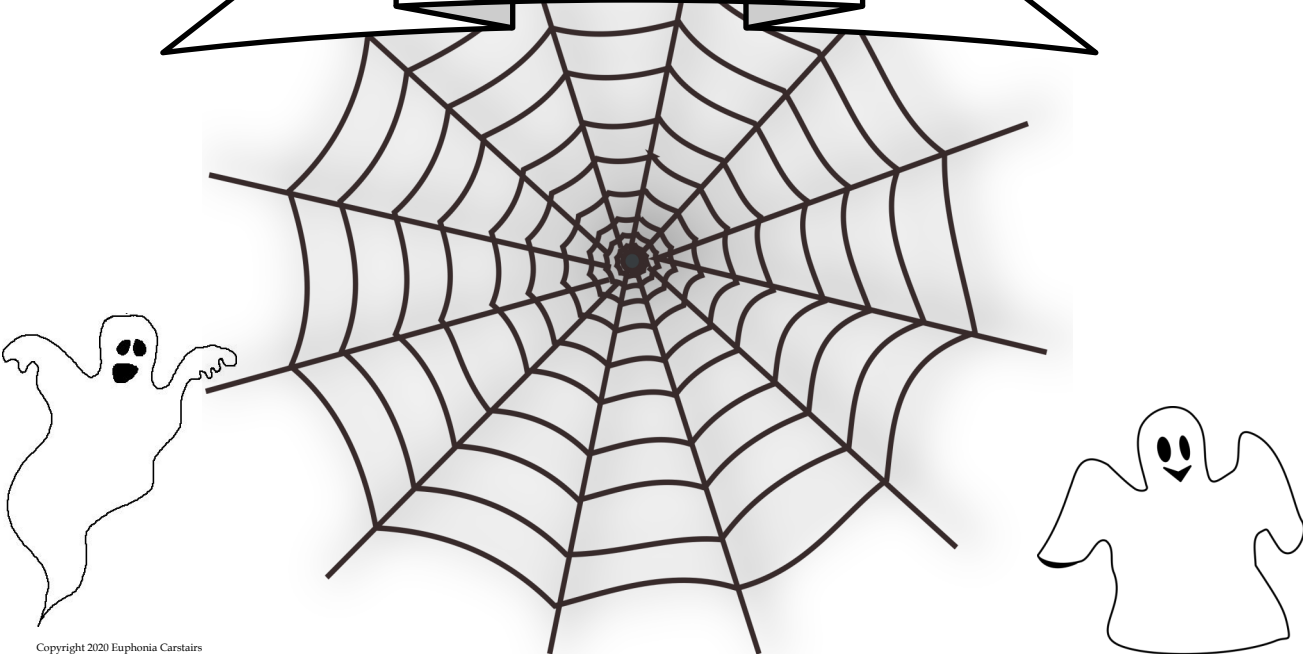


Consult the 'Messages Two' Dodecahedron for deceased-person Number Two 14	Consult the 'Messages One' Dodecahedron for deceased-person Number Two 13	Consult the 'About My Death' Dodecahedron for deceased-person Number Two 12	If you had to skip a polyhedron because of a roll of the dice, you may go back & consult one you missed for Person 1 11	If you started the game on Square 3, you may now choose Someone from the Great Beyond to speak with. 10	If you started the game on Square 2, throw the Icosahedron of Identity to learn who else desires to speak with you. 9	Consult the "Is There Anything I Can Do For You?" Dodecahedron 8
Consult the 'Advice & Insight' Dodecahedron for deceased-person Number Two 15	The Hear from the Dead Game  Copyright 2020 Euphonia Carstairs					Consult the "Advice & Insight" Dodecahedron. There's something else they need to say to you. 7
Consult the 'Is There Anything I Can do for you?' Dodecahedron for deceased-person Number Two 16						Consult the Messages Two Dodecahedron-what they wish to say is there. 6
Think of a deceased person you're concerned about. Consult the Die of Dismay to find out what's up with them. 17						Consult the Messages One Dodecahedron-what they wish to say is there. 5
Talk back to the Dead! Share your joy, sorrow, memories, annoyance, gratitude, unresolved issues- whatever it occurs to you to say to Them. 18	Lightning Round! Using any of the Polygons of the Dead, ask Anybody anything. (As long as they're dead, not living). 19	Thank You for spending this time with The Dead! End the game here-or roll the dice & play another round. 20	1 Start Here, Brave One. & Go This Way. →	You may freely name whomever you wish to speak with from the Great Beyond 2	Throw the Icosahedron of Identity, asking, 'Who wishes to speak to me?' 3	Consult the 'About My Death' Dodecahedron for this person. 4

Game Rules

1. There is no age limit, but I'd say, five and up. There is no maximum number of participants, but I'd say three or four is ideal, no more than six. This game is designed in such a way that one person could play it alone, if they wanted. That having been said, there's safety-and perspective-in numbers, and a group of people will probably generate more psychic energy for drawing the Spirits to the game.
2. All participants in the game need a game-piece to represent them. It can be a coin, a bead, a ring, a small stone, a small pendant from a necklace, or even a Monopoly game piece if you're so-inclined. It just needs to be small-enough to sit comfortably in the squares on the board, while leaving room for another player's game piece. Because this game has the potential to generate tears (and hopefully some laughter), players are encouraged to have a box of tissues or a handkerchief on hand.
3. All players should also have at least one two-sided game card (see following two pages) for recording the declared identities and messages of the dead.
4. There are only two possible moves: You may move ahead only *one* square, or you may move ahead *two*. For determining your game piece's moves, you may use either a single die, or you may use your yes-and-no stones. If using a single die, then rolling an odd number means you move ahead on the board *one* space, rolling an even number means you move ahead *two* spaces. If using your yes-and-no stones, then drawing your 'no' stone means you move ahead *one* space, drawing your yes stone means you move ahead *two* spaces. (If your yes-and-no-stones-set includes a third stone, the third stone can be used as your game piece). Play moves in a counter-clockwise direction on the board.
5. If two or more people intend to play, start by having each player roll the die to determine in what order the players will play.
6. All players should start the game an opening prayer or invocation which invites the dead to play with you, and asks protective spirits to keep malicious spirits away (see Speak With The Dead Game Opening Invocation PDF for a suggested opening invocation) Ideally, this will ensure the troublesome spirits who just want to mess with your heads will stay away, while the spirits you *really* want to talk to are the ones controlling the Polyhedrons of the Dead.
7. About Square 18, Talk to the Dead!, assume the Dead are present. Speak openly, honestly, and from the heart. Then, if you desire, you may throw the Dodecahedron of Responses for their answer to what you've just said.
8. *You can throw any Polyhedron of the Dead up to three times.* But once is usual. If you're on square five, six or seven and you have a hunch that the deceased person specified in square two or three isn't the one who just gave you than response, you can take up the Icosahedron of Identity and say, *I just want to clarify: is it (fill in the blank) who just told me that?* Then throw the icosahedron. It could be there's a whole committee of the Beloved Dead who want to tell you the same thing. Or, you may sense the first deceased person may have something *else* to say to you.
9. About Square 19, the Lightning Round. There's no limit on the number of people from the Great Beyond you can communicate with via the Polyhedrons, but try not to keep the other players waiting too long. Aim for no more than three Deceased here. One will be fine.
10. Use discernment at all times. If you're sensing a malicious spirit, say so and take a time-out. If you throw a polyhedron *3 times* and it lands on the floor or, if you're playing on the floor, it lands outside the circle of play, assume They don't want to answer that question. Mark that N/A on the card. Have your yes-and-no stones handy during play, so you can get an answer to any questions which come up during play.
11. I suppose, if you want to reward the 'winner' of the game with a prize, or their ego demands it, the winner of the game is the person who receives the greatest number of messages from the greatest number of the Deceased. Really, though, *anyone* who receives a message from the dead, even if it's just *one* deceased person with *one* message, is a winner. When playing a game like this, winning and losing isn't the point. Quality is more important than quantity.

Hear from the Dead
Game Card

Deceased Person: _____

How I Died: _____

Message One: _____

Message Two: _____

Advice & Insight: _____

Is There Anything I Can Do For You?

Responses from the Talk Back Square:

The Die of Inquiry: _____

Hear from the Dead
Game Card

Deceased Person: _____

How I Died: _____

Message One: _____

Message Two: _____

Advice & Insight: _____

Is There Anything I Can Do For You?

Responses from Talk Back Square:

The Die of Inquiry: _____

Hear from the Dead
Game Card

Deceased Person: _____

How I Died: _____

Message One: _____

Message Two: _____

Advice & Insight: _____

Is There Anything I Can Do For You?

Responses from Talk Back Square:

The Die of Inquiry: _____

Hear from the Dead
Game Card

Deceased Person : _____

How I Died: _____

Message One: _____

Message Two: _____

Advice & Insight: _____

Is There Anything I Can Do For You?

Responses from Talk Back Square:

The Die of Inquiry: _____

[illegible]

[illegible]

[illegible]

[illegible]