

Another Life

2-4 players

Aim: To score highly in all three game resources - coins, knowledge and health.

You will need a piece of paper and a pen for each player.

Set up:

- On your first play, cut out the *player pawns*, *investment cards*, *first player token* and *bank tokens*.
- Place the investment cards to the side of the board and the bank tokens near the bank.
- Each player places their player pawn on the shipwreck location.
- Each player keeps track of their resources on their own paper. Players start with three coins, three knowledge and three health.
- Randomly decide which player will start and give them the first player token.

How to play:

The starting player takes the first turn. Then play proceeds clockwise.

On your turn, move your player pawn to another location. The shipwreck and each island count as 'locations'. You must follow the direction of the arrows. You may move along one arrow for free. You may move further, but for each new location you move to, pay one of the currency of the type shown on the arrows you move along.

When you have finished moving, you may take the action of the island you have landed on (as shown on the board). If you end your movement on the shipwreck, you may not take an action.

The Bank:

When you land on the bank: First gain interest on all your bank tokens. Then you may either make up to two deposits OR make up to two withdrawals. You may not deposit and withdraw on the same turn. You may have up to 10 of each resource type in the bank.

To make a deposit: Put some of your resources in the bank by removing them from your sheet and placing the associated bank token on the same number. For example, remove 6 knowledge from your sheet and place your knowledge bank token on the number 6.

To make a withdrawal: Remove your bank token and place the same number of that resource back on your sheet. E.g. If your health bank token is on the number 9, remove the token and add 9 health to your sheet.

To gain interest: Move your bank tokens according to the interest rate shown.

Game End:

The game ends when one player has reached the maximum in one of the three currencies. In a 2-player game, the maximum is 20. In a 3-player game, the maximum is 18. In a 4-player game, the maximum is 15.

Scoring:

Each player scores the lowest of their three currencies. For example, if a player has 4 health, 9 coins and 18 knowledge, their overall score is the lowest of these three values, 4. The player with the highest score wins.