Setup
- Players split into a team of 2 and a team of 1. The team of 1 plays the part of Rimney and the team of 2 players the part of Giff and Main.
- The two player team receives two blue character pieces while the other team of one receives one black character piece.
- The boards are arranged arbitrarily. The Dig site and CommComm Office should be set up near eachother.
- Each team takes 8 points to allocate among their characters for health or movement. For every point of movement that is given to a character, they may move one space per turn - for every point of health that is given, the player has one more health. Each character must have at least one point of health and one movement point. These attributes apply throughout the game's scenarios.
- The Giff and Main players each draw 2 cards, while the Rimney player draws four.

General Gameplay:
- The game is split up into separate scenarios in which both teams have a specific goal.
- The team that achieves their goal first or most completely in the scenario wins that round and receives a “soul token”.

Scenario Packet that details what happens and what the goals/rules are in each scenario
During a Scenario:
- Teams take turns taking actions and moving their characters.
- A character can only be moved as many spaces as movement points were allocated.
- As well as moving during a turn, actions may be taken as well AFTER movement. Actions that may be taken:
  - Use a card in a player’s hand (two cards may not be played from the same player’s hand in one turn on the Giff and Main team)
    - A barrier may be placed
    - A barrier of the opposing team may be removed.
- Health is restored completely at the beginning of a new scenario
- Every time a card is used, another is drawn.
- The winning team of a Scenario receives a soul token.
- In the three main scenarios, three subnarrative scenarios may be transferred to, which follow these same rules.
- In a scenario, both Giff and Main will be moved and an action will be taken for each of them. Their disadvantage is that they have less movement and health points per player.

As well as these rules, the rules on each specific scenario card apply and must be followed as well.

During the Final Scenario:
- Before the Final Scenario, movement and health points must be reallocated. Each team gets 25 points to divide among their characters.
- For every soul token awarded throughout the games, each team and character is able to use another kind of power from the appropriate Final Scenario card.
- The previous actions scenario rules apply, as well as any additional actions awarded by the soul tokens.
- The winning team of the game is decided by whichever team is left standing at the end of the final scenario.

Character pieces:

Rimney Character - Controlled by the 1 player team in sub and main timelines
Giff/main Character (must be labeled) - Controlled by the two player team in sub and main timelines
Double Character - Controlled by both the Main and Rimney character in the second scenario and used to represent a merged character in the final battle.
**Game pieces:**
Tokens are used throughout the game for players to flip and use in various ways. After a token has been flipped, it is to be removed from the game board, unless otherwise stated.

[Soul Token - collected by the winning team of a scenario throughout the game and allow for an advantage during the final battle scenario]

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[Pit/Object Token - Represents a pit in the first scenario. Represents an object in the Rimney’s Wife subnarrative scenario.]

[Barriers - Barriers that either team may place as an action. Rimney’s are red and Giff/Main’s are blue. A character is only blocked by an opposing barrier unless otherwise stated (ie Rimney character can move through red barriers)]

[Unitnarrative Scenario Shift token - Used in the First Scenario - when found, the players and gamerplayer are moved to the appropriate subnarrative scenario.]

[Corpse token - represents the corpse that Rimney must dig up in the first scenario.]

[Barriers - Barriers that either team may place as an action. Rimney’s are red and Giff/Main’s are blue. A character is only blocked by an opposing barrier unless otherwise stated (ie Rimney character can move through red barriers)]

[Subnarrative Scenario Shift token - Used in the First Scenario - when found, the players and gamerplayer are moved to the appropriate subnarrative scenario.]

[Heart Token - Represents health in the first scenario. If Rimney picks it up, he receives +1 health.]

[Blank Token - Hidden among the other pieces as a dummy - nothing happens when this is found.]

**Cards:**

[Using Cards are used as an action.]

[Once a card is used, another must be drawn, so the Giff and Main -players will always have two cards each while the Rimney character will have four.]

[Once a card is used, it is placed on the bottom of the pile.]

[Cards may be used defensively or offensively and may be used on the player’s own character or one of the opponent’s characters, or simply used to influence the playing field.]

**Narrative Frame:**

Giff, Rimney, and the Main character all work for a communications company involved with the airforce. They’ve recently broken ground on building a new office near their current building. While working at the dig site, a corpse is found among the rubble. Main and Rimney must work to keep this secret from the rest of the office, including Giff, for fear that it will halt production on their new building. Rimney becomes the mastermind behind dilemma and works his hardest to keep it hidden. Amid the crisis, the characters struggle with personal problems between family members and try to keep their lives together in more ways than one. In some ways they succeed, and in others they fail horribly.

**List of Game Pieces:**

- 30x cards
- 3x Subnarrative Cards
- 2x Final Scenario Action Cards
- 2x Scenario Packets
- 8x Soul Tokens
- 2x Skull/Corpse Tokens
- 18x Pit/Object tokens
- 11x Blank tokens
- 4x Heart tokens
- 1x Memory
- 16x each Red/Blue Barriers

- 3x Blue person token
- 2x Black person token
- 1x Double blue person
- 2x Balls