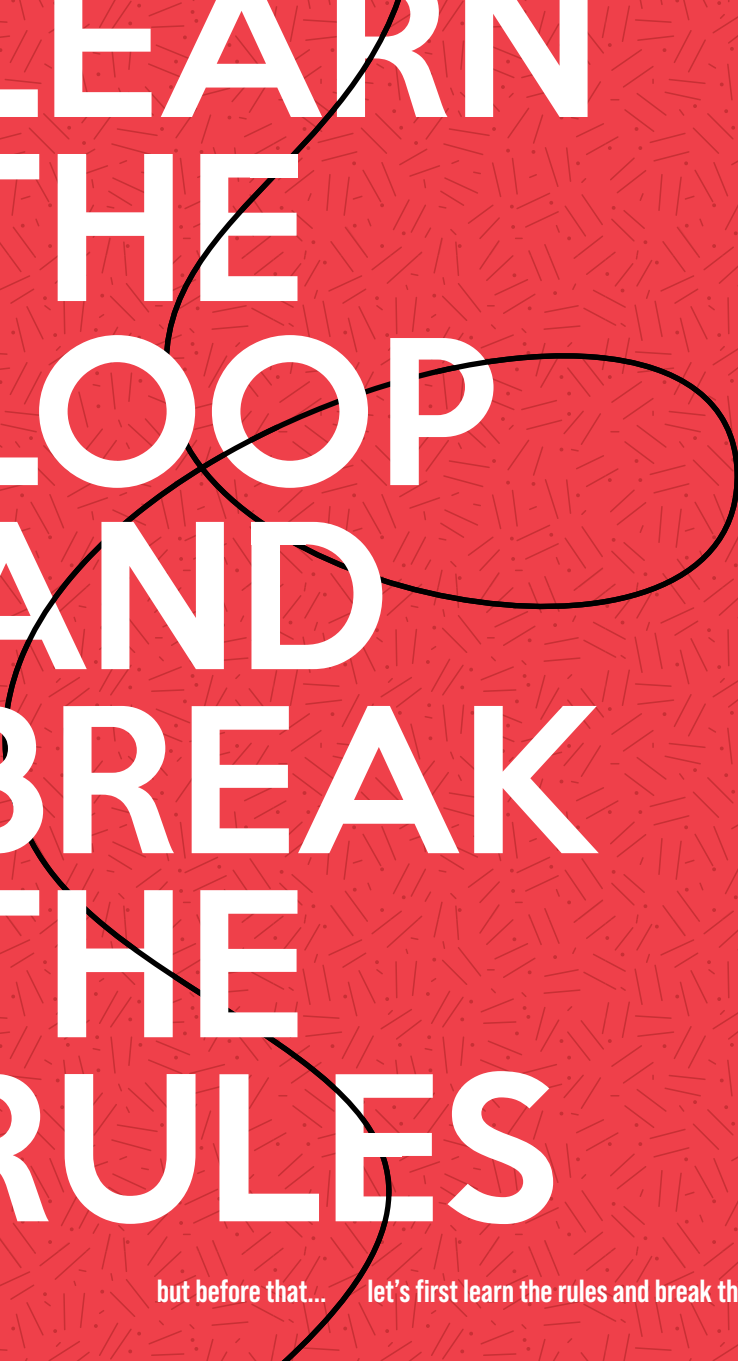


LEARN THE LOOP AND BREAK THE RULES



but before that... let's first learn the rules and break the loop!

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1.0 Basic Mode Setup

Play the 1st game and Campaign in Basic Mode.

Remove sets of MATERIAL from the game according to the number of players before setting up. **1 set of MATERIAL contains 1 MATERIAL of each type: FOOD, GLASS, METAL, PLASTIC and UTILITY.**

Total Player No.	1	2	3	4	5	6
Sets of MATERIAL to remove	2	2	1	1	-	-

Place game components as indicated on the right.

1. Place **1 set of MATERIAL** face-up surrounding the DEPLETION on the board.
2. Shuffle the remaining MATERIAL and place on top of DEPLETION.
3. Shuffle and flip over 5 ACTIVITY. Place the remaining in the centre.
4. Place all COIN (\$) in the WORK AREA on top of the LOOP logo.
5. Shuffle and deal **3 GOAL** (P.4) to each player. Put away the remaining ones.
6. Remove the 5 **blue** FAVOUR. Shuffle all **red** FAVOUR (P.5) and deal to each player according to the table below. Place the rest on the game board.

No. of FAVOUR to start	Total Player No.					
Player's Position	1	2	3	4	5	6
1 st	5 [#]	2	1	1	1	1
2 nd	-	3	2	2	1	1
3 rd	-	-	3	2	2	2
4 th	-	-	-	3	2	2
5 th	-	-	-	-	3	3
6 th	-	-	-	-	-	3

7. Each takes a player mat and put INTERN (back of each CAREER) to the right.
8. Place a HAPPINESS token over **HAPPINESS** (P.4).
9. The starting player will use the **golden** side, others use the **black** side.
10. Place REPUTATION token black-side up covering the REPUTATION icon.
11. Take **2 COIN** (\$) and **1 random MATERIAL** at **QUALITY 2** to your AREA. (P.5)
12. You are ready!

In Solo Mode, you use the **blue** FAVOUR instead. Use **red** FAVOUR in all other modes.



1.1 Player AREA

Starting HAPPINESS 🧐

INTERN starts game at HAPPINESS 🧐 4 📍; other CAREER start at HAPPINESS 🧐 3 📍.

REPUTATION 🏆

You can keep up to 2 REPUTATION 🏆. Flip, cover, or uncover icon with token to indicate current REPUTATION.

Achieved GOAL

Place achieved GOAL here.

ACTIVITY

Place completed ACTIVITY here. You can keep up to 3 ACTIVITY, replace any older one when completing a new ACTIVITY.

GOAL card

18 different types. All players will start game with 3 GOAL only (Basic Mode).

QUALITY

QUALITY of a MATERIAL is indicated by the white dots on the top.

MATERIAL card

5 types, 6 each, 30 in total. You may keep unlimited MATERIAL in your AREA.

HAPPINESS token

Use it to circle your current HAPPINESS 🧐. Starting player uses the **golden** side.

Objective: Reach maximum HAPPINESS 🧐

Reach HAPPINESS 🧐 12 to end game. Winning condition is different for different modes. (P.10)

CAREER card

Play as INTERN in the Basic Mode and the start of Story Campaign.

Starting Resource

INTERN starts with 2 COIN 💰 and 1 random MATERIAL at QUALITY 2.

SALARY

Gain COIN 💰 and lose HAPPINESS 🧐 according to SALARY when WORK.

COIN 💰

54 in total. Place all your COIN 💰 here. They must be visible to all players at all time.

LANDFILL

Place your BROKEN (P.7) MATERIAL here. You can only RECYCLE (P.11) from other player's LANDFILL.

FAVOUR card

Red FAVOUR: 5 types, 6 each, 30 in total | Blue FAVOUR: 5 only. You start with different numbers of FAVOUR in hand according to your seat position and total numbers of players. (P.2)

2.0 Gameplay



Read the Quickstart Guide for a brief tutorial and quick reference during game.

2.1 Start Game

Player who most recently spent over \$100 starts first, then turn goes in clockwise.

2.2 Start Turn

Draw 1 and only 1 FAVOUR if you have less than 5 in hand. If the FAVOUR deck is empty, shuffle FAVOUR from the Discard Pile to refill. If the Discard Pile is also empty, you cannot draw.

Each turn, choose only 1 of these options:

- a) WORK**
Gain \$ and lose based on your CAREER.
- b) BUY**
Get 1-3 MATERIAL with QUALITY same as \$ paid.
- c) CONSUME**
Spend MATERIAL's QUALITY to complete 1-3 ACTIVITY, and gain 1 per ACTIVITY. You can keep up to 3 ACTIVITY. Replace one of them when completing the 4th ACTIVITY and beyond.
but may play unlimited FAVOUR anytime.

Achieving GOAL:

If the ACTIVITY in your area contain all the Properties required by a GOAL, you can place it down to the left of your area and add the rewarded. A same ACTIVITY can be used to achieve multiple GOAL.

Game ends when either:

- a) DEPLETION occurs (MATERIAL deck is empty).
- b) Any player reaches (the maximum).

Player with the highest final wins!

During your turn, you **must do 1 and only 1** of these 3 actions: (Passing a turn is not allowed.)

a) WORK

Lose 1 HAPPINESS and gain 3 COIN (follow the SALARY shown on your CAREER). If you have no HAPPINESS to deduct, take 1 COIN from WORK AREA then end turn immediately. *You apply for a CREDIT CARD instead in advance modes.*

If there is not enough COIN in game, please use any handy objects nearby to represent.

b) BUY

Spend COIN to get MATERIAL from the BUY AREA (P.3) to your AREA (P.4). You may BUY up to 3 MATERIAL in 1 turn. COIN you decide to pay for each MATERIAL (1 to 4) will determine and is equal to its QUALITY.

QUALITY of a MATERIAL is indicated by the dots on the top (P.5).

c) CONSUME

Spend MATERIAL's QUALITY to get ACTIVITY from the CONSUME AREA (P.3) to your AREA (P.4). You may CONSUME up to 3 ACTIVITY in 1 turn. You gain 1 HAPPINESS per completed ACTIVITY.

To CONSUME an ACTIVITY, deduct 1 QUALITY from **each** of the required MATERIAL that you own according to the 2 colours shown on that ACTIVITY. *Note that an ACTIVITY showing 2 same colour requires 2 separate MATERIAL of the same type and deduct 1 QUALITY from each, not 2 QUALITY from the same MATERIAL.*

If a MATERIAL's QUALITY reaches 0, it is **BROKEN** and must be moved to its owner LANDFILL (P.5) immediately. *e.g. If you SHARE (P.9) her MATERIAL at QUALITY 1, her MATERIAL is BROKEN and is moved to her LANDFILL.*

Place the completed ACTIVITY in 1 of your ACTIVITY slot and gain 1 HAPPINESS. You can only keep up to 3 ACTIVITY in your AREA and must discard any older one to the Discard Pile when you complete the 4th and above ACTIVITY.



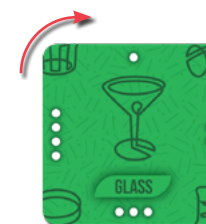
A FOOD at QUALITY 1.



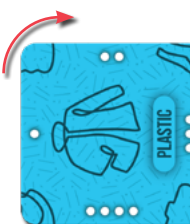
A UTILITY at QUALITY 3.



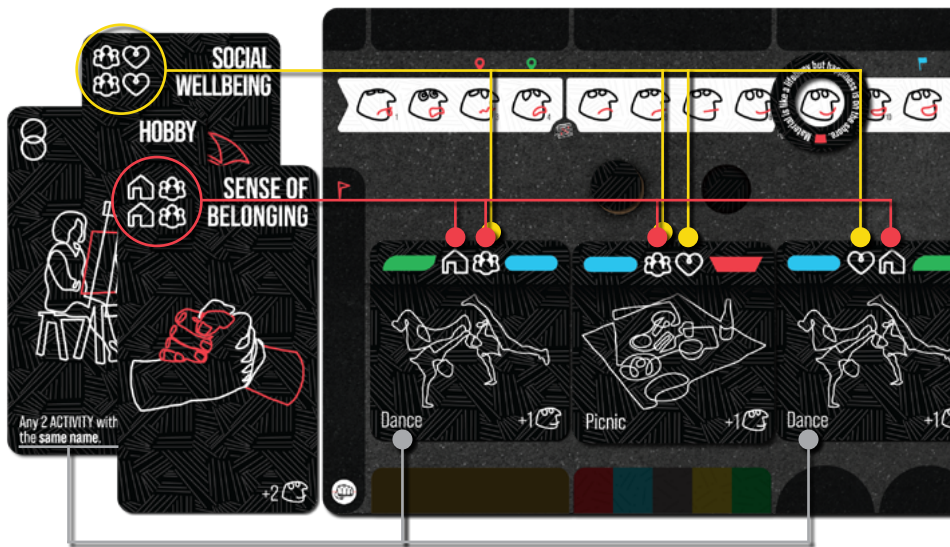
To CONSUME the "DANCE" ACTIVITY, deduct 1 QUALITY each from a GLASS and a PLASTIC.



Deduct GLASS's QUALITY from 1 to 0. Move it to LANDFILL.



Deduct PLASTIC's QUALITY from 2 to 1.



2.3 Optional Action: Achieving GOAL

In CONSUME turn, you **may be able to** achieve GOAL to boost your HAPPINESS 🧐. To achieve a GOAL, the ACTIVITY kept in your AREA combined must contain all the required PROPERTY of that GOAL.

e.g. As indicated by the red lines above, to achieve SENSE OF BELONGING, the ACTIVITY in your AREA must contain 2 HOUSE 🏠 and 2 GROUP 🧑.

Each ACTIVITY has 2 different PROPERTY and each GOAL calls for 3 to 5 PROPERTY [except for HOBBY and CURIOSITY]. There are 5 PROPERTY in total:

- 🏠 HOUSE - represents family
- 🧑 GROUP - represents community
- 🌿 LEAF - represents nature
- 📖 BOOK - represents knowledge
- ❤️ HEART - represents health

ACTIVITY that are kept in your AREA can be used unlimited times to fulfil multiple GOAL.

e.g. As indicated by the yellow and grey lines above, the same 3 ACTIVITY can also be used to fulfil HOBBY and SOCIAL WELLBEING.

Place achieved GOAL to the left of your AREA **anytime during your CONSUME turn**, then add HAPPINESS 🧐 as indicated on the bottom right of that GOAL.

Achieving GOAL is optional, but you must reveal it in the same turn as soon as its requirement is met.

Each player will only have 3 GOAL for the entire game. and each GOAL can only be achieved once.

2.4 Optional Action: Playing FAVOUR

Play FAVOUR to trade resources with other players.

Regardless of your choice for the turn, you may play unlimited amount of FAVOUR anytime in your turn, before, during, and/or after WORK, BUY, or CONSUME.

To play a FAVOUR, place it down from your hand to your target's AREA. There are 5 different FAVOUR. Their effects are described on P:11 and on the card.

When others plays you a FAVOUR, you must choose to either ACCEPT or REJECT:

a) ACCEPT and gain REPUTATION

Take that FAVOUR into your hand which you may play later in your own turn, then the FAVOUR's effect takes place. *Note that there is no hand limit, so you will still take it to your hand even when you have 5 or more. You just cannot draw new FAVOUR at the beginning of your next turn.*

You may also gain REPUTATION 👑 based on the FAVOUR you ACCEPT, gain:

- 2 👑 if you ACCEPT SHARE 🔄.
- 1 👑 if you ACCEPT ACQUIRE 📦, BARTER 🔄, or RESELL 🔄.
- 0 👑 if you ACCEPT RECYCLE 🔄.

The above info is also shown on each FAVOUR and the beginner side of each player mat.

Move and/or flip over the REPUTATION token to cover/uncover the same icon 👑 on your player mat to indicate your current REPUTATION 👑.

You can gain REPUTATION 👑 by ACCEPTing FAVOUR and can keep at most 2 REPUTATION 👑, at which you can still ACCEPT but gain no REPUTATION 👑.

b) REJECT a FAVOUR

You can only choose to REJECT a FAVOUR by discarding another same FAVOUR from your hand; or by deducting 1 REPUTATION 👑 of yours. If you can do neither, then you must ACCEPT.

Place REJECT-ed FAVOUR into the FAVOUR Discard Pile on the board. *Note that, ACCEPT-ed FAVOURS always go into the hand of the ACCEPTEE and REJECT-ed FAVOURS always go to the Discard Pile.*



0 REPUTATION 👑



1 REPUTATION 👑



2 REPUTATION 👑

2.5 Optional Action: Spending REPUTATION

You may spend REPUTATION 🏆 according to your current situations:

a) Only when WORK

Spend a REPUTATION 🏆 to gain an extra COIN \$.
e.g. Spend 2 REPUTATION in WORK turn to gain 5 COIN \$ (if you are an INTERN).

b) Only when BUY

Spend a REPUTATION 🏆 to get an extra QUALITY for any MATERIAL.
e.g. Spend 2 REPUTATION and 2 COIN \$ to BUY 1 METAL at QUALITY 1 and 1 UTILITY at QUALITY 3.

You must pay at least 1 COIN for each MATERIAL. You cannot spend 1 REPUTATION 🏆 to BUY 1 MATERIAL at QUALITY 1.

c) Only when CONSUME

Spend 2 REPUTATION 🏆 to get 1 HAPPINESS 😊.

You must spend 2 REPUTATION 🏆 at the same time in the CONSUME turn.

d) Only when other plays you a FAVOUR

Spend 1 REPUTATION 🏆 to REJECT any 1 FAVOUR. Move the REJECT-ed FAVOUR to Discard Pile.

2.6 Optional Action: Non-binding Negotiation

You may negotiate, make deals, or make offers to other player before you play, ACCEPT, or REJECT a FAVOUR, etc; but such agreement is not binded by rule. Actions are only finalized and are legal when and only when the actual card is played.

2.7 End Turn

When you are done, flip over new MATERIAL and/or ACTIVITY to refill all empty card slots on the board. If ACTIVITY deck is empty, shuffle and refill from the ACTIVITY Discard Pile. Turn goes to your left.

Note that you will only refill cards at your turn end and you must choose to either WORK, BUY, or CONSUME before turn end.

2.8 End Game

When either of the following occurs, the game will end after the final round is completed.
i.e. The game ends immediately when the player on the right to the starting player completes his turn.

a) when DEPLETION occurs

When the MATERIAL deck is empty and DEPLETION is revealed on the board regardless if there are still remaining faced-up MATERIAL in the BUY AREA.

DEPLETION Penalty

Player who triggers DEPLETION at turn end loses 1 HAPPINESS 😊 immediately and may trigger EVENT.

b) when a player reaches maximum HAPPINESS

When any player(s) reaches HAPPINESS 😊 12, marked by 🟡 on the player mat.

In Basic Mode, the highest HAPPINESS 😊 wins.

Tie-break follows in this order.

1. Higher REPUTATION wins.
2. Fewer MATERIAL in the LANDFILL wins.
3. More GOAL achieved wins.
4. More ACTIVITY completed wins.

3.0 FAVOUR & GOAL

3.1 FAVOUR

There are 5 types of red FAVOUR. Remove at setup all blue FAVOUR, which are for Solo Mode only. You can trade MATERIAL and/or COIN \$ by playing FAVOUR.

ACQUIRE

Take 1 MATERIAL from any player and pay him COIN \$ equal to its QUALITY. Cannot play to those who has no MATERIAL. Player who ACCEPT gain 1 REPUTATION 🏆.

BARTER

Exchange 1 MATERIAL with another player which has the same or less QUALITY than yours. The difference in QUALITY will not be returned to you in any form. Player who ACCEPT gain 1 REPUTATION 🏆.

RECYCLE

Take 1 MATERIAL (except UTILITY) from other player's LANDFILL to your AREA. Pay COIN \$ to WORK AREA to determine its QUALITY. You cannot RECYCLE from your LANDFILL. Player who ACCEPT gain 0 REPUTATION 🏆.

RESELL

Give 1 MATERIAL to any player and take COIN \$ equal to its QUALITY from him. Cannot play to those who has not enough COIN \$ to pay you. Player who ACCEPT gains 1 REPUTATION 🏆.

SHARE

Spend 1 QUALITY of a player's MATERIAL to CONSUME. You don't take the MATERIAL, just deduct its 1 QUALITY. QUALITY is not deducted if the SHARED MATERIAL is not used at the end. *e.g. SHARE 2 MATERIAL to complete 1 ACTIVITY. The 1st SHARE is ACCEPTed but the 2nd one is REJECTed, QUALITY is not deducted from the 1st SHARE MATERIAL.* Player who ACCEPT gain 2 REPUTATION 🏆.

3.2 GOAL

There are in total 18 different GOAL. 16 of them require the ACTIVITY you kept in your AREA to contain 3 to 5 different or same PROPERTY, as indicated on the top right corner of each GOAL. The only 2 exceptions are:

HOBBY

2 of the ACTIVITY you kept share the same name (P.8). There are 30 ACTIVITY, 15 pairs share the same name.



CURIOSITY

The 3 ACTIVITY you kept are completed with all 5 different types of MATERIAL: FOOD, GLASS, METAL, PLASTIC and UTILITY.
i.e. The 3 ACTIVITY contains all 5 colours of MATERIAL.

Gamerules for the Basic Mode end here.
You are ready to start the Campaign!

The following gamerules for Competitive, Cooperative, and Solo Mode contain spoilers for the Campaign Story.

4.0 Mode Comparison

There are 4 modes of gameplay. All of their differences are listed in the table below. Go to the specific page for the detailed written rules.

The winning conditions are different but end game conditions are the same for all modes: a) Any player reaches HAPPINESS 🧡 12, or b) DEPLETION occurs.

	Basic P.6	Competitive P.13	Cooperative P.16	Solo P.17
Setup				
Use CAREER	INTERN Only	All	Remove ⚡⚡	Remove ⚡⚡
Starting GOAL No.	Random 3	Random 3	Random 3	Random 4
Use FAVOUR	Red Only	Red Only	Red Only	Blue Only
Starting FAVOUR No.	Positional P.2	Positional P.2	1 of Each Type	All
Use EVENT	✗	All	All but ⚡	All but ⚡
Use CREDIT CARD	✗	✓	✓	✓
Gameplay				
Play FAVOUR cards	To Player	To Player	To own AREA	To own AREA
Burn Top MATERIAL	✗	✗	Per Round	Per Turn
End Game Scoring				
DEPLETION Penalty	✓	✓	✓	✓
LANDFILL Penalty	✗	✓	✓	✓
CREDIT CARD Penalty	✗	✓	✓	✓
Winning Condition				
HAPPINESS 🧡	The highest wins	The highest wins	All reaching 11 (🧡) after Penalty	Reaching 11 (🧡) after Penalty

5.0 Competitive Mode

Competitive Mode is Basic Mode with CAREER, EVENT, CREDIT CARD, and the LANDFILL Penalty. It is our recommended mode of play.

CAREER Difficulty Level

CAREER with more ✗ are harder to play.

Initial Setup

e.g. SCHOLAR starts with 2 COIN \$, 1 random MATERIAL at QUALITY 2, and 1 REPUTATION 🏆.
☐☐ means 2 MATERIAL each at QUALITY 1.

SALARY

e.g. When SCHOLAR WORK, she will gain 6 COIN \$ and lose 2 HAPPINESS 🧡.

Unique ABILITY

Each CAREER has his own ABILITY. (P.18)

CAREER Type

Exclude Not-For-Coop ⚡ in Cooperative Mode and exclude Not-For-Solo ⚡ in Solo Mode.
All CAREER can be used in Competitive Mode.

NURSE

- 1 \$ 1 🏆 1 🧡
- +4 \$ -1 🧡
- Caregive 🧡: Once per turn, give 1 FAVOUR to a player and gain 1 🧡.

5.1 Setup & CAREER

Game Board

Setup the game board same as **Basic Mode** (P.2 - Step 1 to 6), then shuffle and place all EVENT and CREDIT CARD face-down on the board accordingly.

Player AREA

Initial setup is different for different CAREER.

1. Shuffle all CAREER, then deal 2 to each player.
2. Choose either one or the INTERN (back) to play, then place it to the right of your AREA.

3. Place a HAPPINESS token on your mat based on your CAREER starting HAPPINESS (🧡 or 🧡).
4. Take COIN \$, draw random MATERIAL, and/or place the REPUTATION token according to your CAREER's **Initial Setup** marked by 🧡 or 🧡.

5.2 Gameplay Variation

Gameplay is identical to Basic Mode (P.6 - P.10), plus:

- You draw an EVENT whenever your HAPPINESS token enters into another zone. (P.14)
- Anytime during your own turn, or when an IMMEDIATE EVENT is triggered, you may APPLY a CREDIT CARD. (P.15)

5.3 EVENT

There are in total 30 EVENT cards, 19 of them are CONTINUOUS EVENT 🕒 and 11 IMMEDIATE EVENT ⚡.

CONTINUOUS EVENT 🕒 affects player only during their active turn. It will last until game end or when its effect is replaced by another CONTINUOUS EVENT 🕒.

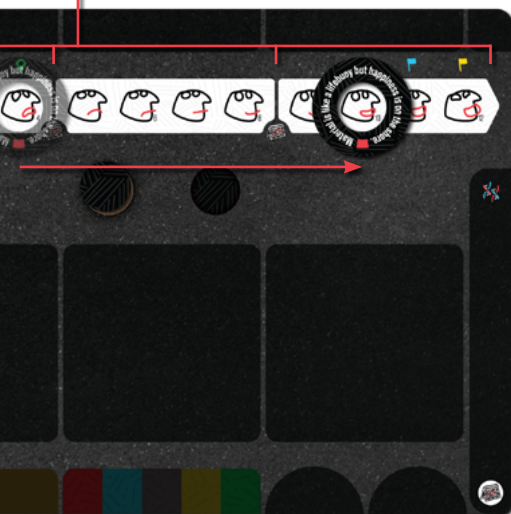
IMMEDIATE EVENT ⚡ affects all players immediately. Effect takes place in between turns of the EVENT triggerer and the next player. The EVENT triggerer goes first, then other players follow in clockwise to resolve the effect before game resumes from the next player.

Drawing EVENT

The 12 HAPPINESS on your player mat are divided into **3 zones** as shown below. Whenever your HAPPINESS token is moved into another zone, either from gaining

Zones

Draw 1 EVENT per entering another zone.



or losing HAPPINESS, or even when it is not in your turn (gain or lose HAPPINESS due to another EVENT); draw an EVENT **immediately** and place it face-down next to your CAREER cumulatively.

e.g. If your token moves across 2 zones, as shown below from HAPPINESS 4 to 10, you draw 2 EVENT.

Triggering EVENT

Only trigger face-down EVENT(s) in your AREA **after you end your turn**. Flip them all at once and resolve one by one. **The effect of a CONTINUOUS EVENT starts on next player's turn**. When 2 or more CONTINUOUS EVENT are triggered, only the latest one takes effect.

Discarding EVENT

Place the currently active (most recently triggered) CONTINUOUS EVENT on top of the EVENT Discard Pile. Make sure it is visible to all players. Place the resolved IMMEDIATE EVENT to the bottom of the EVENT Discard Pile and **it will not replace the effect of the currently active CONTINUOUS EVENT**.

Accumulate your EVENTS here.
Trigger only after you end turn.



5.4 CREDIT CARD

A Credit and Debt system is introduced to the game.

APPLY for a CREDIT CARD

You may APPLY for 1 or more CREDIT CARD:

- anytime during your turn, or
- when you are affected by an IMMEDIATE EVENT.

e.g. You must APPLY for a CREDIT CARD when you have no COIN \$ to pay for an IMMEDIATE EVENT.

To APPLY for a CREDIT CARD, take 1 and place it to your AREA, then immediately **take 4 COIN \$** from WORK AREA and **1 MATERIAL at QUALITY 1** from the 5 face-up MATERIAL in BUY AREA as a Welcoming Gift.

PAYOFF a CREDIT CARD

You must PAYOFF each and every one of your CREDIT CARD during your turn. To PAYOFF a CREDIT CARD, **place 1 or 2 COIN \$ on top** of it anytime during your turn (cannot pay more than 2). If you have not enough COIN \$ to PAYOFF, you must APPLY for another CREDIT CARD to PAYOFF.

A CREDIT CARD's debt is clear when 5 COIN \$ are paid. Return them all to the WORK AREA.

Forced into Debt

If WORK is your only option but you have not enough HAPPINESS to deduct, you must APPLY for a CREDIT CARD and choose to BUY or CONSUME instead.

Debt Penalty

Lose 2 HAPPINESS 😞 per CREDIT CARD that is not PAYOFF at game end.

5.5 LANDFILL Penalty

Player **loses 1 HAPPINESS** 😞 for every 3 MATERIAL in his own LANDFILL at game end. *e.g. Lose 1 HAPPINESS 😞 if you end game with 5 MATERIAL in LANDFILL.*



PAYOFF by placing 1-2 COIN \$ on top until 5 are paid.



6.0 Cooperative Mode

Knowing the **Competitive Mode** is required.



6.1 Setup

Setup is same as **Competitive Mode**, except:

- Use all CAREER and EVENT except those marked with the Not-For-Coop Icon:
- Each player starts with 1 set of 5 **red** FAVOUR in hand (1 of each). Remove the rest from game.

6.2 Gameplay Variation

In Cooperative Mode, you are helping each other to all reach HAPPINESS 11 or above at game end. You may play open-handedly (show your hand to others).

Burning MATERIAL card

At every turn end of the last player (when 1 full round is completed), flip over and **discard the top MATERIAL** from deck to Discard Pile. If DEPLETION occurs now, the DEPLETION Penalty does not apply to any player.

FAVOUR

You will not draw FAVOUR at the start of your turn. When you play FAVOUR, instead of giving it to a player, you place it face-up to the left of your AREA (next to GOAL). There is no REJECT in Cooperative Mode and cannot use REPUTATION to REJECT. The effect must take place.

You **will and only will take all your played FAVOUR back into your hand when you WORK.**

6.3 End game

When any player reaches HAPPINESS 12 or DEPLETION occurs, the game will end after completing the last round. (Same as the **Basic Mode**)

You win if **all of you reach HAPPINESS** 11 or above after the DEPLETION Penalty, Debt Penalty, and LANDFILL Penalty are factored.

7.0 Solo Mode

Knowing the **Competitive Mode** is required.



7.1 Setup

Setup is similar to **Competitive Mode**, except:

- Use all CAREER and EVENT except those marked with the Not-For-Solo Icon:
- You start with a special set of 5 **blue** FAVOUR in hand. Put away all the **red** FAVOUR.
- Draw 4 random GOAL to start with instead of 3.

7.2 Gameplay Variation

In Solo Mode, you are trying to reach HAPPINESS 11 or above at game end. Various Solo Mode Challenges are available to purchase for more advance play.

Burning MATERIAL card

At the end of each turn, flip over and **discard the top MATERIAL** from deck to Discard Pile. If DEPLETION occurs now, the DEPLETION Penalty does not apply.

FAVOUR Variation

You use a different set of 5 **blue** FAVOUR in Solo Mode. You will not draw FAVOUR at the start of your turn. When you play a FAVOUR, place it face-up to the left of your AREA (next to GOAL) then effect takes place.

You **will and only will take all your played FAVOUR back into your hand when you WORK.**

ACQUIRE: Take 1 MATERIAL from the BUY AREA and pay COIN equal to its Exhibited QUALITY (its current No. of white dots shown on top) to WORK AREA.

BARTER: Exchange 1 of your MATERIAL with another 1 from BUY AREA of the same or less Exhibited QUALITY.

RENEW: Take any 1 MATERIAL (including UTILITY) from central LANDFILL, then pay **double** the COIN to the WORK AREA to determine its QUALITY.

RESELL: Move 1 MATERIAL from your AREA to the bottom of MATERIAL deck. Take COIN equal to its QUALITY from WORK AREA.

SHARE: Use 1 QUALITY of any MATERIAL in BUY AREA to CONSUME. Move it to central LANDFILL if it is BROKEN.

7.3 End game

Game ends when you reach HAPPINESS 12 or DEPLETION occurs. You win if **you reach HAPPINESS** 11 or above after the DEPLETION Penalty, Debt Penalty, and LANDFILL Penalty are factored.

8.0 CAREER Overview

- Starting HAPPINESS
- Unique ABILITY
- Starting HAPPINESS
- Once-per-turn ABILITY
- SALARY for WORK
- Conditional ABILITY

- 1 random MATERIAL at QUALITY 1
- 1 random MATERIAL at QUALITY 2

Level 1-3 CAREER

Excluded from Cooperative and Solo Mode

Included in all 4 Modes

Artist

: 1 \$ | : +1 \$ -1

Create - Only when WORK, take 1 face-up MATERIAL at QUALITY 4 from BUY AREA and 1 COIN \$.

Banker

: \$1 | : +7 \$ -2

Influence - Once per turn, exchange 1 REPUTATION with any player for his 1 COIN \$ or vice versa.

Chef

: 2 \$ | : +4 \$ -1

Supersize - When you BUY or RECYCLE FOOD, you get double the QUALITY than COIN \$ you paid.

Craftsman

: 1 \$ | : +4 \$ -1

Forge - Once per turn, make 1 of your or other player's MATERIAL into any non-FOOD MATERIAL for your entire turn. It returns to its original type when you end turn.

Engineer

: | : +6 \$ -2

Repair - Once per turn, add 1 QUALITY to 1 of your or other player's non-UTILITY MATERIAL.

Freelancer

: 2 \$ | : +7 \$ -2

+4 \$ -1

+2 \$ -0

Freedom - When WORK, you may choose from 1 of the SALARY above. And Once per turn, you may discard 1 FAVOUR and draw a new one.

Homemaker

: 2 \$ | : +3 \$ -1

Minimalist - Once per turn, gain 1 REPUTATION if you have no more than 1 MATERIAL at any given time in your turn.

Intern

: 2 \$ | : +3 \$ -1

Intern has no ABILITY but starts at HAPPINESS 4.

Investor

: 1 \$ | : +5 \$ -1

Invest - Once per turn, you may pay 1 COIN \$ to toss twice. Gain 2 COIN \$ if either toss lands on the "\$" side; otherwise nothing happens.

Lawyer

: \$1 | : +7 \$ -2

Objection - You may discard any 1 FAVOUR to REJECT a FAVOUR, even if that FAVOUR is not targeting you. Your ABILITY overrules OFFICIER's ABILITY: Enforce.

Nurse

: 1 \$ \$1 | : +4 \$ -1

Care - Once per turn, give 1 FAVOUR to any player and you gain 1 REPUTATION . The targeted player must take that FAVOUR.

Office Lady / Clerk

: 1 \$ | : +4 \$ -1

Slack Off - During your WORK turn, you may also BUY 1 and only 1 MATERIAL at any QUALITY.

Officer

: 1 \$ | : +4 \$ -1

Your first played FAVOUR per turn cannot be REJECT, except intercepted by Lawyer's Objection.

Politician

: 2 \$ \$1 | : +4 \$ -1

You may choose to play FAVOUR face-down to a player and claim what that is. He can then choose to blindly ACCEPT or REJECT as usual; or call your bluff if he doesn't believe your claim.

You will only reveal the FAVOUR if it is called. If that FAVOUR is what you claim it is [true], you gain 1 REPUTATION then he continues to choose ACCEPT or REJECT that FAVOUR as usual. If it is a lie, discard the falsely claimed FAVOUR to the Discard Pile.

Salesman

: | : +4 \$ -1

Whenever you ACCEPT an ACQUIRE or RESELL, or when others ACCEPT your played ACQUIRE or RESELL, you gain 1 COIN \$ from the WORK AREA immediately.

Scavenger

: 1 \$ | : +3 \$ -1

Once per turn, you may take 1 non-UTILITY MATERIAL at QUALITY 1 from any LANDFILL to your AREA. You may also play RECYCLE (or RENEW in Solo Mode) as RESELL. Your target player must REJECT by discarding a RESELL or deduct 1 REPUTATION ; if he ACCEPT, he can only play it later as RECYCLE.

Scholar

: 2 \$ \$1 | : +6 \$ -2

Once per turn, may look at the top card of either the MATERIAL, ACTIVITY, FAVOUR, or EVENT deck.

Scientist

: \$1 | : +7 \$ -2

In your BUY turn, may BUY any 1 MATERIAL (including UTILITY) from any LANDFILL, including your own.

Soldier

: 1 \$ | : +4 \$ -1

Once per turn, you may take 1 random FAVOUR from any player's hand.

Tycoon

: 2 \$ \$1 | : x2 \$ -1

When WORK, you must take the same amount of COIN \$ from WORK AREA as you currently have and lose 1 additional per CREDIT CARD you owned.

Waitress

: 1 \$ | : +4 \$ -1

Draw 2 FAVOUR if you have less than 5 FAVOUR in hand at the start of your turn.

9.0 EVENT Overview

EVENT adds reflective mini-games and/or temporary change of rules to the standard gameplay, mimicking various consumerism tricks in the real world. Remove certain EVENT (⚡/⚠) for different modes (P.12).

Discard IMMEDIATE EVENT ⚠ to the bottom and CONTINUOUS EVENT ⚡ to the top of the EVENT Discard Pile.

A Diamond Is For Business

Lose 1 HAPPINESS 😞 if you don't have METAL in your AREA at your turn end.

Bad Debt

If you own a CREDIT CARD(s), you cannot choose BUY.

BOGOF (Buy 1 Get 1 Free)

For every MATERIAL you BUY, you **must** take 1 MATERIAL at QUALITY 1 from the BUY AREA if there is any.

Buy More Earn More

Get 1 COIN \$ from WORK AREA for every 3 COIN \$ you spent, including ACQUIRE, BUY, and RECYCLE only.

Collector

Gain 1 HAPPINESS 😊 per turn if you have all 5 different types of MATERIAL in your AREA.

Combustion Energy

Player(s) with the least HAPPINESS 😞 put all non-UTILITY MATERIAL in his LANDFILL back into the MATERIAL Deck, then shuffle the deck thoroughly.

Disposable Culture

Player can only BUY and RECYCLE PLASTIC at QUALITY 1.

Economic Slowdown

Player can only BUY 1 MATERIAL in BUY turn; CONSUME 1 ACTIVITY in CONSUME turn; and lose 1 COIN \$ in WORK turn.

Everything Is Online

Player without a CREDIT CARD cannot spend COIN \$, including cannot ACQUIRE, BUY, RECYCLE, or uses ABILITY that uses COIN \$ (Banker & Investor, P.16).

Hidden Clause

CREDIT CARD owner loses 1 COIN \$ from PAYOFF for each of his CREDIT CARD. *i.e. Move 1 COIN \$ from each CREDIT CARD to WORK AREA.*

Hypebeast

Choose a target player at your turn end. If you own every MATERIAL type that he owns, nothing happens; otherwise lose 1 HAPPINESS 😞.

Insurance

Choose to toss 1 COIN \$ or lose 1 COIN \$. If you chose to toss, gain 2 COIN \$ if it lands on the "\$" side, otherwise lose 2 COIN \$.

Landfill Tax

A player loses 1 COIN \$ per MATERIAL sent to his own LANDFILL. If he cannot afford to pay, he must APPLY for a CREDIT CARD immediately. *e.g. P1 SHARE P3's GLASS at QUALITY 1. The GLASS is BROKEN and is sent to P3's LANDFILL. P3 loses 1 COIN \$.*

Make It Rain

Spend 4 or more COIN \$ in 1 turn to gain 1 HAPPINESS, including ACQUIRE, BUY, and RECYCLE only.

Manners Makyth Man

Player can only REJECT by deducting 1 REPUTATION 🍷. Cannot REJECT by discarding a same FAVOUR.

Micro-Plastic

All FOOD MATERIAL cards are regarded as PLASTIC. *e.g. Player may use FOOD as PLASTIC but cannot CONSUME ACTIVITY requiring FOOD.*

Overtime

When WORK, lose 1 additional HAPPINESS 😞 and gain 4 more COIN \$.

Overproduction

Remove from game the top 2 cards of MATERIAL deck.

Planned Obsolescence

Choose 1 MATERIAL in your AREA to lose 1 QUALITY. If BROKEN, move it to your LANDFILL.

Red Gown

When BUY, you must BUY at the same or higher QUALITY than your current highest QUALITY MATERIAL.

Redeem Bonus

Do nothing, or 1 of the following:
a) Pay 1 COIN \$ to get 1 MATERIAL at QUALITY 1 from BUY AREA.
b) Pay 2 COIN \$ to get 1 MATERIAL at QUALITY 1 from BUY AREA, and draw 1 FAVOUR from the deck.
c) Pay 3 COIN \$ to get 1 MATERIAL at QUALITY 3 from BUY AREA, and draw 2 FAVOUR from the deck.

Repurchase

Give 1 COIN \$ to a player and take 1 non-UTILITY MATERIAL at QUALITY 1 from his LANDFILL.

Satan Santa

Give 1 MATERIAL (only if one has any) to another player. Player may receive more than 1 or no MATERIAL at all.

Skinner Box

Refill empty MATERIAL and ACTIVITY slot immediately.

Social Responsibility

Draw 1 FAVOUR from a player's hand (if he has any) who has higher HAPPINESS 😊 than you.

Status Climb

Choose a player who has less HAPPINESS 😞 than you. Lose 1 HAPPINESS 😞 if he has more COIN \$ than you, otherwise nothing happens.

The 2nd Semi Mid-Season Sales

When BUY, choose 1 of the MATERIAL you BUY and only pay half the COIN \$ for its QUALITY. *e.g. Pay 2 COIN \$ to BUY 1 GLASS at QUALITY 1 and 1 FOOD at QUALITY 2.*

The Gap

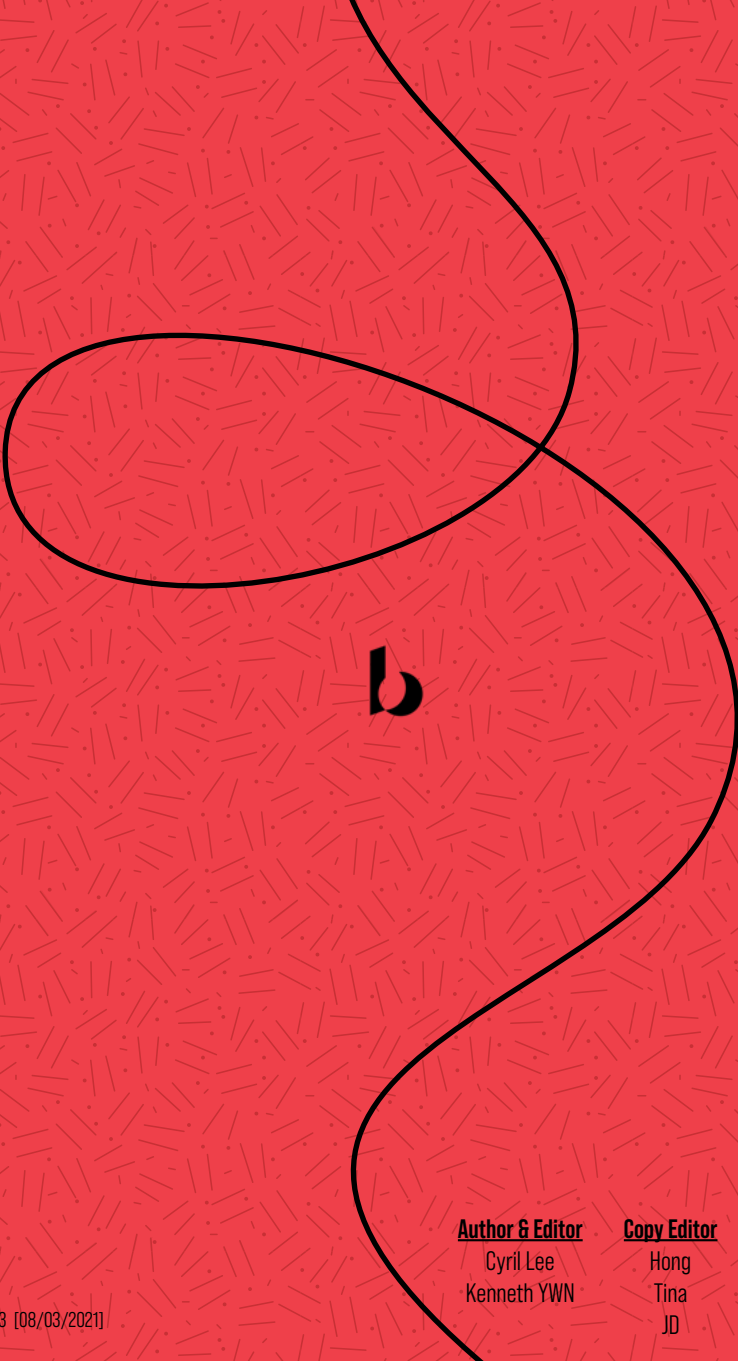
Each player add together all his COIN \$ [excluding those on CREDIT CARD] and QUALITY of all MATERIAL in his AREA. If the largest different among players is greater than 7, all lose 1 HAPPINESS 😞.

Treat Yo Self

Gain 1 HAPPINESS 😊 immediately if you APPLY a new CREDIT CARD this turn.

Vulgarian

Cannot CONSUME unless you have 4 or more COIN \$.



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