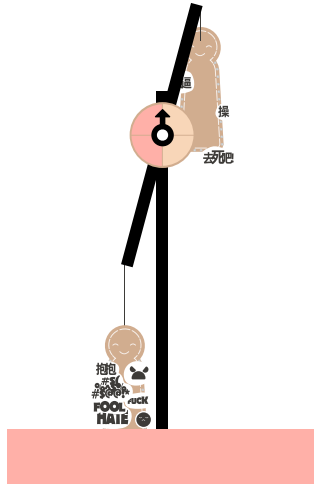


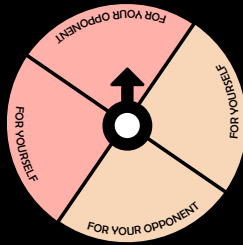
## GOAL

In this game, two players hang “weapons” with different weights to opponent’s or their own pawns. The goal is to add weight to your opponent’s pawn and tilt the lever, making the pawn drop into the “hell”. Once a player falls into the hell, there will be a buzz sound showing that the player dies. That is the end of the game. Players should take this game as a real life situation, to think and to experience.



## HOW TO PLAY

**1.** Spin the disk on top of the scale to determine who do the execution to who’s pawn. Each turn, the disk should be spun only once by either player. First see which player the arrow points to, and then see which choice section the arrow points to. The player who is pointed do the execution accordingly. If the arrow points to the middle between the two players, then spin again.

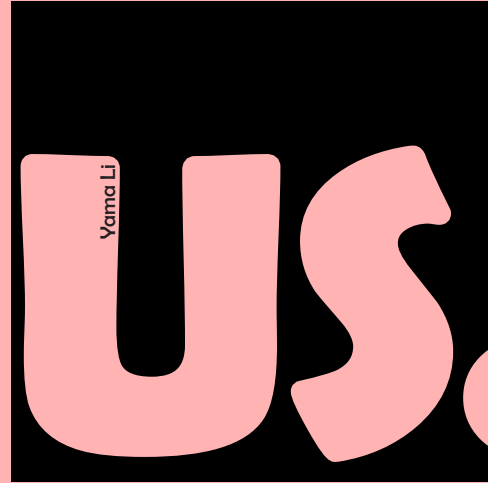


For example, in this case, player 1 should hang a weapon to player 2’s pawn.

**2.** Choose just one weapon, read out the information on the back, and hang it on the pawn.

**3.** Start another spin.

**4.** You are not allowed to give up. You must do the execution every time.

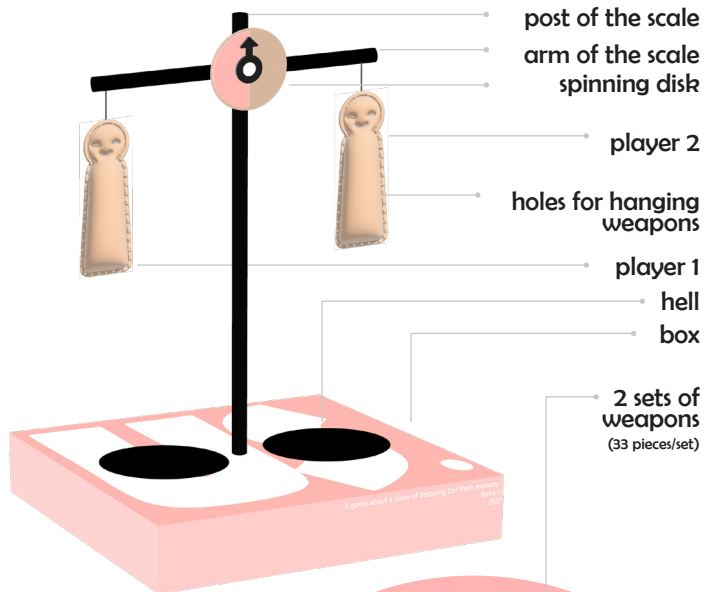


A game about a piece of  
decaying but fresh memory.

## INTRODUCTION

Assuming that you are in a close relationship, and the person sitting in front of you is the one you emotionally bond with. Both of you are hung on the cross, waiting to be executed by each other. In this game, you can either add "punishment" to your opponent or to yourself. However, in order to win, you have to drag your opponent down to the "hell". Each action, word, and emotion can be a weapon, please think about your choice carefully before making an execution.

## SETUP



## WEAPONS

Each weapon has different weight.

words as the weapon

emotion as the weapon

action as the weapon



# INSTRUCTION

## WEAPONS



## SPINNING DISK

hang a weapon to your opponent

hang a weapon to yourself

pink sections belong to player1

brown sections belong to player2

