

# LIFE OF THE PARTY

**"After having been away, as I have, for a year or so, to come back to civilization and find the same old people doing the same idiotic things - it's astonishing." - *Those Barren Leaves***

For 2-4 Players

## Introduction

It's 1925, and you've been cordially invited to attend the world's most exclusive party. Filled with old world nobility, new money, and the most interesting, sophisticated guests on either side of the Atlantic, this party is to die for...just make sure you're the last one standing!

## Rules

The object of the game is to have your party Guests outlive your fellow Players' party Guests long enough to be declared "Life Of The Party".

1. Players determine the first Player however they wish, but this Player will establish the turn order for the other Players.
2. Cut out and shuffle the **Guest** and **Scenario** cards into separate decks.
3. The first Player will hand three Guest cards to each Player.
4. Each Player places a Guest card face up in front of them. This is the Player's **Current Guest**.
5. Starting with the first Player, each Player will take their turn by drawing a Scenario card and immediately playing it face up.

The Player should read the card title and the listed **Effects** to all other Players. Each Scenario is unique, but there several common types:

- a. If a Scenario card says **IMMEDIATE**, apply the listed Effect on the Scenario and discard the card next to the Scenario deck before the next Player's turn.
- b. If a Scenario card says **LINGERING**, put the card next to the Guest it affects. Do not discard it until the Scenario Effect applies **or** the Guest is **Discarded** or **Removed**.
  - i. A Current Guest may only have one Lingered Scenario at a time. If a Player draws another one, Player may choose which card to keep, and discard the other.
- c. If a Scenario commands a Player to **Discard** a Guest card, place the card in a pile on the right hand side of the Player. Each Player has their own Discard pile, and these Discarded Guests *may* be revived by special Scenario cards.

- d. If a Scenario commands a Player to **Remove** a Guest card, place the card in a pile next to the Guest deck. These Guests CANNOT be revived during gameplay.

Once a Scenario card is used, place it in a Scenario discard pile next to the Scenario deck.

6. If a Player's Current Guest is **Discarded** or **Removed**, they *must* play a new Current Guest card on their next turn instead of drawing a Scenario card.
7. If a Player has no Guest cards left to play, **they are out of the game** *unless* a Scenario card is drawn that revives a Guest in that Player's Discard pile. That Guest immediately is played and that Player takes the next turn.
8. Players draw and play Scenario cards in turn order until one Guest (or in certain cases, no Guest) is left alive. The last Player with a Current Guest and/or Guest(s) in their hand is then declared "Life Of The Party".
9. If the Scenario deck runs out of cards:
  - a. Remove nine (9) cards from the Scenario discard pile.
  - b. Reshuffle the remaining cards.
  - c. Continue playing with this deck until the deck is empty again.

Repeat this cycle until no Scenario cards are left to reshuffle.

## Ending the Game

The game will end if one of the following occurs:

1. **Only one Player has Guests cards left**, either in their hand or their Current Guest. This Player is the winner.
2. **No Player has any Guest cards left** after the end of a Player's turn. The game is over, and everyone loses.
3. A Player **meets the conditions of a specific Scenario card**.
4. If multiple Players still have Guests, but *no more Scenario cards can be played after multiple reshuffle cycles*, **whoever has the most Guest cards (both Current and in their hand)** wins Life Of The Party.
5. If there is a tie after 4, whoever has **the least discarded Guest cards** wins.
6. If there is a tie after 5, Players enter the **After Party** phase:

Reshuffle all cards back into the Scenario deck and hand a Scenario card face down to each remaining Player. Players will reveal their cards face up at the same time.

- If a Player reveals a Scenario card with any **Immediate** Discard/Remove Effect (no matter the specific rules), that Player loses.
- If multiple Players remain, hand out another Scenario card face down to each remaining Player and have them reveal them simultaneously.
- If *all* Players lose the round, hand out Scenario cards to each Player again.
- Continue this process until only one Player remains, who then wins Life Of The Party.

## Credits

Designed by Jason Prechtel (@jasonprechtel) and Henry Webster (@hank29a) in January 2021 for the *Gaming Like It's 1925* Jam on itch.io: <https://itch.io/jam/gaming-like-its-1925>

Guests and Scenarios have been adapted from the following works first published in 1925:

- *The Great Gatsby* - F. Scott Fitzgerald
- *The Secret of Chimneys* - Agatha Christie
- *Mrs. Dalloway* - Virginia Woolf
- *Those Barren Leaves* - Aldous Huxley
- *Manhattan Transfer* - John Dos Passos
- Various songs as referenced by title

Cards generated using rpg-cards: <https://github.com/crobi/rpg-cards/>

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