



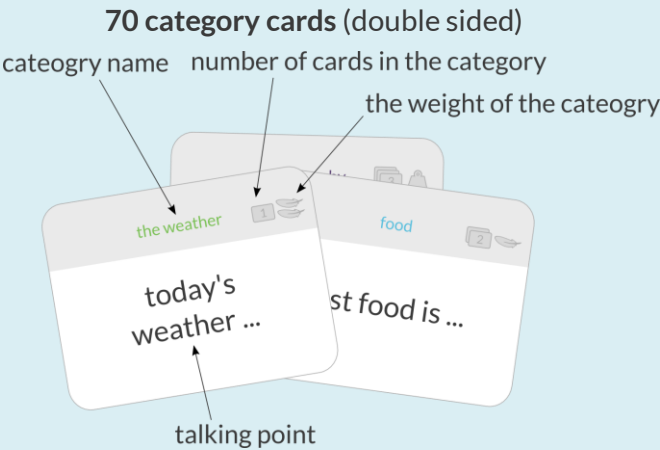
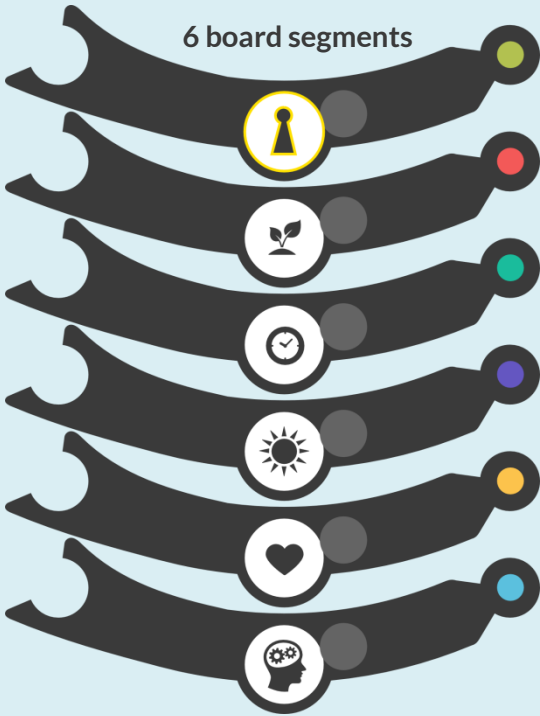
# life and everything

you do the talking...

Players: 2-6      Time: 40 minutes      Ages: 12+

*life and everything* is about enjoying conversation. Your task is to pair images with talking points, and discuss your choices. If you want to keep score, the best pairings will earn points and win the game.





## Components:



# Setting up

## Choose your categories

**life and everything** is played over 4 rounds. For each round you need to choose a category. Each category consists of several category cards. If this is your first game, select categories in this order (if this is not your first game, you'll find some further suggestions at the end of these rules):

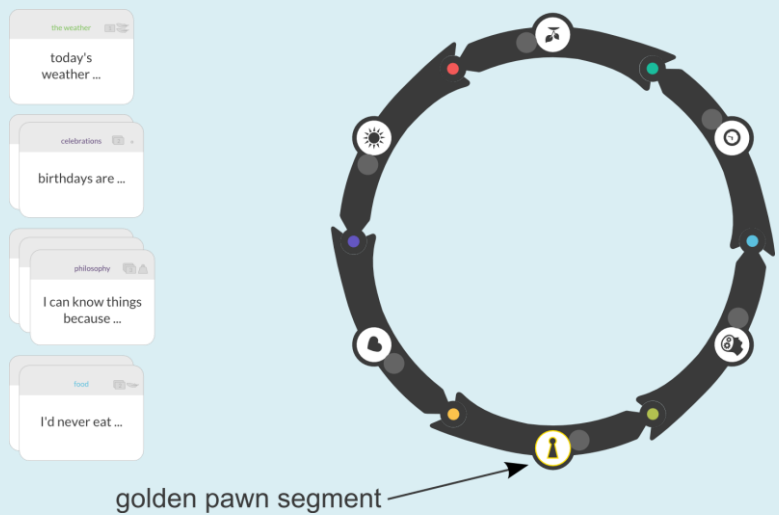
-  Round 1: use the ultra light category, *today's weather*, as a learning round.
-  Round 2: select a medium category.
-  Round 3: select a heavy category.
-  Round 4: select a light category to finish.

Place the cards for your 4 chosen category in 4 separate piles to one side of the table. All other category cards can be returned to the box.

## Put together the board

Construct the board with a number of segments equal to the number of players. The golden pawn segment must be included. Return any unused segments to the box.

For example, with 6 players, the table should look similar to this:

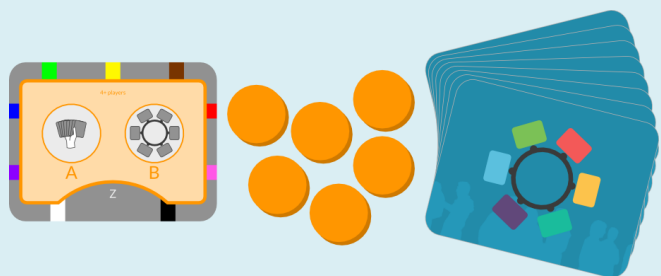


## Player tokens and cards

Each player takes a set of 6 tokens of the same colour, and a matching selection card. Place your selection card in front of you with the AB side face up. Place all your tokens face down next to your selection card.

Deal each player 8 image cards face down. Don't look at your cards yet. Pile the remaining image cards face down to one side of the table.

For example, the orange player would have this:



### Select a start player

Select someone to be the start player for the first round, and give them the golden pawn.

### Score sheet

If you choose to keep score, you will need a pencil and paper to keep record.

## Playing a round

Each round consists of:

1. Choose a talking point
2. Select an image card
3. Deal the cards
4. Select tokens
5. Talk
6. Score (optional)
7. Reset

### 1. Choose a talking point

The start player must take the category cards for the round, look through them and choose a talking point. Note that the category cards are double sided. The chosen talking point is placed face up in the centre of the ring. Return the remaining cards from the category to the game box.

If you are using the ultra-light weather category, there is only one talking point, so there is no choice to make.

### 2. Select an image card

Next, all players look through their hand of image cards. You are looking for an image that is in some way related to the talking point. Give your selected card to the start player face down.

### 3. Deal the cards

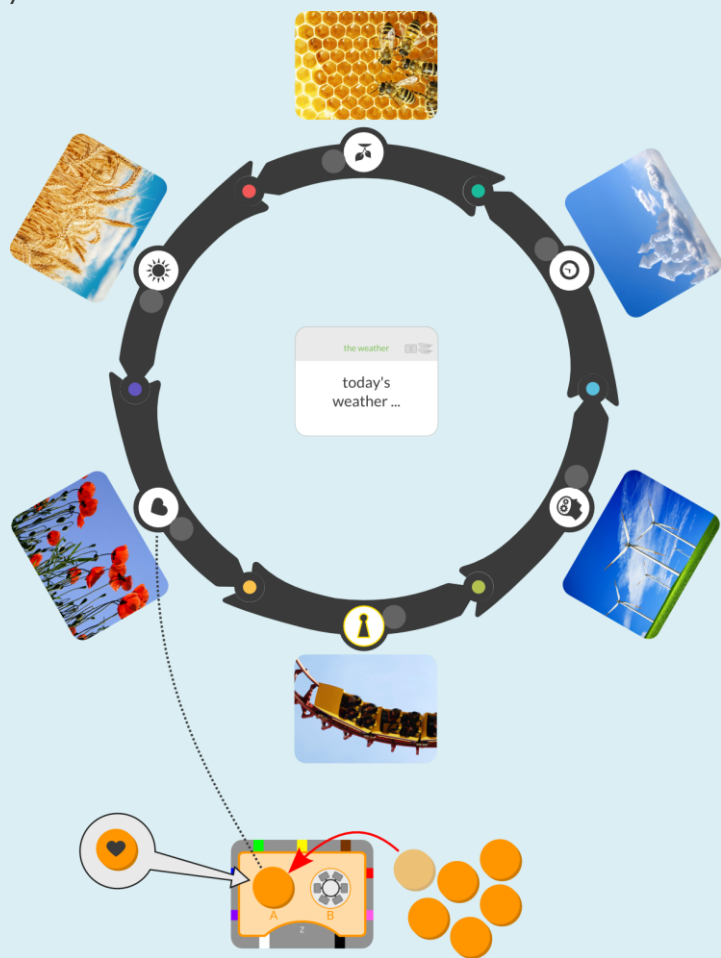
Once all players, including the start player, have selected a card, the start player shuffles all the selected cards face down, and then deals those cards face up around the board, with each card next to a ring segment icon. For example:



4. *Select tokens*

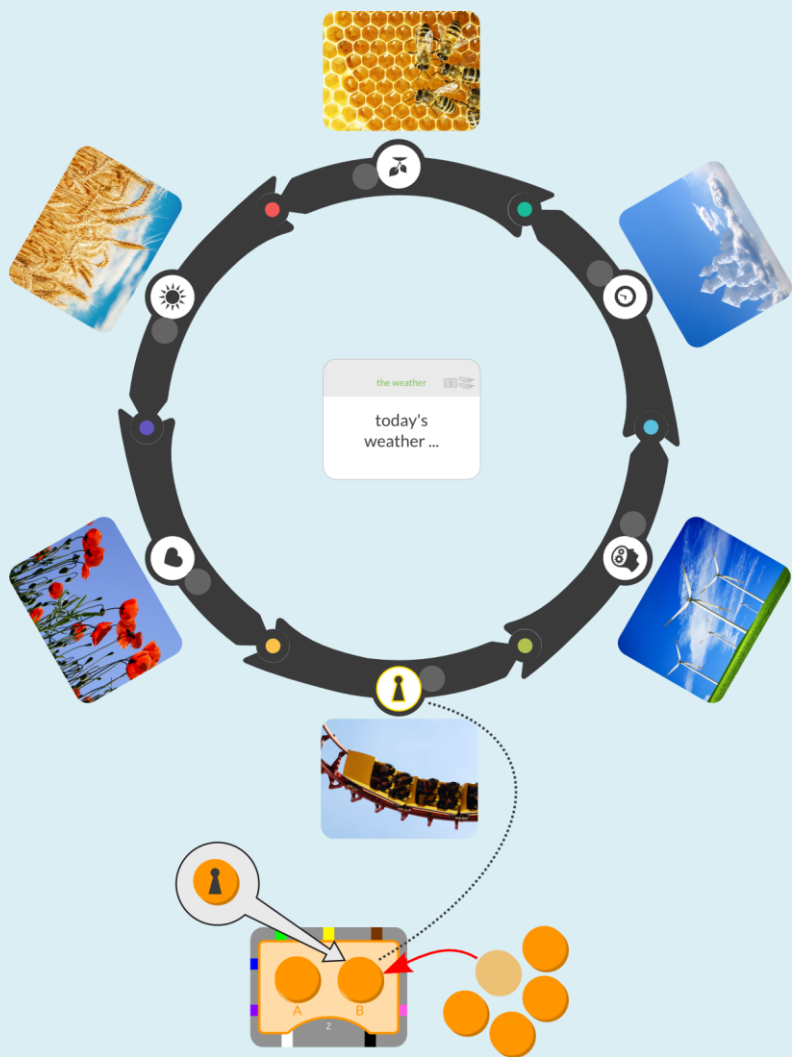
Each dealt image will be next to an icon on the board. Look for the image you chose from your hand and identify the icon your image is next to. Place your token with that icon face down on the A space of your selection card.

For example, if I chose the poppies from my hand then I would place my heart token face down on the A space of my selection card.



Next, survey all the other images on the table, and choose the one you like best. Place your token with the icon next to that image face down on the B space on your selection card.

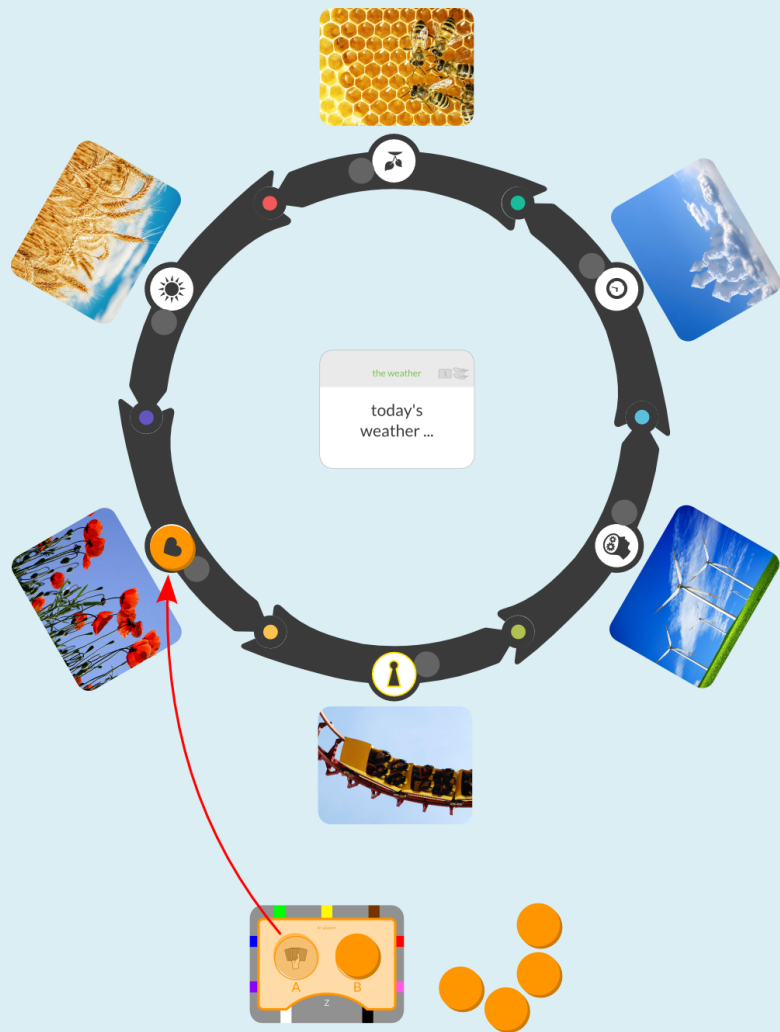
For example, of the other 5 images, if I liked the roller coaster best, I would place my pawn token face down on the B space of my selection card:



5. Talk

Once all players have selected their tokens, the start player must take their A token, turn it face up, and place it over the matching icon on the board.

For example, my A token is a heart, so I place it on the heart segment like this:



The start player then shares why they chose that image. Other players may ask questions or discuss the choice. When the start player has said all they want to say, they pass the golden pawn to the player on their left. Play continues around the circle, with each player revealing their A token, sharing about their choice, and then passing the golden pawn to the player on their left.

After all players have revealed their A token, the start player reveals their B token and places it next to the card with the matching icon.

For example, my B token is a pawn, so I place it like this:



Just as with the A tokens, play continues passing the golden pawn around the table, with each player revealing their B token in turn and sharing about their choice.

6. Score (optional)

After all players have revealed their A and B tokens, each player receives 1 point for each token next to the image they chose from their hand.

For example:



7. Reset

The player whose image card was placed next to the pawn icon is the start player for the following round. If that player has already been start player, the start player moves left around the circle until it reaches a player who hasn't been start player. Give the new start player the golden pawn. In example game above, red would be start player for the next round.

All players take back their tokens.

Remove the played image cards from the table, and place them in a discard pile.

Remove the talking point, and return it to the game box.

Each player may choose to replenish their hand of image cards by drawing 1 new card, or discarding their entire hand and drawing 8 new cards. However, the new start player must discard their entire hand, and draw 8 new cards. The new start player may not look at their new image cards until after they have chosen the talking point for the next round.

You're now ready to play the next round.

Winning

At the end of the final round the player with the most points is the winner.



# Notes on choosing categories

After your first game, vary the categories you choose. You can choose any categories for the 4 rounds. However, these guidelines are more likely to result in a more enjoyable game.

- Use the ultra-light category (the weather) for the first round with novices, or players who may feel uncomfortable talking.
- First round choose a light or medium category as a group warm up.
- Use the heavy categories to illicit more serious, thoughtful discussion. These categories often create the most memorable conversation.
- Last round choose a light category to finish with a feel good mood.

# Playing with 2 or 3 players

All rules are the same as 4+ players, with the following modifications.

The board ring should be made of 2 segments for each player, rather than 1.

Players must use red, blue or yellow tokens. You will also need the small token in your colour.

Play with the side of your selection card which shows ABC.

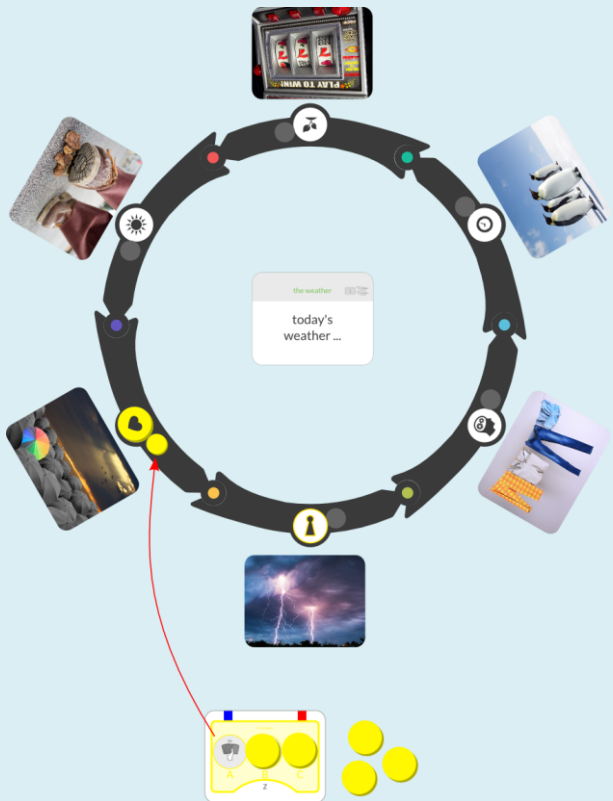
Each player has 12 image cards rather than 8.

Each round, select 2 image cards from your hand, rather than 1.

When selecting tokens, the A space is for the image card from your hand you prefer most from the 2 you selected from your hand. The B space is for other image selected from your hand. The C space is for your preference of the cards dealt around the ring.

You will need to complete 3 circuits with the golden pawn for all players to discuss their A, B and C selections.

When you reveal your A token, also place your small token next to it on the ring segment, like this:



When scoring, you receive double points for each large token next to the image which also has your small token.

For example, with 3 players:



### Playing with 7-10 players

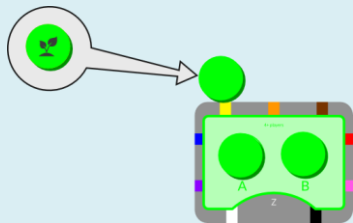
Playing with 7-10 players is possible, but requires extra game pieces which are available in the 7-10 player expansion.

### Playing with Z Tokens

Z tokens are great when playing with people you know well.

All rules are the same as the standard game, with the following addition. When selecting tokens, you must also place a token next to one of the colour blocks around the edge of your selection card. With this token you guess one of the other player's selections.

For example, I might be confident that the yellow player would likely have selected leaf icon with either their A or B token, so I place my leaf token face down next to the yellow block on the edge of my selection card:



When passing the golden pawn around and sharing about your selections, go 3 times around the table, revealing first your A, then B, and finally Z selections.

When you reveal your Z token, if your guess is correct, place it inside the ring, next to your A token.

For example, if I correctly guessed that a yellow leaf token would be on the table, I would place my Z token like this:

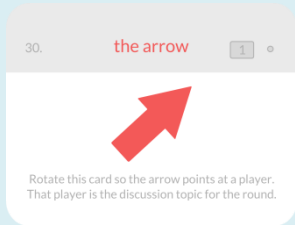


If your guess is incorrect, do not place your token on the board.

When scoring, correct Z tokens count for 1 point.

Note: you cannot play Z tokens with 2 players.

*Playing with ‘The Arrow’*



The Arrow is a special talking point (you’ll find it on the back of The Weather). When playing with people you know, it can be fun to play with The Arrow for every round.

## *Playing with a Timer*

Playing with a timer is a way to mediate talking time when playing with both very quiet and very talkative personalities.

Find yourself a sand timer, stop watch, or something that can count down approximately 50 seconds. Start the timer when a player begins to talk about their selected token. You must **keep** talking until the timer runs out, and you must **stop** talking when the timer runs out.

## *Other ways to choose talking points*

**life and everything** is a very flexible game. It can facilitate discussion about anything. Here are some additional ways to generate talking points:

### *Player's choice*

Before the game begins, each player writes a talking point on a slip of paper. The papers are folded up and placed in a bag. The start player draws one at random at the start of each round.

### *Host's choice*

**life and everything** can be used to scaffold discussion for a group. You may be brainstorming business ideas, doing team building, on a youth camp, or in a church small group. The game host can preselect some relevant talking points for the group.