

# THE RIGHT TURN

## Objective

“The Right Turn” is a card game where the decisions you make influence your future. The point of the game is not to win, but to survive.

Lead the characters you play from childhood into adulthood by helping them gain as much experience possible to get further in life. You do this by increasing their “charm”, “shrewdness”, “luck”, and “looks”.

A simple decision can change your life and the way you live it. The experience you gain as a child can change the outcome of your turn as you play. Help your characters make “The Right Turn” and thus potentially save them in the future.

## How to Begin

- Sort all the cards into their respective decks according to color
  - Blue
  - Black
  - Red
  - Orange
  - Green
  - Pink
  - Purple
- For the moment, place the Blue Deck in between all the players and set the other decks aside until you are instructed to take them.
- Each player then picks a character to play.
  - Place the 4 character cards in the purple deck upside down and mix them around, then each player randomly chooses one card. These will be your characters.
- Each player then takes the appropriate amount of markers from each pile to make up the “Experience Points” (XP) for each trait: charm, shrewdness, luck, and looks.
- All players take 10 Health Points (HP) each.
- You may now proceed to play through the Childhood stage of your lives.
- The oldest player gets to draw first and the player to his/her left proceeds after them and gameplay proceeds as such.

## Childhood

During this stage of your life, you will accumulate experience which will influence your decisions in your adulthood.

But first, to reach adulthood, all players must first reach 6 or more XP in one or more of the traits of charm, shrewdness, luck, and/or looks AND obtain **one** of the colored decks.

- During Childhood, all the players will draw from the Blue Card Deck.
  - Every turn, each player will draw a card, read it aloud, and enact the instructions upon it. Their turn is over once they are instructed to keep or discard the card.
  - When players draw cards they will be allowed to take markers to keep track of their XPs and/or HPs—this is solely dependent on what their card instructs.
  - If a child is assigned a colored deck, the player cannot change it. If they draw another card that tells them to take another colored deck they must place that card at the bottom of the Blue Card Deck.
- During childhood, all the players will pool their HPs together and share the points as a community (40 HPs total). If one player loses a HP, one HP is removed from the pool. This only happens during the Childhood stage.
  - Each turn, the HP drops by **one** (minus one heart marker from the pool).
  - In order to keep the HPs from dropping, all the players must keep track of how many HPs they are awarded when they draw cards and remember to add those HP into the pool.
  - The pool will be divided evenly once all the players reach adulthood.
- NOTE: This phase of your life is not necessarily the most exciting as you are simply gaining XP and attempting to keep your HP up.
- Once all the players have reached the 6 or more XP in one or more traits and been assigned a colored deck, they may all transition into Adulthood.

### **Transitioning Into Adulthood**

To transition into Adulthood, all the players must have reached 6 or more XP in one or more of their traits AND obtained a colored deck.

- If any of the players have not obtained colored decks, but have achieved the “6 or more XP” rule, they may select any of the left over decks, so long as they are not the BLUE or RED colored decks.
- Players will now replace the Blue Card Deck (including the discard pile) with the Red Card Deck.
- Players will now also divvy up the Health Points equally amongst themselves. Any left over HPs that cannot be split up equally go into the HP pile where players will draw from eventually.
- For all players, the “Shrewdness” trait now becomes your money meter. The more you have the “easier” life will be, the less you have the “harder” life will become.
  - This can change as you play through Adulthood—if you make the right decisions and play to your advantageous traits.
  - If you have cards from your Childhood that you were allowed to carry over, use them when you are in dire need of them to make decisions.

## **Adulthood**

When playing in the Adulthood stage you will now be pulling cards from two decks—the Black Cards you share with the group and the “Occupational” Decks you gained while you were a child. Some players are better off than other, with legitimate jobs, while others are in not so great territory. It is now pertinent that you watch after your Health Points and Money. Your ability to keep both up depends solely on the experience you earned as a child and on the decisions you make now.

As an adult you now lose Health Points on your own every time it is your turn. If you wish to add Health Points at any points, you must buy them with your Shrewdness markers. 1 Shrewdness = 1 Health Point (some characters can gain more Health Points if they perform certain tasks, such as The Shop Owner or The Prostitute).

## **How to End the Game**

The game ends when only one player remains. Most players will die because they ran out of health points, while others will have suffered some grave event in their life that could have caused their death.