

# l i f e <sup>w</sup> r e c k e r

Race your opponents to see who can wreck their life the fastest.  
Lose health, wealth, and social status on your way to rock bottom. Play again and blaze a different path to failure each time!

## Participants

3-4 players / 3-4 teams

Play for teams or individuals is similar; there's just more arguing with teams.

## Contents

- These rules
- Game board
- Deck of scenario cards:
  - Front: Lifewrecker scenario and 3 choices
  - Back: consequences and penalties
- Numbered election squares
  - Three for each color
- Game pawns
  - Three for each color

## Object of the game

Be the first player or team to get your three pawns to the bottom of the ladders

## Setup

- Each Participant (player or team) selects a color and places one pawn on each START at the top of the three ladders
- Each Participant (player or team) gets three election squares numbered 1 ,2, 3 corresponding to the color of their pawns
- Choose one person or team as the first Reader. (Optionally you can choose a non-participant to be All-Time-Reader.) Ideally you choose the person that makes the worst choices in real life.

## Play

The Reader reads the scenario and three choices aloud.

The Participants decide which choice will best help them move down the ladders and select a numbered election square. Keep all election squares number-down.

(continued on back)

When everyone is ready, reveal the choices by flipping over the election squares.

The Reader reveals the consequence for each choice selected.

Each consequence will have 1-3 penalties corresponding to the ladders on the game board. A number denotes how many spaces the Participants move DOWN a ladder.




Example Card:

l i f e <sup>w</sup> r e c k e r

You choose to play the game lifewrecker for the first time

- 1) Get your three-year old to read the instructions "cause it'll be cute"
- 2) Try to guess the instructions by doing charades
- 3) Make up your own rules and wing it!

your fate...



1) Your three year old gets stuck on the word "Instructions" – the party's a bust	3	1	0
2) You punched yourself in the face and got a black eye	1	0	2
3) Turns into a stripper game and everyone is hammered	Saving Grace		

People choosing #1 would move down the Social Status ladder three rungs, down Financial Stability 1 rung, and their Health pawn does not move.

People choosing #2 would move down the Social Status ladder one rung, down Health two rungs, and their Financial Stability pawn would not move.

A "Saving Grace" indicates the Participant has chosen a *good* choice (bad for THIS game). The penalty is to move each piece UP one rung on the ladder. This *includes* the final spots – Disgraced / Destitute / Dead. (You cannot move backwards from Start.)

Once all moves are made, the person to the left of the Reader becomes the new Reader for the next round. (play proceeds clockwise)

Play repeats until a player or team reaches the bottom with all three pieces. (No, becoming Dead does not negate the need to reach the bottom of the other two ladders.)