

# A Night to Remember

*Designer: Derrick Eisenbarth*

## Goal of the Game

The goal of the game is to build your horror character and develop your own story for your character. The secondary goal is to be creative and let your imagination go wild.

## Setup Rules

The game board is placed on a table. 2 Dice are required, 1 Pawn for each player, they can be any household item the size of a coin or paper clip. Use a pencil and paper for each player to track the Color Category Traits.

## Gameplay Rules

(Player that watched the most recent horror movie starts the game)

1. Players need one of each Color Category Trait, One purple, One Orange, One Blue and One green.
2. Players will begin at the start location and make their way around the board, once a player has made it to the end of the board but has not completed their requirements they will return to the start and begin again until the player has all the requirements of the Color Category Traits, multiple Color Category Traits is to be expected.
3. Each player rolls a single die at the beginning of their turn, Players move the allotted spaces according to the roll (players **do not** automatically pick up Color Category Traits)
4. Players will then have the choice to gain a Color Category Trait their pawn has landed on, If the player chooses the attempt at gaining a Color Category Trait the player will then roll 2 dice. If the player rolls a 3 or 6 the player will gain that Color Category Trait for their narrative.
5. Rolling a 1 on a die gives players a chance to steal a player's Color Category Trait, the player that rolled the 1 will then roll 2 dice, If the player rolls a 1 then the player is able to steal a Color Category Trait, If the player is unsuccessful then the player loses a Color Category Trait. (The player losing the Color Category Trait does not get to choose the Color Category Trait lost, the player that was targeted for the trait chooses which Color Category Trait is lost).
6. Once players have begun gathering their horror characters Color Category Traits, they will then begin creating the narrative. Once players have made it to the halfway mark on the board "Name Time" the player will name their character.
7. The first player to make it to the finish with the 4 required color category traits will then give a unique narrative for their character and will be declared the winner.
8. If a player is unable to provide a narrative, then the player is to continue around the board and will have another chance to provide the narrative once they arrive at the finish line again, this process will continue until the player provides a narrative and along the way again still picking up more Color Category Traits for their character.

## End Condition Rules

Players that complete their character and provide a narrative are declared the winner of A Night to Remember

