

I AM DEATH? NOW.

Testing Instructions



Welcome to I Am Death Now? You are Student Deaths trying to earn your official Death License. This is your Death Certification Examination(DCE). To pass the DCE you must successfully kill all your Test Subjects* before the rest of your Classmates. In order to kill your Test Subjects, you must collect cards from the Pain Deck and play them on top of each Test Subject. Kill all Test Subjects before everyone else and you earn your Death License.

*This is a fictional testing environment. Although their screams and cries of Pain will appear very real, please know that no real humans will be harmed during your examination...we think.

2-5 Players | Ages 13 and up | 30-60 Minutes

GETTING STARTED

Deck should be divided into four parts. Death Students, Test Subjects, Pain cards and Cheat cards.

1. Each classmate randomly picks one Death Student from the Student Deck and places it face up in their Cemetery. If any are left over, set them aside, they will not be needed.
2. Shuffle the Test Subjects and deal out five to each Classmate. These will be laid out face up in front of you. This is your Death List. Set the remaining Test Subjects aside.
3. Shuffle the Pain Deck and the Cheat Deck together. Deal out five cards to each Classmate. These will stay in your hand and should not be seen by others.
4. Youngest goes last because they always go first in other games.
5. Play counter-clockwise because games always play clockwise, and I said so.

ON YOUR TURN

1. At the start of your turn make sure you have five cards in your hand, draw from the Draw Pile until you do.
2. Play cards on your Test Subjects, or your Classmates as they apply. You may play as many cards in your hand as you like each turn. You DO NOT have to play any cards at all, even if you are able to, this is your choice.
3. If you draw a Cheat card you may play it on yourself or on a Classmate or you may hold it to play at a strategic moment in the game. Some Cheat cards require immediate play.
4. To signal the end of your turn you must discard one card into the Discard Pile. If you play all five from your hand, your turn is over.
5. When the Draw Pile runs out, shuffle the Discard Pile and use as the new Draw Pile.



HOW TO WIN

Successfully kill all of your Test Subjects before the rest of your Classmates.

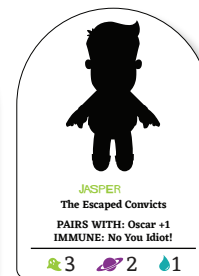
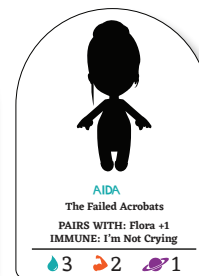


Humans.
Pain.
Death.
It's A Family Game!

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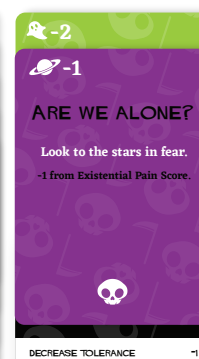
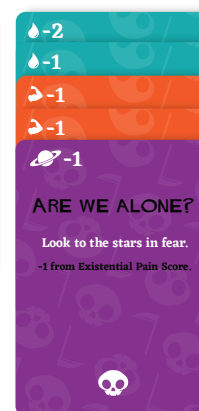
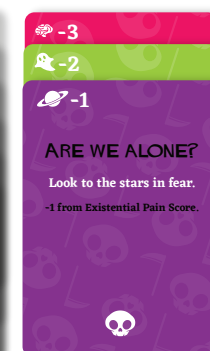
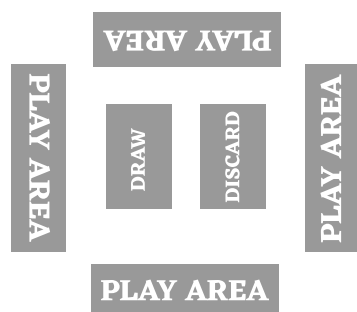
INDIVIDUAL PLAY SETUP

CEMETERY:
KILLED TEST SUBJECTS
GET BURIED UNDER
YOUR STUDENT.



DEATH LIST:
TEST SUBJECTS
WAIT HERE TO
BE KILLED.

OVERALL PLAY SETUP



CHEAT CARD:
SOME CHEAT
CARDS NEED
TO STAY VISIBLE
IN YOUR PLAY
AREA DURING
THE GAME.

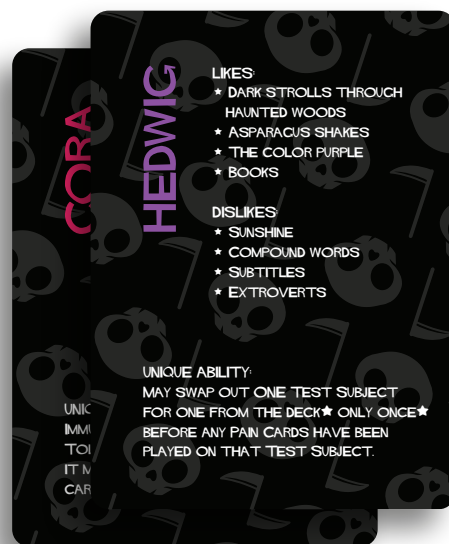
PAIN CARDS: INFLECT PAIN UNDER EACH TEST SUBJECT UNTIL THEIR PAIN TOLERANCE HITS ZERO.



DEATH STUDENTS

There are a total of six Death Students. They will be testing to receive their official Death License. Each Classmate will randomly draw one card to choose a Death Student.

Every Death Student has unique abilities to help them in the game. Each unique ability only applies to themselves and cannot be used on other Classmates unless the unique ability states otherwise.



TEST SUBJECTS

PAIN CATEGORIES:
Each Test Subject is made up of three Pain Categories that equals a Pain Tolerance of six. Satisfy each category and the Test Subject dies.



To kill Bentley you would need **Existential Cards** that total at least 3, **Psychological Cards** that total at least 2 and **Physical Cards** that total at least 1.

$$3 + 2 + 1 = 6 \text{ Pain Tolerance}$$

PAIRS:
Every Test Subject also has a pair. Pairs share a nickname (e.g. The Social Influencers). Each Test Subject card also states the name of the missing pair (e.g. PAIRS WITH: Addison +1).

When a pair ends up together in a Classmate's Death List it will increase BOTH Test Subjects Pain Tolerance by +1. This affects the total number (i.e. Pain Tolerance default of six is now seven). You may satisfy this extra +1 with ANY Pain Category that already applies to your Test Subject. (e.g. to kill Bentley you would need one extra card that is either **Existential**, **Psychological** or **Physical**.)

IMMUNITY:
All Test Subjects also have an immunity to a Pain card group that is in their highest ranked category (e.g. Bentley is immune to all three **Why Am I Awkward?** cards -1, -2 and -3.)

DEATH:
Once a Test Subject has been killed, they move to your Cemetery. All other cards with that Test Subject move to the Discard Pile.



PAIN CARDS

Pain cards are what you will use to inflict Pain on your Test Subjects. Inflict enough Pain and that Test Subject dies.

PAIN CATEGORIES:
There are five different Pain Categories.



PAIN THRESHOLD:
Each Test Subject has a Pain Tolerance composed of three of the five different categories of Pain. Pain cards have the ability to deal -1, -2 or -3 points against a Test Subject's Pain Tolerance.

Use these cards strategically to equal each Test Subject's Pain Tolerance.

PAIN CARD GROUPS:
If a Test Subject is immune to a certain type of Pain they are immune to the entire Pain group (e.g. **Hold Mah Beer!** -1, -2 and -3).

COMBINING CARDS:
Card numbers can be combined and added together. If you don't have a -3 card but have three -1 cards, you may combine them to equal -3. Also, if you only need a -1 to satisfy a category but only have a -3 card available, you are allowed to "overkill" your Test Subject.

NOT ALLOWED:
You may not "make change" with Pain cards by swapping out a -3 for three -1's or any other combination. You may not use Pain from one category and apply it to a different category.

Once a Pain card has been played on a Test Subject it must stay with that Test Subject until they die, unless you have drawn a Cheat card stating otherwise.



CHEAT CARDS

Cheat cards can be used to help yourself or hinder your Classmates. Some Cheat cards must be played IMMEDIATELY, some may be played strategically.

All cards should be self-explanatory but if the situation arises in which you feel it is unclear as to how a Cheat card should be used it should be presented to the group to discuss for a majority rule decision.

If there are only two players and you cannot come to an agreement then flip a coin or rock, paper, scissors, or whatever. I don't care, it's just a game, it's not that important.

HOW TO WIN

Kill all five of your Test Subjects before the rest of your Classmates and earn your Death License!

You may now stand on the table and yell I AM DEATH NOW!

