|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Poison** | Zombie Pigman | Skeleton | Creeper | Spider | Diamond | Zombie | Diamond | Slime | Slime | Fall from a Height | Diamond |
| Zombie | Diamond | Ghast | Creeper | Zombie Pigman | Wither | Food | Diamond | Diamond | Creeper | Diamond | Fall from a Height |
| Diamond | Diamond | **Diamond** | Food | Silverfish | Slime | Diamond | Cactus | Zombie | **Food** | Diamond | Blaze |
| Food | Poison | Diamond | Lava | Diamond | Fall from a Height | Food | Cactus | Lava | Magma Cube | Cactus | Fall from a Height |
| Diamond | Diamond | Wolf | Zombie Pigman | **Food** | Diamond | Zombie | **Wolf** | Silverfish | Diamond | Diamond | Zombie Pigman |
| Skeleton | Silverfish | Diamond | Magma Cube | Diamond | Lava | Spider | Blaze | Diamond | Wither | Skeleton | Diamond |
| Diamond | Diamond | Skeleton | Diamond | Silverfish | Wolf | Diamond | Enderman | Magma Cube | Ghast | Ghast | Food |
| Spider | Diamond | Poison | Enderman | **Diamond** | Fall from a Height | Silverfish | **Wither** | Poison | DIamond | Food | Blaze |
| Food | Diamond | Diamond | Diamond | Creeper | Food | Diamond | Wolf | Diamond | Magma Cube | Spider | Diamond |
| Diamond | Diamond | **Diamond** | Zombie Pigman | Diamond | Blaze | Wolf | Spider | Enderman | **Skeleton** | Zombie | Creeper |
| Ghast | Magma Cube | Poison | Diamond | Diamond | Slime | Diamond | Blaze | Diamond | Cactus | Enderman | Lava |
| **Diamond** | Cactus | Diamond | Lava | Wither | Ghast | Slime | Diamond | Diamond | Enderman | Wither | **Diamond** |

Players must gather 4 diamond blocks in order to make a full set of tools, a full set of armor, and a jukebox to show off your sweet moves in all of your bling. Each player starts with three hearts (6 hit points). All squares besides diamond affect the health bar in the following manner:  
**Food = +1 heart (2 points) [10 spaces]  
Silverfish, Spider, Wolf, Cactus = -1 hit point [5 spaces each]  
Skeleton, Slime, Zombie, Poison = -2 hit points [5 spaces each]  
Blaze, Ghast, Magma Cube, Fall from a Great Height = -3 hit points [5 spaces each]  
Enderman, Wither Skeleton, Zombie Pigman, Lava = -4 hit points [5 spaces each]  
Creeper = Instant Death [5 spaces]**  
Players will have a designee spin a directional wheel. They must move the number of spaces and direction indicated on the wheel, ie., 2 spaces to the right of starting position. Players start in the bolded squares (they do not do the actions indicated in these squares unless they land on them after the start of the game) and decide which direction they will face. After the beginning of the game they may not change the direction they are facing unless they come into contact with the edge of the board. At this point, they will stop their motion, take the action indicated in that square, then turn to face the direction opposite of the edge. If they end in a corner, they can choose to face either of the opposite walls. Whoever gathers the 4 diamond blocks first wins. In addition, whoever is the last man standing automatically wins, ie., If creepers get all of your opponents.