

PLAYER STRESS TRACKER

Bored

-3						+3
	-2				+2	
		-1		+1		
			↔			

Engaged

ENGAGEMENT

Unhappy

-3						+3
	-2				+2	
		-1		+1		
			↔			

Joyful

JOY

Frustrated

-3						+3
	-2				+2	
		-1		+1		
			↔			

Calm

CALMNESS

Victory Points

0	1	2	3	4	5	6	7	8	9	10
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2-"Too Many Mikes"

Bonds		De-stressor Tokens (remove when used)
Friend	Foe	
Token (3-5 players)	Token (3-5 players)	Focusing Moment
Token (4-5 players)	Token (4-5 players)	Happy Thoughts
Token (5 players)	Token (5 players)	Deep Breath

Turn Order

1. Draw 1 Event Card.
2. Play up to 2 Event Cards, resolving effects in order.
3. Optional: Remove a De-stressor to reset the appropriate Stress Track to 0.
4. Discard down to 5 Event Cards maximum in-hand.

The game ends at the end of the turn when a player reaches 10 VP.

Card Guidelines

Sum of a card's effects must be less than or equal to 6, and greater than or equal to 3

Give opponent a Friend token: 1

Give opponent a Foe token: 2

Gain VP: 3

Increase a stress track by 1: 1

Increase a stress track by a value: 2

Friends add VP: 1

Friends take stress: 2

Friends reduce stress: 1

Foes take stress: 3

Foes reduce stress: 1

Foes add VP: 1

Etc.

More foe attacks than foe helps, and vice versa for friend attacks/helps. Friend helps include better effects for the player; foe attacks include less ill effects for the player.

Example of good cards for a player:

Gain JOY Victory Points (3). Friends gain 1 VP (1).

Gain ENG to CALM (2). Foes lose CALM from CALM.

Stress tracks are listed on a card in Black for the player's, or Red for the opponent's.

*Thus, "Gain ENG to CALM. Foes lose CALM from **CALM**."*