Ensure there are at least 3 Tasks on the Task Board at start of player turn.

2 **CHALLENGE PHASE**

Complete Challenge card Instructions. Pay 1 Mental Money $M$ to reveal Challenge cards. Attempt to discard Challenge cards.

3 **RESILIENCE PHASE**

Cover a Challenge with an applicable resilience card to mitigate. Copy or buy Resilience cards. Use Resilience card abilities.

4 **TASK PHASE**

Complete task(s) on the Task Board. Keep task cards that you complete. 

*If you cannot complete a Task, Gain:*

- 1 Stress
- 1 Event

5 Gain 1 Mental Money $M$

6 Turn passes to the player on the left.
WHAT CAN I DO ON A TURN?

**REMOVE A CHALLENGE**

Pay **3 M$M** to Remove **1**.

**COMPLETE A TASK**

Pay Mental Money to complete a task.

**CONTRIBUTE TO A TASK**

Contribute Mental Money by placing any amount on a task. All Mental Money on a task card can be used towards its completion.

**DRAW ADDITIONAL TASKS**
WHAT CAN I DO ON A TURN?  

**Actions**

**REVEAL 1 CHALLENGE PER TURN**

Turn the card faceup.  

Pay 1 M$M

**MITIGATE A CHALLENGE**

Cover a Challenge card with a Resilience card that has a matching symbol.

**BUY RESILIENCE**

Draw 1 Resilience Card.

**COPY RESILIENCE FROM A PLAYER**

Both players may Pay 1 Mental Money. You Place 1 Token on their Resilience card to use the card’s ability.

**OTHER PLAYER**

Your token on their Resilience card.

**YOU**

Your token is now a copy of their Resilience card.

You cannot copy resilience cards with this symbol:
Your team may be doing fine, but you might be struggling. Let them know!

COMMUNICATE!
Your team may be doing fine, but you might be struggling. Let them know!

COOPERATE!
You need to work together to accomplish some tasks.

BUILD RESILIENCE!
Use your Resilience cards to mitigate Challenges and make your team more effective.

REVEAL!
Without knowing what Challenges ail you, it’s harder for people to help you.

TILT!
It is recommended that you tilt cards once you follow their instructions to track which cards you’ve already addressed:
Put each card type into its own deck. Each player draws the following cards:

- **5** Mental Money
- **1** Resilience
- **2** Resilience Token Pairs
- **1** Challenge
- **2** Challenge

3. Take a total of (6x number of players) **Task Cards** and shuffle them together. Set aside the remaining task cards.

4. The first Player draws **3 Task Cards** from the Task Deck and places them face-up on the Task Board.

**3 Task Cards** face-up on the Task Board
Players cannot share Mental Money

Players that cannot complete a Task Gain:

1 Challenge 👮 1 Event ✎

Players must address all Challenge cards, including facedown ones.

Players cannot mitigate, discard, or say which Stress cards they have until the cards are revealed (faceup).

**WIN OR LOSE CONDITIONS**

**WIN** ▶️

Players win when all Tasks in the Task Deck are completed.

**LOSE** ◄

Players lose when a player ends their turn with 5 Stress tokens.