

Crisis

© 2008 Jim Adams

How to play the eco game

You should have: one dice with shaker, five tokens or counters, 30 Peril cards, 30 Action cards, all in a box, with these instructions and a board.

CRISIS is a cooperative game. All players win, or all players loose, except for the case of two players, where it is possible also to have a draw.

The objective is to reach the Sanctuary in the centre. If two players reach the Sanctuary together, all players have won and if two players find themselves in the Abyss, all players have lost. For two players, if one player reaches the Sanctuary whilst another is in the Abyss, then the game is a draw.

CRISIS has tokens or counters for from two up to five players. At the beginning of the game, each player chooses a token, and uses it throughout the game.

The 30 Peril cards are shuffled and put in the 'Peril Cards' position on the board. Likewise the 30 Action cards are shuffled and put in the 'Action Cards' position on the board.

The players choose the order in which they take turns, being the same throughout the game, either by agreement, or if there is any dispute by throwing a dice, the highest going first and the lowest last. If then two or more players throw the same number, they throw the dice again and decide the priority between them as previously, and so on until the order of turns is decided.

For four or more players, the fourth player begins the game from the OUT square and the fifth from AGAIN. All the other players begin from START. Each player moves their counter on a number of squares equal to the throw of one dice.

If a player draws a Peril card that has the effect of instructing the player to go back further than START, the player moves to the AGAIN square.

If a player's throw would finally land that player in the same square as another token, the player can choose to move either on to the next square, and so on if the next square is also occupied, etc., or otherwise the player must move to the nearest available backward square.

If a player lands finally on a square containing the flight of an arrow, the player immediately moves the token to the square at the head of the arrow.

If a player lands finally on a Peril square, the player takes a Peril card and follows the instructions on it. There may be a choice of options, say, go back 3 squares, or go back a number of squares equal to a new throw of one dice. A player cannot reverse a decision to throw the dice, after having thrown the dice anew. The Peril card is then placed in the 'Peril Discard' position on the board, unless otherwise indicated.

Likewise, if a player lands finally on an Action square, similar rules apply. Action cards usually ask the player to move forward. The Action card is then placed on the 'Action Discard' position on the board, unless otherwise indicated.

If a player lands on a Peril or Action square, causing the player to go to another Peril or Action square in one move, the player is limited to taking no more than two cards in total for that move.

If all the Peril or Action cards are used up (except those kept by players) the cards on the Discard pile are then shuffled and replaced on the 'Peril Cards' or respectively 'Action Cards' positions on the board.

A player must throw a 6 to get out of the Abyss, unless otherwise assisted, and then always moves to the OUT square.

A player on or after the AGAIN square who then throws a 1, immediately enters the Sanctuary.

A player who throws a number above the smallest number that would enter the Sanctuary, still enters it.

On a turn, a player in the Sanctuary still throws a dice. If the player throws a 1, the player must go to the AGAIN square.