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YOU
ARE STILL
A YOUNG
GOD
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THE
FIRST WRINKLES
APPEAR
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NO SPRING CHICKEN
ANYMORE
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THINGS
ARE REALLY
DETERIORATING
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I WANT TO MAKE BABIES!

THE AIM OF THE GAME IS TO HAVE AS MANY BABIES AS POSSIBLE AND TO BECOME AT LEAST 80 YEARS OLD.

- Each person receives two counters: a damage counter and a sex counter.
- Have children by passing by the big arrow as many times as possible with your sex counter.
- You grow older by remaining in the game for as long as possible – every turn you age 10 years.
- However, every turn you also receive a card containing a number of damage points. Advance your damage counter by this many points. Once you have reached 70 (or more) damage points, you are out of the game and may no longer spend any more energy points.
- Note: the damage points do NOT represent your age, but only give an indication of your health and physical condition. Your age is determined by the number of turns taken (count the cards).
- Each turn you may spend a total of 7 energy points, divided between reproduction (advancing your sex counter) and repairing damage (moving your damage counter backwards). You may decide yourself how many steps you take with each counter, as long as you make 7 in total.
- The game is over once all players have reached 70 damage points. The player who is at least 80 years old and has the most children is the winner.

De Praktijk

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HURRAH! YOU ARE HAVING A BABY!

TAKE A CHILD CARD EVERY TIME YOU PASS THIS ARROW