

About

Aftermath is a polemical game that allows the player to navigate through my experience of sustaining a spinal cord injury as a result of gun violence. Through this game, I hope to show how my interactions with the world as someone who is disabled is different from someone who is able-bodied and the many frustrations/issues that I have come across.

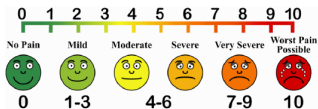
Set Up

The board must be set up in a specific sequence of phases, going from bus --> hospital --> rehab center --> "life"

place the cards above or below their respective boards



place one person figure per highlighted circle as seen above. There should be total of 10.



Each player gets one pain scale board

Cards

There are 6 different types of cards that you will draw from as you play.



Stats and Facts:

Cards are drawn when you land on the space labeled with the same image. Have someone read it to you. If you guess the right answer you gain 2 happiness points. If you guess the wrong answer, you lose 2 points.



Scenario Cards:

If you come across one of the person figures, draw a scenario card.

Response Cards:

One deck will be used for all players. You can look through the deck to see what options you have as a response. Once you are ready, choose three ways you would respond and put them in order from first to last. When done, check the back of the scenario card and see how many align with what is there. Collect the points of those you chose correctly.

Gameplay

All players roll the die, whoever rolls highest goes first.

1. Roll the die
2. Move all person figures within the phase you are on based on the number you rolled
3. Move your character the same number you rolled
4. Draw a card from the deck that corresponds to the phase
 - A. if you land on a space with the wheelchair icon, draw from that stack as well
 - B. if you land on the same spot as one of the person figures, engage in conversation with them by drawing a scenario card (refer to section titled cards)
5. Change your happiness meter based on how much you gained or lost during your turn. If you reach 0 after having left the rehab phase, you must return to the start of the hospital phase. If you reach 0 before having reached the rehab phase, start counting negative numbers.

Special situations:

If, on someone else's turn, the person figure lands on your space, you must still engage in a "conversation"



Any cards with the heart icon on the top right can be kept and turned into a happy memory that will give you +3 happiness points. They can be saved and used at any point in the game.