

18+

Game designer: Pavel Atamanchuk



450 THINGS TO DO IN YOUR LIFE

GAME RULES



COMPONENTS

- ▶ 75 double-sided challenge cards (6 challenges on each card)
- ▶ 6 sets of player's choice cards (4 cards of each color with numbers from 0 to 3)
- ▶ 6 voting cards
- ▶ 12 crystals (2 crystals of each color)
- ▶ Score track
- ▶ Game rules

AIM OF THE GAME



Reach the 12th space on the score track faster than the other players by correctly predicting your opponents' reactions to various challenges.

SET-UP

- A** Each player chooses a color and takes a set of choice cards, a voting card and 2 crystals of that color.
- B** Place the score track in the center of the table.
- C** Each player places one of their crystals on the "0" space of the score track.
- D** Shuffle the challenge cards to form the deck and place it in the center of the table any side up.
- E** Choose the first player randomly.



PLAYING THE GAME

▶ MAKE YOUR CHOICE!

The player to the left of the first player picks a number from 1 to 3. Then the first player flips the top challenge card and reads aloud the challenge under that number.

Now each player (including the first player) must play one of their



choice cards face down. The card you play depends on how ready you are to accept this challenge:

- 0 *I won't do it – not in a million years!*
- 1 *Not interested.*
- 2 *Why not?*
- 3 *Wow, I'd love to try it!*

► **VOTE!**

As soon as everyone plays a card, proceed to voting. During voting, your aim is to guess what the sum of values on the backs of all played choice cards could be (*think of a number and let the others know when you are ready*). Take the crystal that you have in front of you and place it on the area with the number (that you have in mind) on your voting card while covering it with the other hand. As soon as everybody does this, show your votes.

► **SCORE!**

Reveal all played choice cards and sum up the values.

Now compare the result with the votes of the players:

- If one or several players correctly guessed the resulting sum, they get 1 point.
- If no one guessed the resulting sum a player (or players) whose vote was the closest (lower or higher) gets 1 point.

Move the crystal(s) on the score track accordingly.



ROUND EXAMPLE

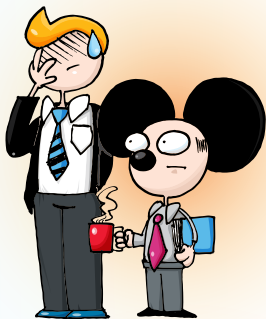
David is the first player. His neighbor on the left, Emma, picks the number two. David draws a challenge card, flips it and reads the challenge under number two out loud: **"Show up at work dressed like Mickey Mouse"**.

Now David, Emma and Tom each make their personal choice.

David thinks that he could try it (he's not really excited, though), so he plays a "2" face down on the table.

Tom thinks that he would be mortified if his boss saw him dressed like a Mickey Mouse and plays a "0".

Emma thinks that it's a fabulous idea and has already started planning her outfit for tomorrow, so she plays a "3". No one knows what the others have played.

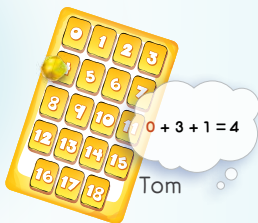


Now each player tries to guess the sum.

Emma knows she played a "3" and she thinks that maybe one of her opponents is OK with the idea and maybe the other one is less interested, which gives her the sum of 6. Tom and David also make their decisions: David hopes that everyone thought it was either a good or a great idea – he has a 7 in mind, and Tom thinks that some might be interested but most wouldn't do it, so he's thinking of a 4. All three of them say that they have decided, they place their crystals on the corresponding numbers of their voting cards. Now they show their votes.



David



Tom



Emma

They flip over their choice cards – they are a "2", a "0" and a "3".

Their sum is 5. No one guessed correctly, but both Tom and Emma were the closest ones, so they get 1 point each – they move their crystals on the score track one step forward.



NEW ROUND

- ▶ Discard the played challenge card.
- ▶ All played choice cards return to their respective owners.
- ▶ The player to the left of the first player becomes the next player.
- ▶ Play the next round following the same rules.

END OF THE GAME

As soon as any crystal reaches the 12th space on the score track, the game ends. The player (or the players) with the most victory points wins the game.



Red Cat Games LLC

51/1-14, Komitas Ave, Yerevan 0014, Republic of Armenia

mail@redcatgames.am

www.RedCatGames.am

©2022 All rights reserved.