

# Outside In

A highly emotional game  
For 3-4 Players

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# Contents:

1 Gameboard

1 Die

1 It Token

4 Player Tokens

4 Role Cards

25 Red Cards

25 Blue Cards

25 Yellow Cards

25 Green Cards

40 Event Cards

91 Black Tiles



# The Objective:

## Defeat It

**Step 1:** Each player to collect their Required Memories in order to unlock their own Core Power

**Step 2:** Eradicate It from the board

# The Story:

All humans have emotions, and all our emotions are important. They colour our memories and turn them into important Core identities. However, an external force, It, threatens to engulf the emotions in darkness. Humans are now at risk of losing their memories and forgetting who they are.

You play as the emotions Joy, Sadness, Anger and Disgust. Each emotion has its own Ability, but ultimately they must work together in order to unlock the Core and defeat the darkness of It.

Only then will Humans be whole again.

# Set-Up:

1. Place the board on a table and put the Memory and Event cards facedown on the designated spaces on the board.
2. Each player draws one random Role card.
3. Place all player tokens in the **Core**, and **It** on its designated starting space.
5. The oldest player goes first. Players go turn by turn clockwise.

# Roles:

Every player has a role based on the Role card drawn. Each role has an unique Ability that the players can use during their turn. Roles also determine the number of Required Memories each player has to collect.

When you successfully collect all your Required Memories, you gain the power to more efficiently combat **It**.

# During a Turn:

## 1. Move It

At the start of every turn, move It by 1 space clockwise.

Throughout the game, It moves along the outermost ring first, then inwards when It completes each ring.

Cover It's previous space with a black tile. Spaces consumed by It can no longer be used.

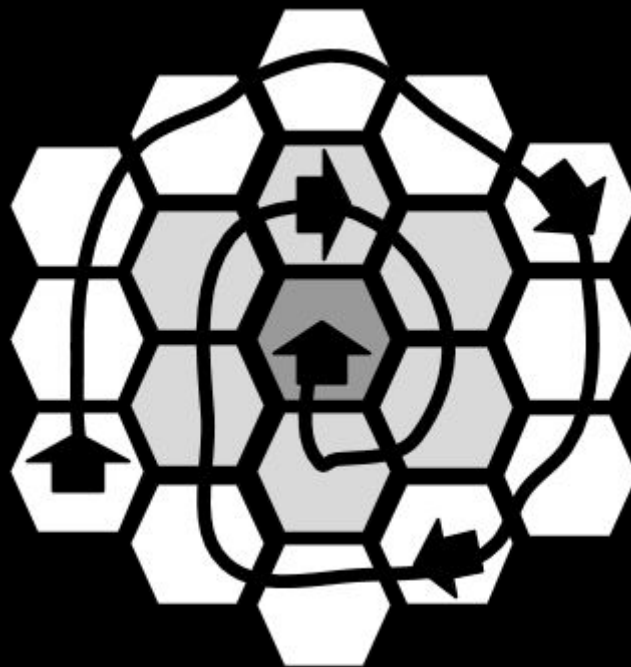


Fig 1: It's path

## 2. Draw an Event card

Every player must draw an Event card at the start of their turn.

There are 2 types of Event cards:

1. Immediate Events: must be played immediately
2. Special Events: can be kept and used by the player on their turn.

## 3. Roll the dice

The number on the dice determines the number of **actions**\* with the exception of 6.

1 to 5 = Take as many **actions** as the number on the die

6 = It moves! Roll again to determine how many spaces It takes

\*Each of the following represents 1 action. ( The number of Actions made can be any combination of the following) :

- a. Use 1 Special Event card
- b. Move 1 connecting space (Players cannot occupy or move through a space, excluding the Core, occupied by another player)
- c. Collect 1 Memory card
- d. Deposit (any number of) cards into the Core
- e. Move It back by the number of Memory cards you sacrifice (Return to the deck)
- f. Give 1 card to another player (Both you and the player must be in the core)

# Memory Cards:

1. Players can only collect Memory cards corresponding to the colour of the space they are on. i.e. Only yellow spaces let you collect Yellow Memory cards.
2. Players can only have up to 5 cards in their hands at the end of their turn (Memory cards and Event cards combined). If your hand exceeds 5 cards, discard the excess before ending your turn.
3. Players can deposit Memory cards in the **Core**. Only cards in the **Core** are considered towards their Required Memories. These cards do not count towards their hand.
4. Memory cards inside the **Core** cannot be used.



# It:

## 1. When It catches up to a player

- a. The player freezes in that space.
- b. The player's hand will be returned to the deck, but what was deposited in his **Core** will be safe.
- c. It now moves 2 spaces every turn.
- d. With every additional player caught by It, It moves +1 space each turn.

\*You can save the frozen player by moving It back in the opposite direction. Once the frozen player's space is no longer covered by It, the player is unfrozen and resumes play starting at the **Core**.

## 2. Pushing It Back

- a. By using Memory cards in your hand (See Action 3e on pg 6)
- b. By using Event cards (See Action 3a on pg 6)
- c. By using Anger's Ability

# The Core:

The **Core** is where Memories are stored and emotions can interact. When multiple players are in the **Core** at the same time, they can give the Memory cards in their hands to each other during their respective turns (See Action 3f in pg 6.).

When a player successfully deposits all his/her Required Memories in the **Core**, his/her **Core Power** will be activated.

They will unlock for themselves one new **action**:

“Move It back by 1 space”

The player can now use **actions** from their die roll to push It back without sacrificing any Memory cards.

eg. Throwing a 5 allows a player to move back It 5 spaces.

# Winning:

Players win when all of them have unlocked their **Core Powers** and It has been pushed out of the board. (i.e. There is no darkness left.)