Suicidal Double Rainbow

Amnesia

Rumes

1. Monster Evasion
2. Clue based collection
3. Race between 2-4 players

Colored key collection system where final color is key to the last room and the finish.

6 rooms

Once you enter a room you immediately get that color.

You must collect 4 colors to enter the middle hatch to win the game.

The herald is constantly moving around the board attacking the players. If the herald lands on your space, one random color you own goes back to its starting point.

* At the beginning of each players turn, that player rolls the dice two times.
* The first time denotes an evasion
* If you roll a 4 5 or 6 you pass the evasion and the herald goes toward the next closest player
* If you roll a 1 2 or 3 you fail the evasion and the herald goes towards you.
* The second roll is the herald moves that many spaces.

If you go through another player’s space, both players roll. The highest roll steals one random color from the other player.

If you are in a room and roll a 6 you may choose to use the tunnel to the connected room.

1. Loser buys cake for everyone