

You Only Die Once

Philip is about to die, it is unavoidable. In his last few heartbeats his life flashes before his eyes.

You play as agents of the fates, racing against time to set in stone how he remembers his life for the very last time. Each heartbeat locks a memory in place so you can't manipulate it any more. You win the game if you get the most memories your way.

Play through all of Philip's life backwards through his memories until his heart can beat no more.

Set Up

1. Lay out the board

Lay out the board with the heartbeat marker at the Death end of the track. Open the YODO app on your iPad.

2. Draw Fates

The fates decide which player they want as their agent. Put all six fate tokens in a bag and each player in turn pulls out a fate token from the bag. Hand out the corresponding decks amongst the players. Decks for the fates not drawn from the bag, are not used.

3. Deal your hand with no heartbeat card in it.

Each player takes their deck, removes the heartbeat card then shuffles it. They then deal themselves 4 cards as a hand, and then shuffles the heartbeat card back into their deck.

4. Come to terms with mortality.

The player who has come closest to dying goes first.

How to Play

Philip's life is laid out before you, players take it turns to influence how that memory is recalled, by laying a card from their hand onto the various life events.

Determining fate

You can place your card on any empty space, there is no predetermined order. You can also 'rewrite fate' by placing on top of other player's cards.

Rewriting fate

You can also play your card on top of another card that is already on the board, but only onto life event spaces that are not already locked. The card you are playing on top of, must have at least one fate symbol matching the card you are playing. It doesn't matter how many symbols are on either card.

Draw new cards

After playing a card draw a new card from the top of your deck into your hand. If the card is a fate symbols card, it's now the next player's turn.

The beating heart

If a Heartbeat card is drawn it is played immediately. The memory of the life event most recent to moment of Philip's demise is locked in place and cannot be manipulated any more.

The heartbeat marker moves one space down the board towards Birth.

As soon as a memory has been locked in place, the topmost card on that life event space wins. All the cards underneath the winning card are returned to the bottom of their owner's fate deck. The winning card remains on the board.

The player who drew the heartbeat card shuffles it back into their deck and now tries again to add a new card to their hand. If they draw the heartbeat card again, it plays immediately as before.

Scoring points

Every fate symbol on the winning card, gains their fate influence points. Tap the symbols on the iPad screen then tap the 'beat' button.

All fates shown on the card gain points, no matter who placed the card. However, the more symbols that share the card, the fewer influence points each fate gains.

Three symbols on one card each gain one point.

Two symbols on one card each gain 3 points.

One symbol alone on one card gains 6 points.

An uneventful life

If there were no cards on the life event space when the memory is locked, no fate wins anything for that memory. It plays through as normal, tap the 'beat' button on the iPad to record that no fate gained any influence over that particular memory.

Unable to move

If on your turn you can't play any of the cards in your hand, you must discard one card to the bottom of your fate deck and draw a new card. If that card is a heartbeat card, it plays immediately as normal.

The game ends when Philip's heartbeats it's last beat, the iPad will

then play back how he recalls his life story, as influenced by the players.

The fate that managed to influence the life story the most, wins.