

ORDER OF PLAY

Player-Turn

1 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 \$ 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 \$ M**

6 Turn passes to the player on the left.

WHAT CAN I DO ON A TURN? Actions

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

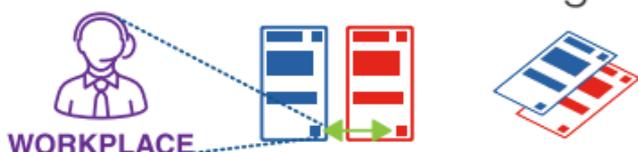
REVEAL 1 CHALLENGE PER TURN

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

Pay **1** **M \$ M**

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:



TIPS



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:



SETUP

Start of Game

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 FACEUP 

2 Challenge FACEDOWN 

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:



← Task Deck

3 Task Cards face-up on the Task Board

RULES



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.
