

The goal of this game is not only to win but to connect to the other players and learn life stories. Not just a great icebreaker game for acquaintances, this game is insightful for longtime friends and family. Of course, sometimes people just want to play a game: alternate gameplay options are included. If time is an issue, skip italicized sections or see the SpeedPlay options.

How to Win:

First to Succeed: If a player fills all seven categories, then all other players get one last turn. If no other player completes their seven categories, then the player with the completed seven categories wins. If not, who **Did the Most** wins. If more than one player finishes with seven categories or no one filled all seven categories by age 100, then the player who filled the most categories wins. If there is still a tie, whichever player has the most total life cards wins. If that is still a tie, then the first person who reached age 100 wins or the oldest player who filled seven categories wins.

How to Begin:

Each player receives one each of the bigger cards labeled: Work, Me Time, Family, Travel, Charity, Health and Love. Place them in order of importance, the left being most important and the right being the least. Everyone can share why they organized the cards the way they did.

Shuffle the remaining smaller cards (the Life & Global Cards) Each player receives seven (7) cards from the draw pile. Place remaining cards where everyone can reach and keep a space reserved for a discard pile.

Look at the playable age listed on the top on your cards. Unless you have a global (gold) card that allows you to do something different, then you can only play cards where your age on your age indicator is in the age range on the card. If you want to force someone to play a card, they need to be in the playable range on that card.

Picking your starting age is a strategic decision. Life cards are age specific, so your starting age is important. As you consider the cards you pulled, decide your starting age. Remember: the goal is to fill all seven categories first and before you reach

Let's say Player X has at least one life card in each category by the time they reach age 81. Player X is done aging and playing. The remaining players continue to play until they successfully fill all 7 categories either at a younger age or when they reach the age of 81, at which point they can no longer win by being younger than Player X. If Player Y fills their categories at an age younger than Player X, Player Y becomes the age the other players have to fill their seven categories by to win, and so on.

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Thank you for playing! If you have any ideas on how to improve game play, please let us know at: joegallagherauthor@gmail.com

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**For 2-4 players, Ages 12+
Time 30 - 60 minutes**

Contents:

- These instructions
- 313 event cards
- 24 blank event cards
- 4 sets of Category Cards (7 for each player)
- 4 Age Indicators (Dial-An-Age)
- Required/Removed Chips (7/player): only to be used in the "Limiting Categories" alternate ways to play option

age 100. Once you reach age 100, you can no longer play cards or have cards played on you. While choosing your age, it is important to remember that you age at the end of your turn. The older you are the faster you age. (See aging tables on the back of your Dial-An-Age.)

Once you decide your age, adjust your life counter and indicate it to everyone else.

Taking your Turn:

Players decide who starts by playing rock-paper-scissors. Play then continues clockwise (to the left). Take turns playing a card, forcing another player to play a card or choosing a card to discard and replace with a new card from the draw pile until the game is over.

On the bottom of the life cards are Gains and Losses. These relate to your category cards. If a card is played that lists a Gain, place it on top of any of the categories listed for Gain on the card. It cannot be moved to another category once placed. If there is a Loss listed, remove a card from those categories listed on the card. You must remove a card unless you have no cards on any of the categories where you were instructed to take a

loss. *In order to play a life card, share a story that is relevant to that life card.*

If the card you played is a global card, follow the instructions on the card.

After playing a card, you can discard any other cards in your hand which maximum age to play is less than the youngest age of any player in the game. (This is the game age not the person's actual age.) Any cards that are discarded this way are replaced with cards drawn from the draw pile. You should always end your turn with seven cards. If you run out of life and global cards, shuffle the discarded cards and create a new draw pile.

Consult the age chart and age the appropriate amount. This ends your turn. Continuing Taking Turns until one of the winning conditions in the "How to Win" section are met.

Game Strategies:

The Defense Strategy: Because you can lose life cards on the category cards, one of the important strategies of the game is stacking these life cards on the various categories to protect yourself. So, even if you have a life card covering your health

category, by placing another one on it, you add insurance against attacks or future card losses.

The Attack Strategy: With any life card you have the option to play it on another player. Do this to keep your opponent from getting life cards on all seven categories. Attack only if their age falls within the card's age range. But remember: if there are gains listed on the life card, they get one of those also. If you are attacked, you must play the card you are given.

Alternate Ways to Play/ Optional House Rules:

Ignore the age restrictions: Play the game as described but ignore the age restrictions (ie, every card is playable). Pull new cards if you do not have a story that is applicable. Decide on a time limit and play until you hit that time limit, finishing up the final round. The winner is determined the same as the full instructions.

Aging: You have a couple options: Age up on your turn if it helps you play a card. You cannot, however, age down. Another option: everyone agrees on the same starting age before cards are dealt.

Limiting Categories: Players select five categories they need to fill to win instead of seven. They do not reveal their choices. Place the Required/Removed tokens under your Category Cards to indicate which are required and which are not.

Alternately, select 5 category cards and remove the other two, visible to all.

Retirement: Upon reaching age 65, lock the Work category as long as you have at least one life card on that category. That means that no one can take any life cards off of the Work category card, but one also cannot add any. However, if a played card has other losses or gains, you still have to play those (ie, if it has Work, Travel and Love as a loss and the player has "retired" their Work stack, they still have to choose between Travel and Love to lose a card if there are cards on either of those categories. If the only Gain available is for the Work Category, then the person who plays that card gets no Gain.

Youngest Winner: The youngest player with all seven categories filled wins. Everyone plays until age 100, until the age that the youngest player reached seven categories or until they get seven categories.