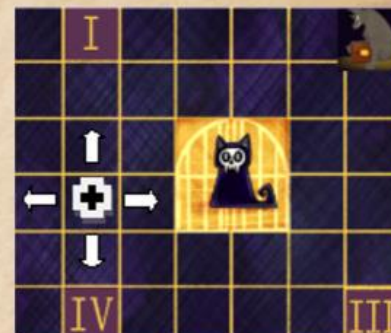


How Your Turn Goes



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 right). 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.

We *encourage you* to sabotage others during the gameplay!

Actions

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 the white bag.

-If you land on vendor spot before vendor: allowed both card and movement.

AS A GHOST WITH NO LIMBS:

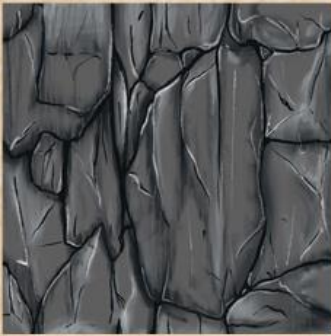
-Move: can cross any tile & limb.

-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.



TILES & LIMBS



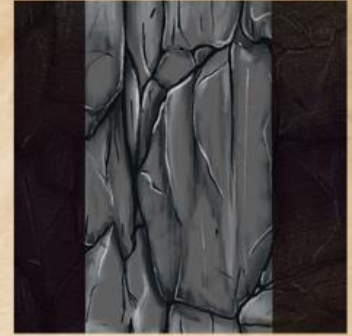
Regular Ground

Who can pass: anyone.



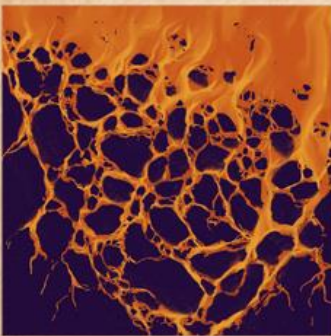
Cracked Ground

Who can pass: anyone
NOTE: breaks after being passed by a ghost with limbs. Discard in the tiles pile after breaking.



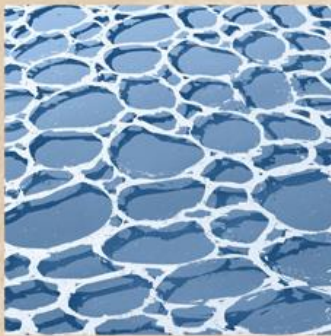
Hallway Ground

Who can pass: anyone, but follow the direction.



Lava

Who can pass: ghost with no limbs.



Water

Who can pass: ghost with no limbs OR ghost with "water" leg.



Bush

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



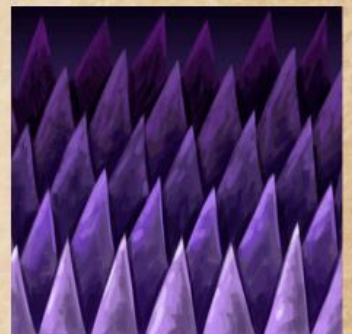
Rope

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



Ice

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



Spikes

Who can pass: ghost with no limbs OR ghost with "spikes" leg.



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).



“Water” leg

Allows to pass: water.



“Spikes” leg

Allows to pass: spikes



“Fast” leg

Gives: +1 step every turn



“Ice” arm

Allows to pass: ice.



“Rope” arm

Allows to pass: rope.



“Scissor” arm

Allows to pass: bush.

The Game Includes

Tiles: 99

Cards: 32

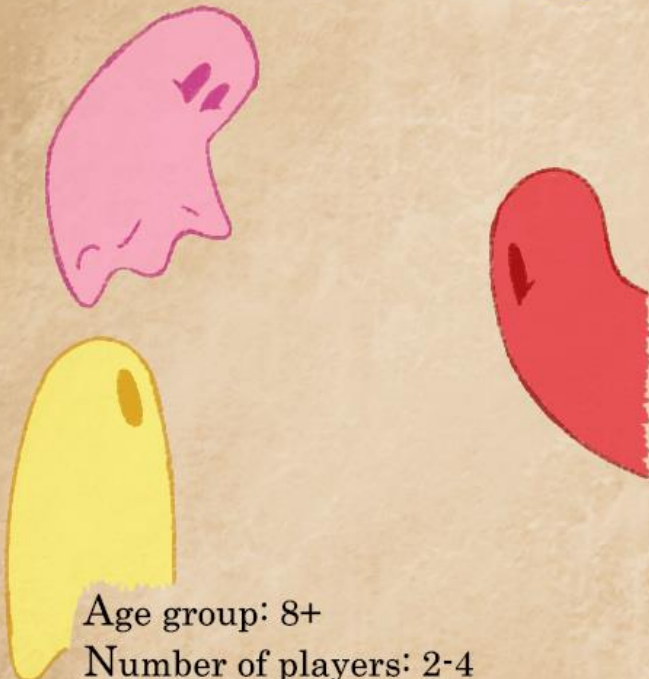
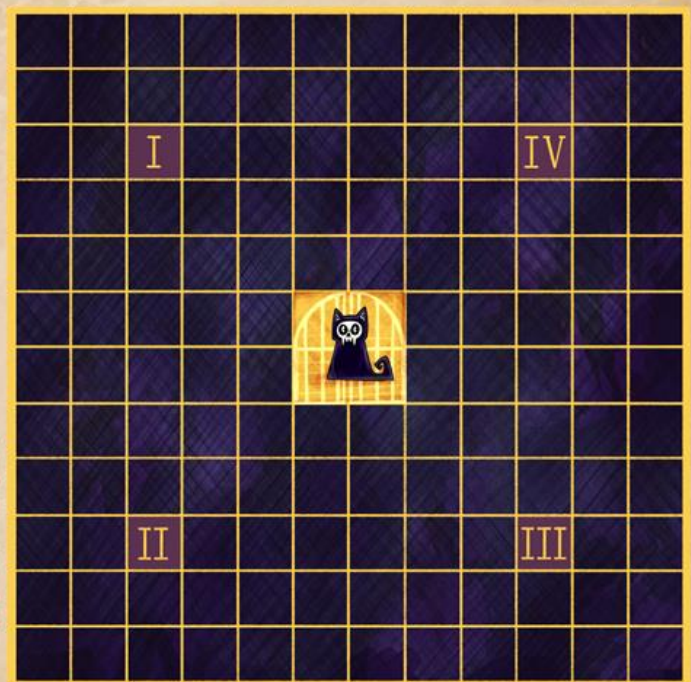
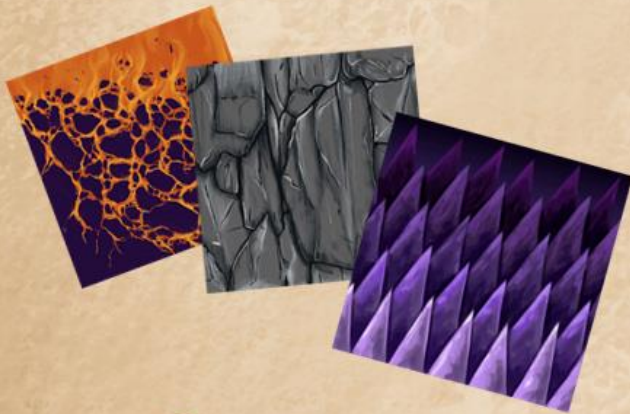
Limbs: 24

Dice: 1 d4

Bags: 2. 1 Yellow for tiles and 1 white for limbs

Dog: 1 piece

Board: 1



Age group: 8+

Number of players: 2-4

The game takes: 1,5 hours