

ONE LIFE RULES

Welcome to One Life. A game where you compete against your friends to see who can be the laster player with One Life.

This game provides an endless variety of competition through 4 distinct games in one box. The play was designed to spark fun and interesting conversations amongst players. Look for expansion packs with additional types of gameplay to add to the fun in the future and make the possibilities infinite!

On to the rules. Don't like reading? Watch our game tutorial on www.ticcio.com.



STANDARD GAME SETUP



One Life can be played with 3 - 10 players. We have standard rules that are outlined here, but if you want to tweak them to your own group of friends or family, please do.

Start by dealing every player 5 Life Cards. These are the green ones with pictures of people on them. The images don't matter, they are just fun to look at. Each card counts as a unit of 1. Any remaining Life Cards will be left out of play for the game.

Tip: For a shorter game, deal less Life Cards to players. The more Life Cards you start with, the longer the game will last. Typically, a 4 player game with 5 Life Cards will take about 30 minutes to complete.

Shuffle the rest of the cards together. There are 4 different category cards. Place them in a pile in the center. A fun gameplay variation is to make two piles of category cards that players can choose from. The oldest player gets to go first.

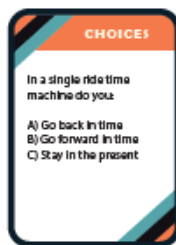
WINNING THE GAME

The game ends when there is only one player left with a Life Card and everyone else has lost theirs.

GAMEPLAY

Players take turns in a clockwise circle. When it's your turn, draw a card and complete the category action on it. There are 4 categories, each with different actions to take. Let's explore those now.

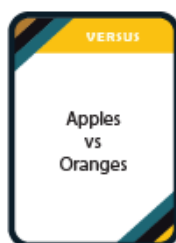
Choices



When drawn, read it out loud for all to hear. Then privately select the option (A, B, or C) that you most identify with. Mark it down on a piece of paper or a note on your phone. All the other players in the game simultaneously note down which option they think YOU will choose. After everyone has marked their choices down, resolve the card in the following way:

- If $< 50\%$ of players match with your choice, you lose a Life Card
- If $\geq 50\%$ of players match with your choice, you keep your Life Card. Players in the minority (that didn't select the same as you) lose a Life Card
- If all other players select the same option you chose, nobody loses a Life Card

Versus



When drawn, read it out loud for all to hear. This category provides 2 different people, places, ideas, or things that will be defended in a short faceoff with one of the other players. After you've read the Versus, pick an opponent. It can be anybody else that is playing. Your opponent decides A) which side to defend and B) to go first or second. The player then defends the remaining option.

Each person gets 1 minute to defend their side. Nobody else can talk while you are defending your side. After each person has defended their side, start the timer for 1 more minute. This is "open talk" time when both defenders can talk and continue to argue their side. Use your phone or watch for a timer.

Players don't have to use their full minute. It's OK to close your argument early.

When the "open talk" time is up, the rest of the players vote publicly for who won the Versus. Integrity matters when voting! The loser has to place one of their Life Cards into the discard pile. If there is a tie for votes, the opponents play Rock Paper Scissors to determine the loser. Or you can figure out your own way to break a tie.

Challenge



When drawn, read it out loud for all to hear. Your opponent will be the player to your right. You each take turns naming one item that matches the category. Whoever runs out of new items first, loses a Life Card.

- If you repeat an item already said in the round, you lose a Life Card.
- If you say a match that is factually wrong, you lose a Life Card
- If you stall for more than 5 seconds trying to think of a match, the challenge is over and you lose a Life Card. Don't get too hung up on exactly 5 seconds. You'll know when a stall happens.

Rushmore



When drawn, read it out loud for all to hear. This category card is a group event. Every player participates. Get a piece of paper and a pen. Or use your phone. Each player proceeds to secretly list their top 4 (It's like Mount Rushmore!) related to the prompt on the card. There are no wrong answers.

Once everyone has written down their top 4, read your items out loud. If any match with someone else, cross it off. Proceed taking turns until everyone has read all of their top 4. The person with the most remaining items (meaning they didn't match with someone else) loses a Life Card. If there is a tie for the most remaining items, all players in the tie lose a Life Card.

Note: If you are out of Life Cards, you still participate in Rushmore competitions to keep game play going.

FOR ALL CATEGORIES - WHEN YOU LOSE A LIFE CARD, IT IS DISCARDED INTO A PILE..

ALTERNATE GAME SETUP AND GAMEPLAY

Some people who play this game prefer to win Life Cards instead of losing them. Here's how to play that way.

Setup is the same as the standard game but instead of giving out Life Cards, pick a target number that the winning player has to collect to win. We like 5. The more cards you have to acquire, the longer the game will be.

For the categories, follow these slightly tweaked rules:

Choices

Complete the Choices card just like the standard rules but apply the following based on the outcomes:

- If $\geq 50\%$ of players select the same choice you did, you get a Life Card and the people that matched you get a Life Card
- If $< 50\%$ of the players select an option different than what you chose, you lose a Life Card and players that did match you get a Life Card
- Every player that doesn't select the same option as you loses a Life Card

Versus

Complete the Versus card just like the standard rules, but instead of giving up a Life Card if you lose, you get one if you win.

Challenge

Complete the Challenge card just like the standard rules, but instead of giving up a Life Card if you lose to your opponent, you get one if you win.

Rushmore

Complete the Rushmore card just like the standard rules, but instead of giving up a Life Card if you have the least amount of matches, you get a Life Card if you have the most matches. If you tie for most matches, all players tying get a Life Card.

We hope you enjoy the game. To learn more and watch a "How to Play" tutorial go to www.ticcio.com