

THE AFFLICTIONS IN THIS GAME HAVE BEEN COLLECTED FROM FIRST HAND ACCOUNTS, AND ARE REAL-LIFE SITUATIONS EXPERIENCED BY YOUR PEERS, CLASSMATES, FRIENDS, AND FAMILIES.

WHILE YOU CANNOT SEE OTHER PLAYER'S AFFLICTIONS, NOTICE HOW THEY ARE AFFECTED THROUGHOUT THE GAME, AND USE THAT INFORMATION TO HELP THEM WHEN YOU GIVEN THE CHANCE.

**START:**

The oldest player chooses their character and goes first, then the order moves counter-clockwise. Each player takes 2 affliction cards (skulls) and places them in their hand.

**PLAY:**

Roll a 6 sided dice and move that # of spaces, moving horizontally and counter-clockwise around the board.

If a space is occupied, move to the next free space.

Choose one of 3 cards corresponding to the symbol on the space, or follow the instructions for the leap of faith.

If the symbol is a skull (affliction card) keep the card to yourself and don't show the other players.

If the symbol is a hand (aid card), give the card to a player of your choosing.

If the symbol is a ribcage (event card), read aloud and all 4 players must follow the instruction.

If the symbol is a 4 way arrow, follow the instructions below for the leap of faith.



**CARDS:**

**Affliction Cards:**

When an event is read, YOUR AFFLICTIONS TO DETERMINE HOW MANY SPACES TO MOVE BACK.

If a space is occupied, move backwards to the next available space.

Note: Pay attention to which afflictions each player has to help you assign aid cards.

**Aid Cards:**

Give this card to a player you suspect (without asking or being told) may need it.

If you are given an aid card and it matches BOTH the type of affliction and the kind of aid needed (support or resource), you may verbally share with the other players the affliction you overcame.

Place the affliction face up in front of you and discard the aid. This affliction no longer affects you.

IF IT IS A MATCH, BOTH THE GIVER AND THE RECEIVER MOVE FORWARD 2 AVAILABLE SPACES.

If the aid card does not match BOTH criteria, it must be discarded and players stay where they are.

**Event Cards:**

Read aloud. (example) If a card says to move back for each mental affliction, and you have 3, move backwards 3 available spaces.

**THE BOARD:**

Leap of Faith: You must roll 1 dice.

If you roll a 1, fall vertically down a ledge to the Leap of Faith space below you.

If you roll a 6, jump vertically to the ledge above to the matching space.

The first 2 Leap of Faith spaces fall back to the start.

The last 2 Leap of Faith spaces jump to the finish.

Once you jump or fall, your turn is over.

# PURSUITE