

Semi-Life

- Instructions:
- 1- Start with your character at the start point. You'll need a dice to move.
 - 2- Holes brings you back to the previous hole. The first Hole gets you nowhere.
 - 3- Portals brings you to the next portals.
 - 4- 'Think' makes you decide the number of steps you'll take. It can be forward, or backward.
 - 5- Think doesn't make you move further than the next/previous sign, e.g., Hole, Luck, etc.
 - 6- If you went to Luck, you should use one dice - if you use the website, so use the one on the left. Its number shows the number of the sentence in the small list below.
 - 7- Move exactly on the numbers, no turning-arounds unless you get a sign.
 - 8- The Goal is to go to the End point.

Note:

You may play this semi life 5 times at least - I recommend, and test every time how many steps and drawbacks you may experience in average.

Take it easy anyway .. sometimes you don't have to do much ..

- The Small List:
- 1- Move Back 5 steps.
 - 2- Move Foreward 2 steps.
 - 3- Go to the previous hole.
 - 4- Go to the next portal.
 - 5- Choose from this list!
 - 6- Go to the previous Think!



1 <i>Start</i>	2	H	4	5	6	7	T	9	10
11	L	13	14	15	16	P	18	19	20
21	22	23	P	25	26	27	28	29	L
T	32	33	34	35	36	37	38	H	40
41	P	43	T	45	46	47	48	49	50
L	52	53	54	55	H	57	58	59	60
61	62	L	64	65	66	P	68	69	70
H	72	73	74	75	76	77	78	79	L
81	82	83	H	85	86	87	T	89	90
P	92	93	94	95	96	H	98	99	100 <i>End</i>