

HOW TO DIE



2-8



30m



15+

THE GAME

Welcome to the comprehensive guide to your demise in Death Wish. The objective is morbidly simple: **die first**. It is a race to create deadly combinations to snap up diseases before the other players do!

THE CARDS

- 118 Symptom cards
- 48 Afflicter cards
- 40 Disease cards
- 34 Outbreak cards
- 8 Reference cards
- 5 Disease templates



GAME SET UP

1. Hand out reference cards and shuffle each deck thoroughly.
2. Place the disease deck and reveal 4 diseases face up to the right (**disease pool**). Reveal another disease face up and place to the left of the deck (**incubation disease**).
3. Place the outbreak deck to the right of the disease pool.
4. Deal each player 4 symptoms face down. Players may see their own cards. Place the deck above the disease deck and reveal 4 symptoms face up to the right (**symptom pool**).
5. Deal each player 2 afflicters face up and place the deck to the right of the symptom pool. Reveal an afflicter and place face up to the right of the afflicter deck (**open afflicters**).
6. Allow areas for separate discard piles and player disease stacks.

TABLE

Symptom deck		Symptom pool			Afflicker deck	Open afflickers	
							
							
Incubation disease	Disease deck	Disease pool			Outbreak deck		
PLAYER		   					Player disease stack
	Player reference	Player symptoms			Player afflickers		

Afflicker discard	Symptom discard	Outbreak discard
-------------------	-----------------	------------------

CONTRACTING A DISEASE

Use turns to collect matching symptoms and afflicters to contract diseases. Build up to the chosen total or more skulls from diseases to win!

CHOOSE A TOTAL: **2-5 players** **6-8 players**
More skulls = longer game **10-12** 🦴 **8-10** 🦴

1

Obtain an afflicter that matches the colour of a chosen disease in the disease pool.

2

Additionally, collect the total number of symptoms shown on the corner of the disease that matches the disease colour.

4

5

Stealing! Many diseases also display a smaller-sized number. Collect this amount to use another player's afflicter!


3

Place the disease in front of you, share how you caught it to the group (see p.6 **share your diagnosis**) and discard the spent afflicter and symptoms. Refill the empty space with the incubation disease and replenish this from the top of the deck.

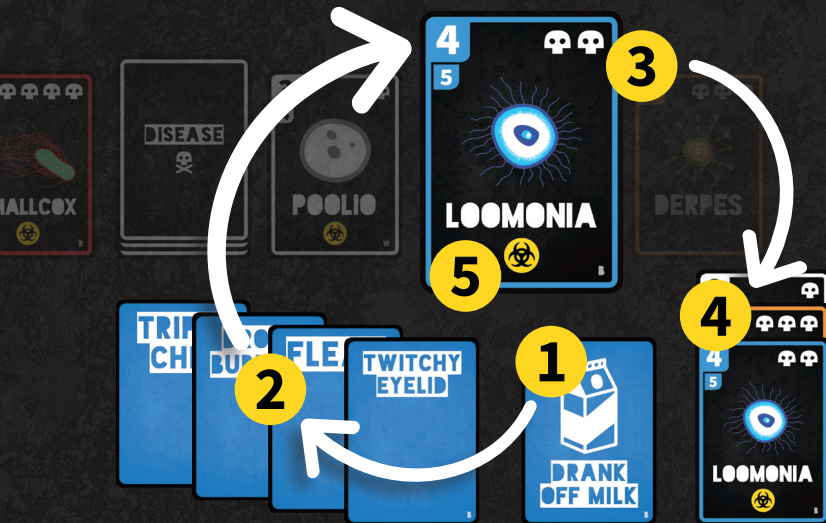
4

Take note of the number of skulls on the collected disease and reach or exceed the agreed total to win. Stack your own diseases with the skulls visible for easier counting!

5

If the disease displays an , collect an outbreak card, read it out and complete it, discarding after use. Some may also state “**KEEPER**” meaning you can keep it private and use it later. Outbreaks usually help you!

This **blue disease** requires **a blue affliker** and **4 blue symptoms**.



EXAMPLE

This player wanted to contract “Loomonia” so they used turns to collect a blue affliker **1** and 4 blue symptoms **2**. They used another turn to collect the disease, add it to their own disease stack **3** and share out their unique diagnosis (see p.6 *share your diagnosis*).

The contracted disease had 2 skulls **4** so they became closer to winning. Lastly, the disease had an outbreak symbol so they picked up an outbreak **5**.

CHOOSE ONE TURN ACTION

The player who looks the most suitably dressed for a funeral (darkest clothing) starts and the game is played in a clockwise direction. Choose **one action** from the following four options as a turn:

SUFFER SYMPTOMS

Collect up to 2 symptoms from the symptom deck **OR** from the symptom pool (not both). Only 1 wild symptom is allowed from the symptom pool (see p.7 **wild cards**). After the turn, refill any empty spaces in the symptom pool from the top of the deck. **Max 7.**



BECOME AFFLICTED

Reveal the top 2 afflictors from the afflicter deck. Place one face up in front of you and the other face up on the open afflictors **OR** collect the top open afflictors card. If the open afflictors is empty, refill it with a card from the top of the deck. **Max 3.**



🦠 SPREAD A DISEASE

Take the incubation disease **OR** the disease from the top of the disease deck and place it offset above a disease in the disease pool, blocking the disease underneath. Refill the incubation disease from the top of the deck if used. **Max 1 on a disease.**



💀 CONTRACT A DISEASE

Ready to catch a disease? (See p.3 **contracting a disease**). Take the disease (**max 1**), share your diagnosis and collect an outbreak if ☣️ is displayed. Refill any empty space in the disease pool with the incubation disease and replenish this from the deck.



SHARE YOUR DIAGNOSIS

"I've contracted **Poolio** because *I licked an armpit* and I'm suffering from *meat cravings*, a *hurty face* and *cheesy feet*!"



COLOURS & RARITY

Diseases, afflictors and symptoms all have a colour type, the colour is reflective of rarity and number of skulls on diseases (excl. wild diseases).

White



Loads 'n' loads

Blue



A fair few

Orange



Some of 'em

Red



Not many

Wild



Say what?

WILD CARDS

Wild cards are rare with a multi-coloured design.

WILD SYMPTOMS

Wild symptoms are classed as any available colour.

WILD AFFLICTERS

Wild afflictors are classed as any available colour. These are a target for stealing so use them quickly!

WILD DISEASES

Wild diseases require one of each colour symptom (white, blue, orange and red) with any self-owned afflictor. Wild symptoms can also be used.



MORE STUFF

1. Once all symptoms, afflicters or outbreaks have been used from their decks, shuffle and reset them. For the afflicter deck, the top open afflicters card should remain and all other afflicters shuffled and reset.
2. If the cards in the symptom pool are the same colour, discard them all and reveal a fresh new set from the symptom deck.
3. If the only accessible diseases in the disease pool are the same colour, shuffle the respective cards into the disease deck. Empty spaces should first be refilled with the incubation disease followed by diseases from the top of the disease deck. Refill the incubation disease after this process.
4. Outbreaks of diseases passed between players should be ignored as the disease has been exhausted of its effects.
5. In the instance that there are 2 players, outbreaks with a group symbol (👥) should be ignored and another outbreak drawn.



LIMITS & DISCARDING

You have card limits of 7 symptoms in your hand and 3 face-up afflicters displayed in front of you.



When reaching a limit, you may first add new cards to your collection and then discard down to your limit. Keep discard piles face down.

ENDING THE GAME

When you have built up to the agreed total or more skulls, you have won, ending the game and your miserable existence. Outline your burial preference to the group!

Games of more than 2 players may optionally continue playing until only a lone survivor remains and the game ends.

**THANKS FOR
DYING!**



VICTIMS

Game design: Jason Hibbert of Sketchy Games (sketchygames.co.uk). Publishing: Zafty Games (zaftygames.com). Manufacturing: Whatz Games (whatzgames.com). Icon art: Freepik & Google (www.flaticon.com). Disease artwork by DragonArtz (www.dragonartz.net) & Istock (www.istock.com). Playtesters: PlaytestUK, various staff at Adtrak LLP, Michael McGeagh, Martin Di Martino Marriott, Dave Prosser, Sarah O'Loughlin, Michael O'Loughlin, Tom Forster, Dan Wrigley, Sam Wessell, Allister McDonagh, Chris Harston, Chris Harris, Alun Davies, Peter Svenson, James Norris, Frances Norris, Sarah Cleal, Chris Harris, Mark Pickering, Richard Poole, Kimberly Jamison, Chris McCormick. Additional disease card names: Reddit [/r/tabletopgamedesign](https://www.reddit.com/r/tabletopgamedesign), Dave Prosser, Socrates Kolios. Marketing Assistance: Chris McCormick, Claire Baldwin, Louisa Hastings, Chris Rutter. Video production and editing: Alasdair Purkis. Rulebook proofing: Tom Quickfall, Michael McGeagh, Dave Prosser. Prototype reviewers: Bearded Meeple, Edo's Game Reviews, Breacher18, Just Got Played, Weir Gaming, The Little Mettle Dog Show, Indietabletop, Boardgame Authority, Dice Monkey, GJJ Games, Fluff n Crunch, Initiative Tabletop. Kickstarter backer NSFW addon submissions: Steven Osborne, Kien Quan, Justin Pomroy, Brandon Fox, J A Chapman, Michael Fenner, Sean Linkous, Sarah Starling, Tommy Soudachanh, Stephanie Spann, Christopher Ramirez, Lewis Sutton, Tracey Willis, Aaron Ting, Edgar Briceno Torres, Stephanie Baptiste, Felix Thiang, Ben Fairgrieve, Kayed Alqasemi, Eddie Kurtén, Claire Baldwin, Nick Plummer, Jeff Hadaway, Posh-Tim Cawley, David Bowes, William Wheeler, Vincent Briglia, Philipp Neumann, Dave Prosser, Paul H Lyons, Kevin Viviano, J A Chapman, Oliver Rouch, Jeff Reeve, Jack Statham, Callum Grier, Tracy Fleming, Katrin Schäfers, James Sheppard, James Hastings-Hall, Jonathan Taft, James Michaelson, David Forest, Chris Pearson, Andrew Jackson, Thomas Foulds, Bruno W M Abreu. Cups of tea and general awesome support: Emma Luck. A complete list of credits are available on the website (deathwishgame.com/credits).

CREATOR NOTE

Death Wish was successfully funded on Kickstarter in 2016. This was my first game and would never have been possible without the support of backers who not only funded the project but also contributed their ideas and feedback.

I want to express an appreciative thanks to everyone who helped and got involved to bring this game to life (*and death*). You are all awesome but need some serious mental help.

- Jason Hibbert