

Tailgate of LIFE!

Game Instruction Booklet

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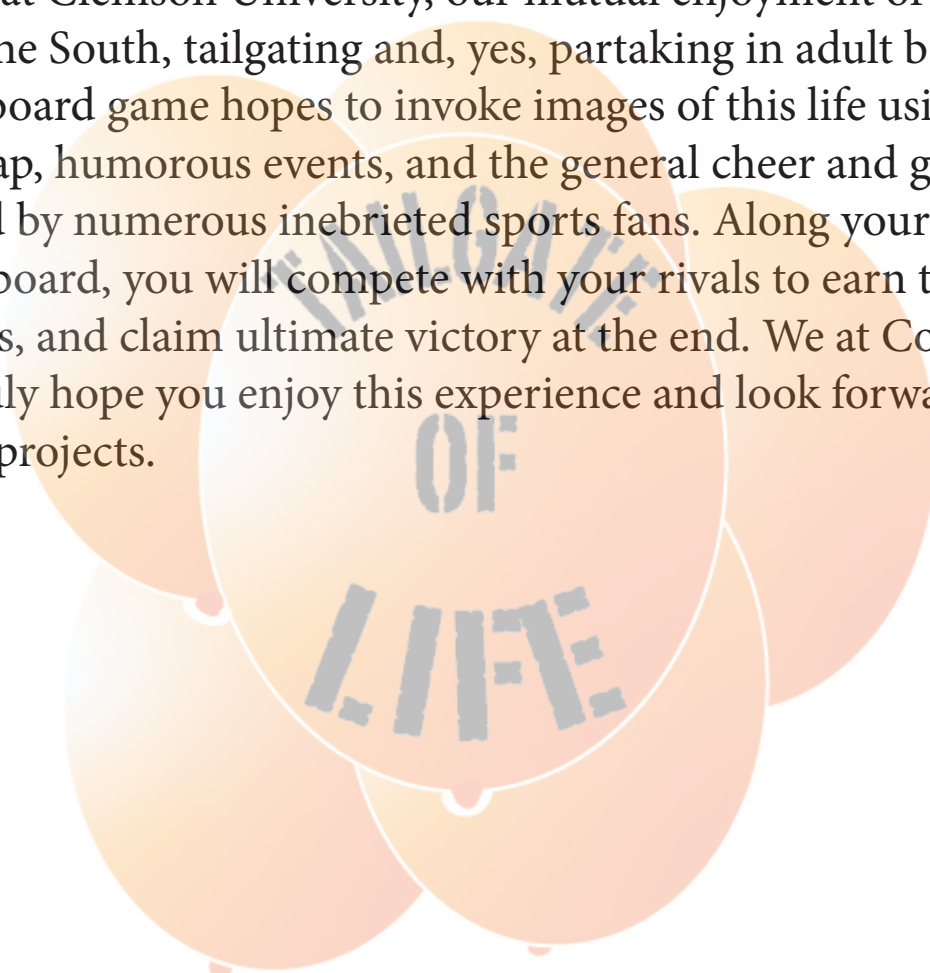
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TAILGATE
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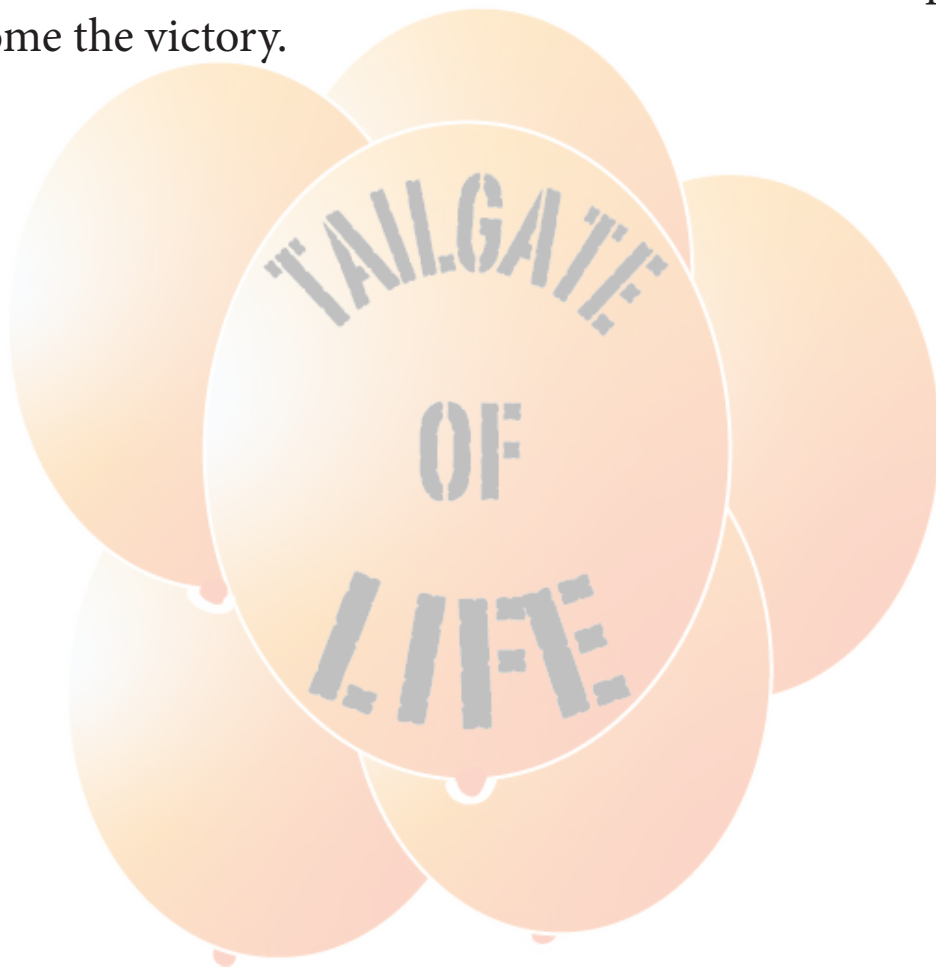
Introduction

Hello! Welcome to College Drunks' first published board game! While we are a fairly small company now, we hope you will enjoy Tailgate of LIFE! immensely. This game was inspired by our time spent at Clemson University, our mutual enjoyment of Saturdays in the South, tailgating and, yes, partaking in adult beverages. This board game hopes to invoke images of this life using a colorful map, humorous events, and the general cheer and goodwill carried by numerous inebriated sports fans. Along your way across the board, you will compete with your rivals to earn the most points, and claim ultimate victory at the end. We at College Drunks truly hope you enjoy this experience and look forward to our future projects.



About the Game

The objective of the game is to have fun! ...just kidding, the objective is to win. To do that, you and your friends turned rivals must reach Death Valley while accumulating points from spaces and events. Whoever reaches the stadium with the most points takes home the victory.



How to Play

Start:

At the start of the game, players choose their tokens and select one of the two starting spaces to begin from. Each start space presents its own path opportunities. Decide a player to roll first, and a turn order everyone agrees with.

Moving:

The six-sided die will be your best friend or worst enemy according to the whims of Lady Luck. Rolling it will allow you to move a number of spaces equal to the number rolled, for better or for worse.

Spaces:

There are a total of four types of spaces on which you can land



Question mark spaces represent events, and allow you to draw a card from the event deck



Point spaces are spaces that grant you extra Tailgate Points when landed on. The number gained is the number of coins printed on the space, usually one or two.



Bus stop spaces allow you to choose to move to a similarly colored bus stop, allowing you to go back and earn more points, or hurry and get to the stadium before the turn limit is up.



Blank spaces do absolutely nothing! Really, that's it. Nothing to see here, move along.

Ending:

The game ends when all players have either reached the stadium, or when 20 turns have passed. Keep track of the turn count with the counter at the top of the board.

Event Spaces

Event Cards:

When a question mark space is landed on, draw a card from the Event deck. Read and follow the instructions. If it requires you to move, ignore the space you land on. No double dipping.

Here are some basic examples of what cards might make you do:

Move forward- Basically another turn!

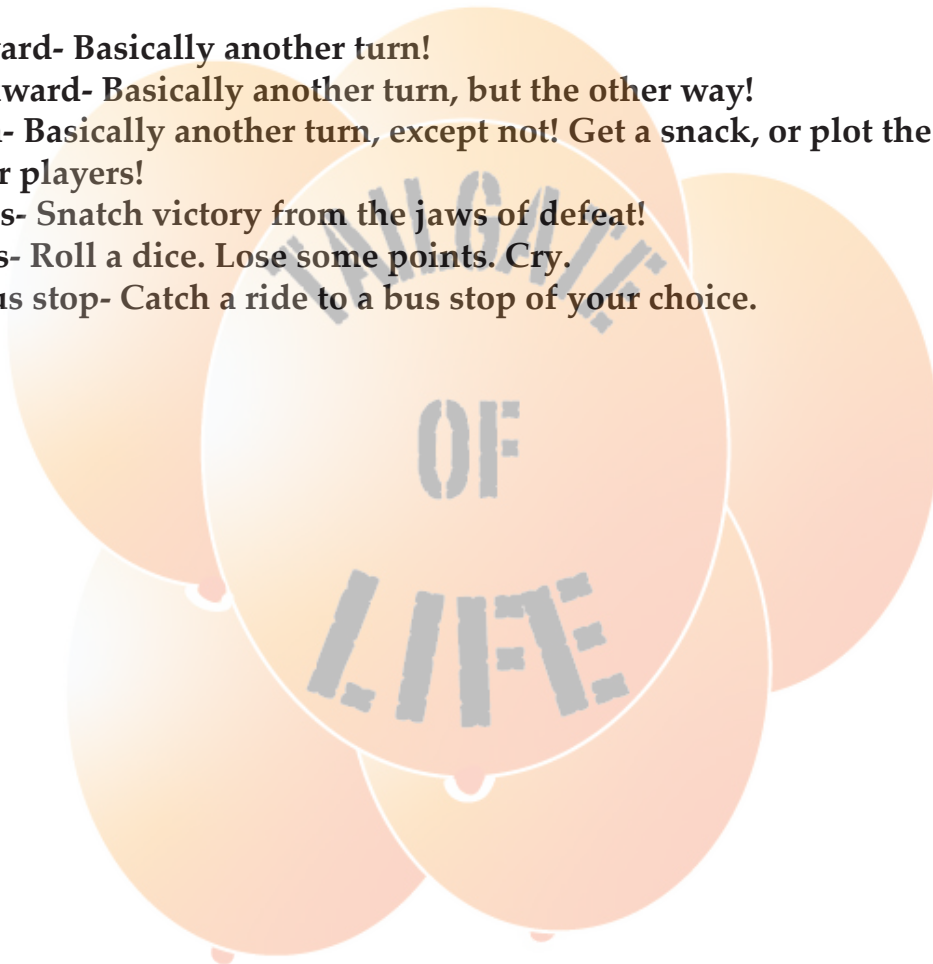
Move backward- Basically another turn, but the other way!

Lose a turn- Basically another turn, except not! Get a snack, or plot the downfall of the other players!

Steal points- Snatch victory from the jaws of defeat!

Lose points- Roll a dice. Lose some points. Cry.

Move to bus stop- Catch a ride to a bus stop of your choice.



Point System

As with many games, the object of this one is to gather the most points in order to win. The best way to do this is to land on more spaces than other players, as these have a good chance of giving you points or allowing you to steal some. The game board consists of winding paths and opportunities to go backwards, giving the opportunity to land on more spaces. More spaces = more points.

