

the unrelenting other

IS A FOUR-PLAYER GAME BASE
ON THE SHORT STORY, *STONE
ANIMALS*, BY KELLY LINK.

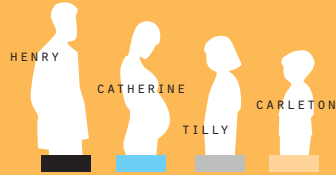
SET ON A THREE-TIERED
GAME BOARD, PLAYERS MUST
DECIDE THROUGHOUT THE GAME
WHETHER THEY WANT TO PLAY
FOR CONTROL OR INSANITY BY
COLLECTING HAUNTED ITEMS
AND MOVING RABBITS.

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characters

EACH PLAYER SELECTS A CHARACTER. SEE PAGES 9-10 FOR CHARACTER PLAYER ROLES.



rabbits

EACH PLAYER HAS HIS/HER OWN RABBIT. SEE PAGE 6 FOR NIGHT PLAY MODE.



haunted items

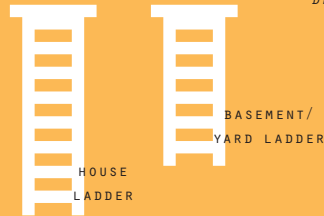
PLAYERS COLLECT THESE TWO-SIDED ITEMS FROM THE GAME BOARD AND PLACE THEM IN HIS/HER SET OF SLOTS. SEE PAGES 4 & 7 FOR DETAILS.



DREAM STOPPER
THESE ITEMS
(3 TOTAL)
STANDE FOR
BOTH CONTROL
AND INSANITY.
SEE PAGE FOR
DETAILS.

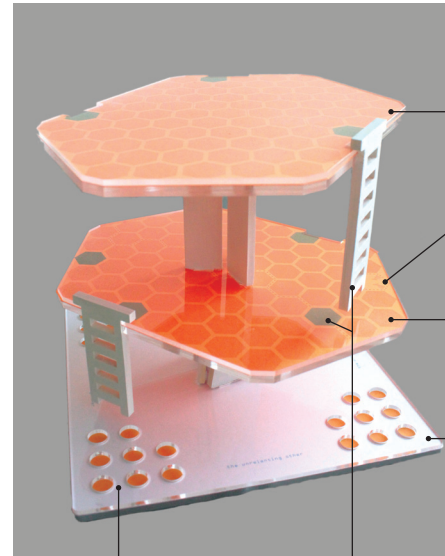
ladders

THESE ALLOW PLAYERS TO MOVE UP AND DOWN THE THREE LEVELS OF THE GAME BOARD. SEE OPPOSITE PAGE FOR MORE DETAILS. PLAYERS 'TILLY' AND 'CARLETON' CAN MOVE THESE LADDERS. SEE PAGE FOR CHARACTER PLAYER ROLES.



2 dice

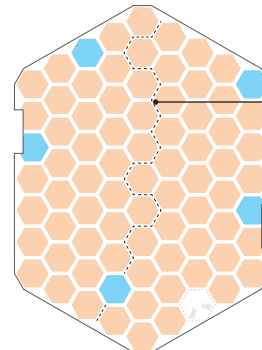
PLAYERS ROLL 2 DICE AND MOVE THE SUM OF THE 2 DICE. THIS IS THE METHOD OF MOVEMENT FOR BOTH CHARACTERS AND RABBITS.



SECOND FLOOR
ENTRANCE SPACE
THIS IS THE FIRST SPACE THAT EACH PLAYER'S CHARACTERS MOVES ON.
FIRST FLOOR
BASEMENT/YARD FLOOR

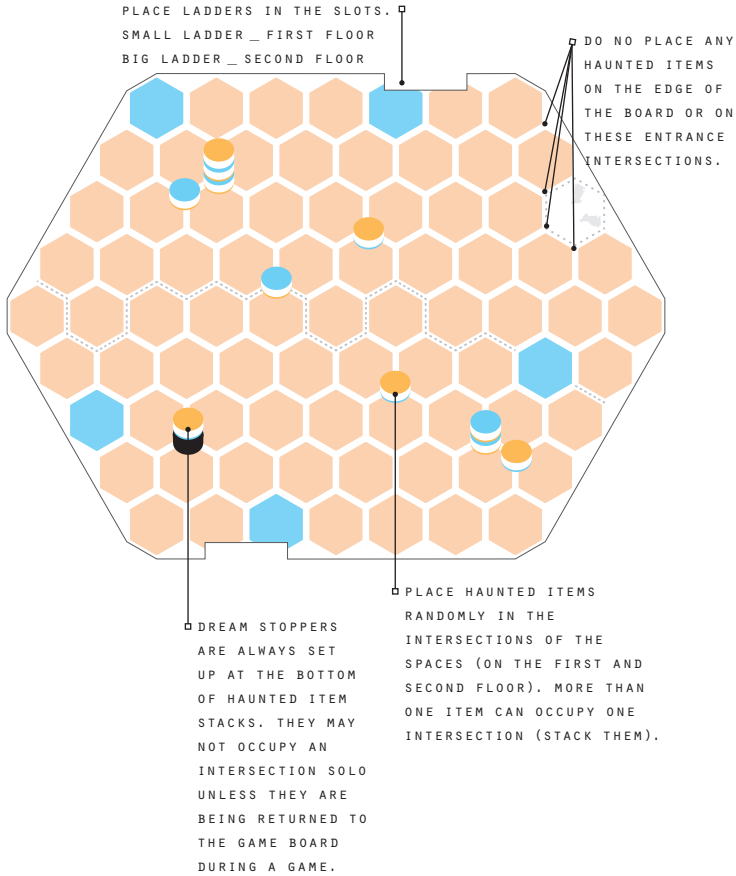


HAUNTED ITEM SLOTS
LADDER + LADDER SPACE
PLAYERS' CHARACTERS AND RABBITS MAY ONLY MOVE TO ANOTHER FLOOR WHEN HE/SHE REACHES A BLUE LADDER-MARKED SPACE AND ONLY WHEN THE LADDER IS PRESENT AT THAT SPACE. WHEN A LADDER IS NOT PRESENT, THAT SPACE FUNCTIONS AS A REGULAR SPACE.

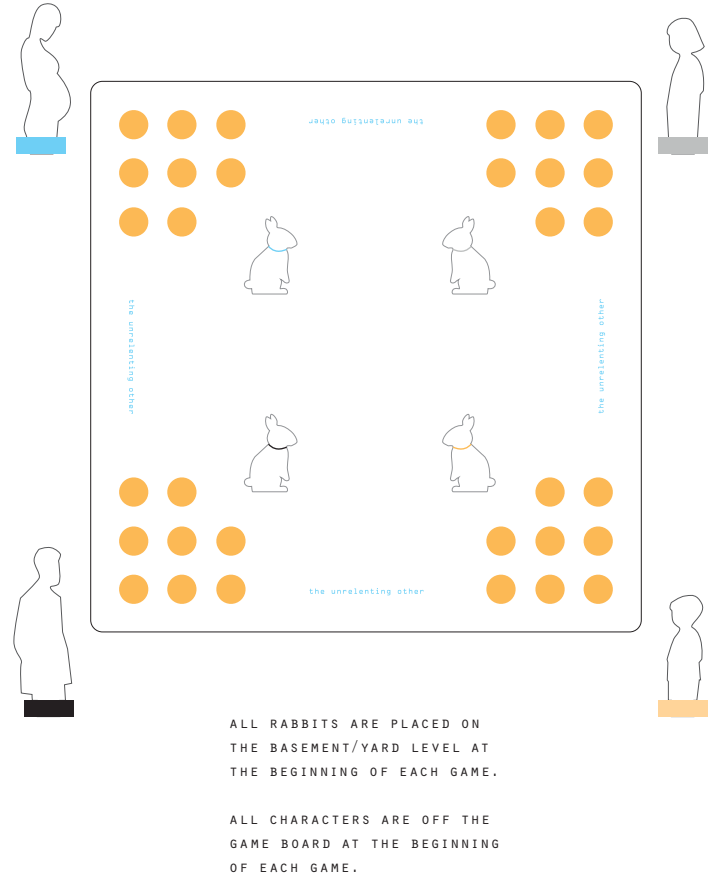


TILLY'S DIVIDING LINE. (ON FIRST FLOOR AND SECOND FLOOR) SEE PAGE 10 FOR DETAILS.

FIRST + SECOND FLOOR



BASEMENT/YARD FLOOR



ORDER OF TURNS

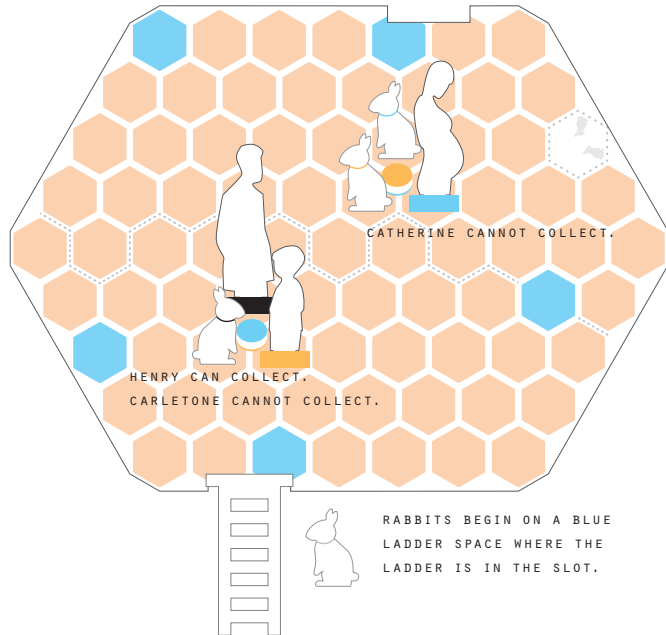
HENRY, CATHERINE, TILLY, CARLETON

PLAY MODES

CHARACTERS MOVE DURING THE DAY PLAY MODE WHILE RABBITS MOVE (ALL TOGETHER) DURING THE NIGHT PLAY MODE. PLAY MODES ALTERNATE AFTER A ROUND OF TURNS.

DAY _ PLAYERS ONLY MOVE HIS/HER OWN CHARACTER BY ROLLING TWO DICE AND COLLECTING HAUNTED ITEMS.

NIGHT _ PLAYERS MOVE ALL FOUR RABBITS BY ROLLING TWO DICE. NO MORE THAN TWO RABBITS MAY OCCUPY ONE SPACE. RABBITS DO NOT HAVE TO MOVE IN THE SAME DIRECTION.



TURN STRUCTURE

FIRST ROUND OF TURNS _ DAY MODE:

1. ROLL 2 DICE, THEN MOVE YOUR CHARACTER THE NUMBER OF SPACE EQUAL TO THE SUM OF THE 2 DICE (THE ENTRANCE SPACE IS THE FIRST SPACE).
2. COLLECT ONE HAUNTED ITEM (IF POSSIBLE).
3. PLACE THE ITEM IN YOUR SLOTS, DECIDE WHICH SIDE TO FACE UP.

_ NIGHT MODE:

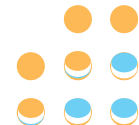
1. ROLL 2 DICE, THEN MOVE EACH RABBIT THE NUMBER OF SPACES EQUAL TO THE SUM OF THE 2 DICE. BEGIN ON THE FIRST FLOOR ON THE LADDER SPACE WITH THE BASEMENT/YARD LADDER IN THE SLOT. SEE THE DIAGRAM ON THE OPPOSITE PAGE.

CONSECUTIVE TURNS:

1. PLAY CHARACTER PLAYER ROLES (PAGE _) AT THE BEGINNING OF EACH TURN.
2. FOLLOW THE TURN STRUCTURE OUTLINED ABOVE.

IF A RABBIT (UNLESS IT IS ONLY YOUR OWN) IS ON A SPACE THAT IS PART OF AN INTERSECTION WHERE A HAUNTED ITEM IS PLACED, YOU MAY NOT COLLECT THE ITEM. SEE THE DIAGRAM ON THE OPPOSITE PAGE.

PLAYERS MAY HAVE SOME ITEMS WITH THE CONTROL SIDE UP AND OTHERS WITH THE INSANITY SIDE UP AT THE SAME TIME. TO SWITCH A PREVIOUSLY COLLECTED HAUNTED ITEM FROM ONE SIDE TO THE OTHER, A PLAYER MUST ROLL DOUBLES OR A TOTAL OF 4 OR 10 DURING THE NIGHT PLAY MODE.



how to play

DREAM STOPPERS



WHEN YOU COLLECT THESE ITEMS, THEY STAND FOR BOTH CONTROL AND INSANITY. AT ANY END OF A PLAY MODE (I.E. AFTER PLAYER CARLETON/RABBIT'S TURNS), YOU MAY PLACE THE ITEM INTO ANOTHER PLAYER'S SLOT, BLOCKING HIM/HER FROM FILLING UP HIS/HER 8 SLOTS. THE VICTIMIZED PLAYER MAY FREE HIMSELF/HERSELF BY REMOVING ALL OF HIS/HER ITEMS TO THE BASEMENT/YARD OR ROLLING A TOTAL OF 2 OR 12 DURING HIS/HER TURN.



TWO WAYS TO WIN

TO WIN BY CONTROL:

1. MUST HAVE ALL OF HIS/HER ITEMS (8 TOTAL) WITH THE CONTROL SIDE UP AND
2. NO RABBITS CAN BE ON THE SECOND FLOOR OF THE HOUSE AND
3. HIS/HER OWN RABBIT MUST BE IN THE BASEMENT/YARD FLOOR.

TO WIN BY INSANITY:

1. MUST HAVE ALL OF HIS/HER ITEMS WITH THE INSANITY SIDE UP AND
2. ALL RABBITS ON THE SECOND FLOOR OF THE HOUSE AND
3. HIS/HER RABBIT MUST BE ON A SPACE ADJACENT TO THAT OF HIS/HER CHARACTER.

character player roles

THESE ROLES ARE ALSO AVAILABLE ON THE (4) INDIVIDUAL CHARACTER PLAYER ROLES CARDS. WHEN DEALING WITH HAVLES, ALWAYS ROUND UP.

HENRY

NEVER HOME _ WHEN YOU ROLL A TOTAL OF 7, TEMPORARILY LEAVE THE GAME BY REMOVING YOUR CHARACTER PIECE FROM THE BOARD.

RETURN HOME _ WHEN YOU ROLL A TOTAL OF 3 OR 11, ENTER THE GAME AGAIN AND PLACE YOUR CHARACTER PIECE ON THE ENTRANCE SPACE.

PROBLEM SOLVER _ WHEN YOU ROLL A TOTAL OF 6, (FIRST MOVE YOUR CHARACTER PIECE, THEN) TURN HALF OF YOUR HAUNTED ITEMS SO THAT THE OTHER SIDE FACES UP.

APPOINTMENT WITH THE EXTERMINATOR _ RETURN 2 ITEMS TO THE BOARD TO MOVE THE OTHER THREE PLAYERS' RABBITS TO ANOTHER LEVEL. PLAY AT THE BEGINNING OF ANY OF YOUR TURNS.

CATHERINE

ALWAYS PAINTING _ ONLY MOVE ALONG THE EDGE OF THE BOARD WHENEVER HENRY LEAVES.

BABY IS KICKING _ WHEN YOU ROLL A TOTAL OF 8, (FIRST MOVE YOUR CHARACTER PIECE, THEN) TURN HALF OF YOUR HAUNTED ITEMS SO THAT THE OTHER SIDE FACES UP.

THE DOORBELL RINGS _ WHEN YOU ROLL DOUBLES, PLACE YOUR CHARACTER PIECE ON THE ENTRANCE SPACE.

"IT HAS TO BE PERFECT" _ RETURN 2 ITEMS TO THE BOARD TO MAKE THE OTHER THREE PLAYERS REMOVE HIS/HER CONTROL-SIDE UP ITEMS TO THE BASEMENT/YARD. PLAY AT THE BEGINNING OF ANY OF YOUR TURNS.

character player roles

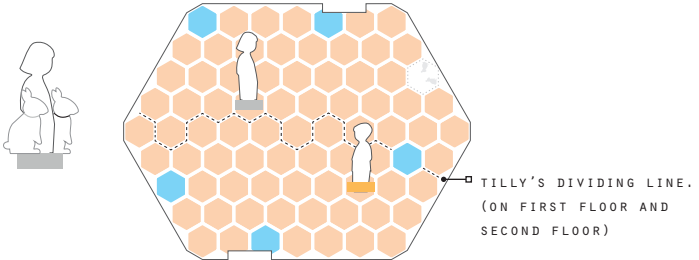
TILLY

DISCOVERS THE MAKE-BELIEVE DOOR THAT LEADS TO A SET OF STAIRS _ RETURN 2 ITEMS TO THE BOARD TO MOVE THE BASEMENT/YARD LADDER. PLAY AT THE BEGINNING OF ANY OF YOUR TURNS.

LIKES THE RABBITS _ WHEN YOU ROLL DOUBLES, PICK UP 1-2 RABBITS (ON THE SAME LEVEL) TO MOVE WITH ON THE GAME BOARD DURING THE SAME TURN. LEAVE THE RABBITS ON YOUR NEXT CHARACTER TURN. (DIAGRAM)

DIVIDE THE [HOUSE] IN HALF _ RETURN 2 ITEMS TO THE BOARD TO MAKE CARLETON MOVE ONLY ON THE OPPOSITE SIDE OF THE GAME BOARD OF TILLY. (DIAGRAM)

YOU ARE SLEEPWALKING _ WHEN YOU ROLL A TOTAL OF 7, IMMEDIATELY MOVE TO A SPACE ADJACENT TO CATHERINE'S SPACE AND FOLLOW HER ON AN ADJACENT SPACE DURING HER NEXT TURN.



CARLETON

DOESN'T LIKE THE STAIRS _ RETURN 2 ITEMS TO THE BOARD TO MOVE THE HOUSE LADDER. PLAY AT THE BEGINNING OF ANY OF YOUR TURNS.

YOU FIND TILLY'S ARMADILLO PURSE _ WHEN YOU ROLL A TOTAL OF 9, TILLY MUST REMOVE HALF OF HER HAUNTED ITEMS TO THE BASEMENT/YARD.

BECOMES HAUNTED _ WHENEVER YOU ROLL DOUBLES, TURN HALF OF YOUR HAUNTED ITEMS SO THAT THE OTHER SIDE FACES UP.

"DON'T TELL" _ WHEN YOU ROLL A TOTAL OF 5, "MOVING ON THE OPPOSITE SIDE OF THE BOARD OF TILLY" (IF ACTIVE) IS NULL.