Dia de los Muertos
- The day of the dead -

**A game for 2-6 skeletons
from Henning Poehl,
based on the card game "Zombie Rally"
from Adam Loper and Peter Spahos,
Snarling Badger Games.**

Play purpose and play subject
On a Mexican cemetery the yearly "Dia de los Muertos" is celebrated - the day of the living dead.
The players are skeletons who don´t want to stay in their graves anymore! With creepy music, terrifying dance and decent feast the dead people celebrate together with the living persons.
The skeletons try with cunning and malice to take part possibly in all festivities and to hold together their own body parts, before they must return again into their graves. However, they have to pay attention to the other skeletons, the dog and the gravedigger which strive to them for their bones…

Play material
1 game board
8 figures for the game with a set of plasticfeet:
  - ➔ 6 skeletons (numbered from 1-6)
  - ➔ 1 gravedigger
  - ➔ 1 dog

99 cards:
  - ➔ 6 play-order-cards (with the counter 1-4 on the front, 5+6 at the back)

  - ➔ 12 skeleton-cards:
    - • 6 x skeleton upper top and
    - • 6 x skeleton drag

  - ➔ 9 dead-festivity-cards:
    - • 3 x music of the dead (1 victory point),
    - • 3 x dance of the dead (2 victory points) and
    - • 3 x banquet for the dead (3 victory points)
    - • 1 of it is substitute

  - ➔ 6 general-cards

  - ➔ 66 action-movement-cards

Explanation of the cards and the symbols
66 action-movement-cards are printed on both sides. One can use cards either for an action (front) or to make a movement (back).

At the back there are 1 to 3 bigger bones which display the maximum movement range.

The small boxes on the front show different action possibilities.

Kind of the card $\longrightarrow$ letter + perhaps a number

Movement   1-3 bones

Body parts $\longrightarrow$ perhaps hand or foot

At the bottom on every action card is described how the action works.

The kind of the cards:

The colour of the abbreviation specifies the kind of the card:
red = straight attack
blue = random attack
black = no attack
white = reaction card, cannot be played during the own turn.

The numbers which are sometimes under the abbreviation display the range of the actions specified on the cards.

The movement
shows as well as the back of the card the extent of the movement

The bodyparts
For different actions one needs certain body limbs. If a player does not own the suitable limbs any more, he cannot carry out the action any more. He can play the card, indeed, as an action, then, however, the action has no effect.

Play construction
The gameboard is put into the middle of the table. It shows a path with numbers, some fields have special features. An arbitrary number of skeletons can stand on one field.

In the game for three to six players two of the dead-festivity-cards *banquet for the dead*, *dance of the dead* and *music of the dead* are put in each case thus on the matching fields (19, 21 and 24) that the side of the card with the numbers can be seen.
In the game for two players there is only one dead-festivity-card on every field.
The spare dead-festivity-cards come out of the game.

The dog is put on field 30 and the gravedigger on 32 with the shovel in the purpose field.

Every player receives two skeletoncards (an upper top and a drag), an order card, an overview card and a skeleton figure of his choice which he puts onto the start field.
The skeletoncards are put together in such way that the image of a skeleton with two arms and two legs is shown
Notices: *The motives on the skeletoncards are independent from the motives on the skeletonfigures.*

The order-card is laid out besides.

All action-cards are shuffeled and put beside the gameboard as a drawing-pile (so that only the

backs are to be seen).

Every player receives concealedly four cards which he takes on the hand.
The cards are held diversified, so that the actions on the fronts are to be seen only by the respective player and the backs can be seen by all players

Every player can see therefore how many movement points another player has at his disposal but not which actions.

Game play
The game is played in rounds.

Every round consists of 4 phases:
1.) Determine order
2.) Drop a card facedown
3.) Actions and movements
4.) Swap cards

1.) Determine the order
Every turn begins with the player whose skeleton stands on the field with the lowest number.
If there is a tie the player begins who has the least movement points on the hand. At a tie former in the row is who has less body parts. If need be the player begins whose skeleton has the lower number.

The start player turns his order-card on One, then the next player turns his card on Two etc.

2.) Drop a card face down
Now each player puts in the order of the order-cards one card face down onto the order-card, so that the backside of the movement-action-card and the right number of ordercard is shown over the top of the movement-action-card.

3.) Actions and movements
Now the players determine in order shown by the order-cards whether their respective played card is used: for a movement or for an action.
A player who would like to play a movement executes the movement and then puts the card onto the discard pile.
A player who would like to play an action turns his played card and carries out the action specified on the card.
How a player would like to use his played card, he must decide not until it is his turn.
Notices: *If a player has only one card, he can't play it as a movement, he has to play it as an action, so that he can draw two new cards afterwards .*

Movement
The player moves his skeleton at most the quantity of fields allowed to him. The possible quantity of movement is equal to the number of the bones on the played card.

The movement is limited if a skeleton has already lost bodyparts:
➔ A skeleton which has only one leg can move maximum two fields far.
➔ A skeleton which has no legs can move the quantity of fields according to the number of his arms (two arms two fields, one arm only one field).
➔ A skeleton without arms and without legs can't move.

A skeleton can go always voluntarily less fields than are allowed by the played card.

The movement of a skeleton ends anyway immediately on the fields of the dead-festivity-cards (19, 21 and 24) and the bones-hiding-places of the dog (29, 30 and 31) and the goal (32).
No player can enter and leave these fields in one turn.

The fields on which the dog or the gravedigger stands may not be entered. It is also not possible that a skeleton passes a field on which the dog or the gravedigger stands.

On the fields with the green numbers (1, 2 and 3) the players can move only in direction of the arrows.

The fields with the red numbers (from 25 to 28) may be entered by a skeleton only if the gravedigger has left the way. On these fields the skeletons can be moved only in direction of the arrows.

Collect from dead-festivity-cards
A player who enters a dead-festivity-cards field receives a card which is displayed there. In each case the cardfields can only be entered and lef by the fields 18, 20 and 23.
The player has to put this card openly before himself onto the table, so that every player can see the victory points. As soon as a dead-festivity-card is drawn, the gravedigger moves a field in the direction of start (with two players the gravedigger moves two fields).
Every player may collect only different dead-festivity-cards. A player cannot collect several identical dead-festivity-cards on a field.

Movement of the gravedigger
The gravedigger begins his way in the goal and moves from there above the fields with the red numbers (from 28 to 25) contrary to the direction of the arrow. He is moved every time when a new dead-festivity-cards is drawn from the dead-festivity-cards fields. If the sixth and last card is drawn, the gravedigger stands on 17, and the player who has moved the last dead-festivity-card may determine which of the three surrounding fields (5, 7, 16) is blocked by the gravedigger up to the end of the game. If a skeleton stands on the field on which the gravedigger would like to move, the skeleton must get out of the way. The player to whom the skeleton belongs decides on which field his skeleton gets out of the way.
The actions "leapfrog" and "header" cannot be carried out passing the gravedigger.

Notices: *A skeleton which stands on the field 31 can be immured temporarily if the gravedigger stands on 17.*

Movement of the dog
A player who executes a movementcard can use his movement points also to move the dog instead of the skeleton. Besides, he can split the movement points arbitrarily.
Besides he can also use points for moving the dog which he himself cannot use at all (because he has no own body parts any more).

> ***Example:*** *A skeleton with an arm and without legs can move only one field far if it plays a movement card of three. It can use the two remaining movement points to move the dog.*

The dog may also move onto the field of the gravedigger or past his field.

Effect of the dog
The fields on which the dog stands cannot be entered by a skeleton. Contraryly its possible that the dog moves onto the field of a skeleton.
As soon as it enters a field with a skeleton the dog finishes its movement immediately and executes a random attack (see below).
If there are several skeletons on the target field, then the player who leads the dog may decide which skeleton this attacks.
After an attack the dog is placed onto a bones hiding place (29, 30 or 31) of his choice by the player who has led the dog before the attack.
The card drawn by the attacked skeleton is laid onto the cardfield of the suitable bones-hiding-place.
If a skeleton is on an bones-hiding-place onto which the dog should be placed, then the skeleton is shifted to the field from which the bones hiding place can be entered.

Bones-hiding-places of the dog
A skeleton which enters an bones-hiding-place (29, 30 and 31) may pick out a bone for itself from

the deck accumulated there by the dog (the bone is displayed by the body part symbol on the action-card) or a dead-festivity-card which he can use.
The bones-hiding-places can be entered and left only by the fields 9, 17 and 22.

Enter the goal
A skeleton which enters the goal is put onto the gravestone which displays the position according to his arriving. The game is finished for this player immediately and he may watch the wrangling of the following up till the end of the game.

The actions
The player excutes the action specified on the card with his skeleton.
Some of these special actions permit moving the skeletons. These movements count as actions and **not** as movements, hence these actions can't be used to lead the dog. Regarding to their range they also have no restrictions which apply to movements.
Other cards refer to things which one can "use". Body parts or dead-festivity-cards which one can use are body parts which a skeleton itself lacks or dead-festivity-cards which a skeleton doesn't own.
Actions are only possible if enough body parts exist and the range is not exceeded. A skeleton can execute actions only completely or not at all. Every action which can be executed **must be executed**. A player can also play actions if he can't execute them (because he hasn't enough body parts) in order to draw cards.

Body parts:
- Hand = the skeleton needs at least one arm to execute the actions throwing, beating and snatching.
- Foot = the skeleton needs at least one leg to execute the actions header and kicking.
- Hand and foot = the skeleton needs at least one arm **and** one leg to carry out the actions leapfrog, doing cartwheels, to hustle.
- No body parts are necessary for the actions follow, holding, dodge and bone-patches.

Range:
1-3: Range one to three fields - the action works only in the specified range. The fields are counted in any direction by the skeleton which executes the action. The action has no effect on the field on which the skeleton is at the beginning of its turn. Throwing can also have a range up to four or five. If using leapfrog it is enough if the first skeleton which should be jumped over is in the range.
0-1: The action can be executed only on the field on which the skeleton is or on a neighbouring field.
No number: unlimited range

Straight attacks (red abbreviation)
Straight attacks indicate always clearly how they affect.
These attacks can be repulsed by playing the reaction card "dodge".

Random attacks (blue abbreviation)
Random attacks cannot be repulsed by the reaction card "dodge". Here it is determined by chance whether and how a skeleton is concerned by the attack.
Random attacks are: Throwing, Doing cartwheels and the dog.
The player who executes a random attack, draws a card out of the hand of the victim.
If a victim has no hand cards in an random attack because he played his last card even as action in this turn, then the top card of the drawing pile is revealed to determine the affected body part.
Now the body part (which ordinarily specifies on an action card which body part is required to realise the action) specifies which body part the victim skeleton loses.
- If therew is no specific body part on the drawn card, the victim in an attack by a skeleton has luck and the attack remains without any results.
If the victim is attacked by the dog he has no luck. Now the dog takes an open dead-festivity-card of the victim instead of a bone if available (the dog always takes the card with the highest value of victory points!).

- If the drawn card shows a body part the victim skeleton loses an arm or a leg:
Hand = the skeleton loses one arm
Foot = the skeleton loses one leg
Hand and foot = the players who has executed the attack may choose which body part the affected skeleton loses.

The card which was drawn to determine the affected body part is discarded. The victim skeleton is always handicapped because it lost one card, no matter whether a body part was met or not.

Notices: Only certain actions can always be on the fronts of certain movements. Who draws a one movement in a random attack (this is to be seen for the attacker at the backsides of the cards) a leg can be hit with a chance of 33%, drawing a two movement he has a chance of 50% and drawing a three movement none.

Successful attack
If an attack is successful, the victim must turn his skeleton cards in such kind that the new quantity of arms and legs from the skeleton is shown always clearly on the cards.

No attack (black abbreviation)
These are special actions, the exact effect is specified by the text on the card.

Reaction (abbreviation with black background / motive with red sky)
These cards can be played only beyond the own turn as a reaction on a movement or action of another player. It can never played as an action.
The card "holding" is played immediately at the moment when another player is about to execute a movement.
The card "dodge" can be played by a player if another player executes an attack on him.

Actions on the skeletons which stand already in the goal
The action "hustle" may not be played on skeletons which stand already in the goal.
All the other actions may be played. However, many attacks make no sense, because it isn't important how many arms and legs a skeleton has which has already entered the goal.
"Header" and "follow" may be used explicitly also on skeletons in the goal. Especially "follow" is interesting, because this card gives the possibility to enter the goal to the skeletons which have neither arms nor legs.

Drawing cards and hand limit
At the end of his turn a player may draw from 0 to 2 top cards from the drawing-pile:
  ➔ If an action card is played: two cards
  ➔ Movement played: **no** card
  ➔ Movement played and only dog controlled: one card

Who has lost his **last** card by an attack or by playing a reaction card in the turn of another player, may afterwards draw one new card (this also works with a header).

ATTENTION: The limit of the hand cards amounts to eight. A player who has at the end of his turn more than eight cards on his hand selects arbitrary cards and discards them on the discard pile, until he has only eight cards.

If the drawing pile ist empty, then shuffel the discard pile and build the new drawing pile with these cards.

Skeletons without body parts
The skeletons which own no more body parts, can play at their turn an bones-patch card to receive again body parts, or follow cards for moving.
Otherwise they can play other actions (which they do not execute) and draw two cards at the end of their turn.
Besides they can play movements and thus lead the dog and draw one card for doing so at the

end of their turn. Finally remains only the hope to receive a bones-patch card.

4.) Swap cards
A player who has at the end of a round only reaction cards on the hand which can be played only beyond the own turn ("dodge" and "holding") **must discard** all these hand cards and draw in return a suitable number of new cards.
If he has afterwards again only reaction cards on the hand, he repeats the card swapping as long as he has at least one card with another action on the hand.

Further on all players can swap cards in a ratio of two to one, i.e. they throw down two cards and in return draw one from the drawing pile.

End of the game:
The game ends when all skeletons which still own at least one body part have arrived in the goal. Then the evaluation is executed (you don´t have to wait for skeletons without any bodyparts laying on the gameboard).

Evaluation
The evaluation is depending on the position of a skeleton in the goal and from the quantity of dead-festivity-cards which it owns.
According to the postion a skeleton receives the following points.

Position	1.	2.	3.	4.	5.	6.
Points	7	5	3	2	1	0

The points of the accumulated dead-festivity-cards are added.
The sum of the dead-festivity-cards and the position points sum up to the whole points.

Play victory
The player who has the highest score, has won. If several skeletons have an equally high score, than that has won which has reached the destination first.

Expression of thanks
I (Henning Poehl) would like to thank all test players. I unfortunately cannot list everyone here in particular .
Separately are mentioned here only Heimo Fuhry and Volker Nebel who have given me valuable tips for the improvement of the play expiry.
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Imprint
This is a game from
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Translation of the cards

In the headings of the cards translation you find the following info:
German term (the bold underlined initial letter is the abbreviation you find on the cards) - English
meaning - MNumber = Movement range (amount of the cards in the card pile)

Ausweichen - **Dodge** M3 (6)
Repulses a **straight** attack. You can play this card as an action only beyond your own turn. If you
have only reaction cards on the hand at the end of the round, you must swap them.
Notice: only beyond the own turn playable

Bocksprung - **Leapfrog** M1 (3)
Jump with your skeleton **over the next** skeletons, in a direction of your choice. Place your
skeleton onto the next **free** field after this skeleton.
Notices: To carry out a leapfrog the first skeleton must stand in a range of maximum 3.

Entreißen - **Snatching** M3 (9)
Steal from another skeleton a body part or a dead-festivity-card
which you can use.

Festhalten - **Holding** M2 (3)
You hold onto another skeleton. The movement of the held on skeleton is decreased one field.
Move your skeleton as far as the held on skeleton.
Notice: straight attack, only beyond the own turn playable

Hechtsprung - **Header** M1 (3)
You jump at another skeleton and knock it over. Place your figure onto the same field like the
knocked over skeleton. If the turn of the knocked over skeleton is after yours, his played card for
his turn has no effect and is discarded. The knocked over player may draw no cards.

Knochenflicken - **Bone patches** M3 (6)
You find a bone which you can use. Complement a body part of your choice.

Nachfolgen - **Following** M1 (6)
Put your skeleton to the next **higher** field occupied by another skeleton.

Prügeln - **Beating** M2 (6)
The victim skeleton loses one arm.
Notice: straight attack

Radschlag - **Do cartwheels** M1 (3)
You do a cartwheel. All skeletons you pass lose a random body part. (This does not apply for your
start field)
Notice: random attack

Schubsen - **Hustle** M2 (3)
Push a skeleton a field forward or back, move your figure a field into the opposite direction.
Besides, you can also swap the positions.
Notice: straight attack

Treten - **Kicking** M2 (9)
The victim skeleton loses one leg.
Notice: straight attack

Werfen - **Throwing** M1 / M2 / M3 (3 / 3 / 3)
You pelt another skeleton with a cake / flowerpot / skull. The victim skeleton loses one randomly
determined body part.
Notice: random attack