

IT!

...good ol' Gauntlet. 'GREEN ELF IS IT!'

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1 Rules

1. A player who draws the 'You Are IT!' card is immediately IT. They must place the 'You Are IT!' card on their Character stand. They may slap their forehead and say 'd'oh!'.
2. Only one player may be IT at any given time.
3. All Enemies drawn from the Adventure deck by players who are not IT are immediately encountered by IT instead. Undefeated Enemies remain on the space where IT encountered them.
4. At the start of their Turns, all players who are not IT must point at the player who is IT and say that they are IT in an ominous, booming voice (for example, 'the Wizard is IT!'). A player who fails to do so before commencing their Turn immediately becomes IT.
5. If IT lands on the same Space as another Character, that Character immediately becomes IT when IT pronounces 'now YOU are IT!'. Characters on their Start space are immune to being turned into IT in this fashion provided they chant 'olly olly oxen free' (or its regional variant) and stick out their tongue at IT.
6. If a player who is IT completes a lap of the Outer Region, they cease to be IT. No other player becomes IT.

Back to work on real expansions :)

Cheers! ...Matt...