

# This Place Isn't Big Enough for All of Us

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## Abstract

TPIBEFAOU is a game for 4-8 players that uses dice and a subset of a deck of playing cards. Each player has certain players they want to either alive or dead, but only half of the players can survive in the end. Each number on the dice is a different action that allows players to either manipulate other dice or engage in combat. Players who run out of dice are dead, but *might* still be able to be among the winners.

## 1 Contents Needed

- 5 dice **per player** (4 per player if 7+ players)
- Standard deck of cards (some cards may be missing)

## 2 Overview

*This Place Isn't Big Enough for All of Us* is a multivictor game, which means that multiple players can win. Players will use dice to manipulate others' dice and attack other players, eventually causing them to lose dice. A player with no dice left is *dead*; the game ends when a certain number of players are dead.

## 3 Setup

1. Each player takes **5 dice** (4 if 7+ players), sets one of them to the value **4** and rolls the other four. Any **6's** are immediately re-rolled, repeating until no players have sixes.
2. Each player chooses a unique **diamond** card to be their ID, and places it face up in front of them.
3. Take one matching **heart** and **spade** card for each ID card selected; these are the Goal cards (e.g. if someone is the Queen of Diamonds, take a Queen of Spades and a Queen of Hearts). Shuffle the Goal cards and deal 2 to each player face-down. You may look at your Goal cards, but may not show them.
4. Set the remainder of the deck aside. It will not be used.
5. The player who rolled the fewest 4's on their dice goes first. Break ties arbitrarily.

## 4 Goal

Each player has **three goals**, two private goals (the Goal cards) and one survival goal. Each player who achieves at least **two** of their goals (as described in the next paragraph) is a winner. There can and often will be multiple winners, but it is impossible for everyone to win.

There are three types of goals:

- **Spade** cards represent **death** goals. You achieve this goal if the player with the matching ID **dies**. (For instance, if you have a Jack of Spades, you want the Jack player to die.)
- **Heart** cards represent **life** goals. You achieve this goal if the player with the matching ID **survives** to the end of the game.
- Everyone has the **survival** goal of themselves surviving to the end of the game.

For instance, if you are Ace and have a Jack of Spades and a Queen of Hearts as your private Goals, you win if **at least two** of the following happens: (1) you survive, (2) the Jack player dies, and (3) the Queen player survives. In particular, you might be able to win even if you die, but it is easier to win if you survive.

## 5 Gameplay

The player who rolled the **fewest 4's** goes first; break ties arbitrarily. On your turn, you **use** one die to perform an action, then **re-roll the die you used** (with some exceptions). If at any point you have no dice, you are **dead** and eliminated from play.

Each number has a corresponding action:

1. Re-roll **one** other die. It can be your own or another player's. (Remember that you'll *also* re-roll the 1 for using it.)
2. Swap the numbers on **two** different dice. **Note:** A 2 can swap itself; if it does, the *new* 2 is re-rolled. (For instance, you use a 2 to swap itself with another player's 4. You now have a 4, and they re-roll their die.)
3. Add or subtract **3** from another die. (If the target is 1, 2, or 3, you can only add 3; if it is 4, 5, or 6, you can only subtract 3. Creating numbers below 1 or above 6 is illegal.)
4. **Defense.** See 5's action. On your turn, you can **set** a 4 of yours to **any** value you wish; do NOT re-roll the die. If you do so, this counts as your entire turn.
5. **Attack.** Choose another player. If they have a **4**, they **defend** your attack and re-roll the 4. If they do not have a 4, they **lose one die**, placing it in the center of the table. Lost dice can never be recovered. After losing a die, they may re-roll any number of their remaining dice, further re-rolling any 6's they get until they have no 6's.
6. **Death.** The 6 **has no action**; it just sits there unless transformed by a 1, 2, or 3. If **all your dice are 6's**, you **panic** immediately (even if it's not your turn), losing 1 die and re-rolling the rest, further re-rolling any 6's you get until you have no 6's.

After completing your action, remember to re-roll the die you used (unless indicated otherwise). Play proceeds clockwise.

**Do NOT show your Goal cards** ever, even if you are dead. However, you may freely discuss (and even lie about) anything at any time, as long as you are alive.

## 6 End of Game

If **half, rounded up** of all players are dead, the game **immediately ends**. Players reveal their private Goal cards and evaluate who has won. All players that achieve at least 2 of their 3 goals (the two private goals plus surviving) are winners! (If you happen to achieve all 3 goals, you can consider that a stronger win. However, this doesn't take away from other people's victories.)

If there are **an odd number** of players and **half, rounded down** of all players are dead (e.g. 2 dead in a 5-player game), the surviving players can agree to a **peace treaty**. At this point, players can choose to **pass** their turns. If **all alive players** pass in succession, the game ends. If a peace treaty is not formed, play continues until another one is, or another player dies.