

Coming of Age

A life-changing
board game



Rulebook

Coming of Age begins with you as a child, a world of possibilities still waiting to be discovered. Your interests are limited at first, your progress slow, and you'll rely heavily on your parents' support to move forward. As the years go by, you'll grow up, explore new interests, and discover places to visit. Your personality will gradually take shape through the experiences you live and how they affect your mood. Along the way, you'll make friends who accompany you on the journey, discover new hobbies, and focus on your own goals and dreams, pushing through frustration and carving out your unique traits. At the end of the game, after your teenage years have passed, the player who has best prepared themselves for adult life, measured by their accumulation of life's vital experience points, will be declared the winner.

ACKNOWLEDGEMENTS AND CREDITS

To Arnau. I had the idea for this game when you were born. I hope to be by your side through your journey.

Ludonova would like to thank Alberto Martínez, Antonio Varela, and Manuel López for their playtesting sessions, and of course the designer himself for trusting us, and for his unwavering dedication in helping us make the best game possible.

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COMPONENTS



1 Main Board



10 Bus Stop Tiles



6 Roadblock Tiles



4 Personal Boards



1 Bus



48 Character Tokens
(4 x7 per player, 5 x4 neutral)



20 Mood Counters
(4 in each Track color)



36 Dice (9 per color: 1 four-sided Die,
2 six-sided Dice, 3 eight-sided Dice,
and 3 ten-sided Dice)



4 Vital Experience Point Counters
(1 of each color)



4 Personal Fulfillment Counters



16 Mimic Trait Tokens
(4 of each color)



20 Frustration Tokens



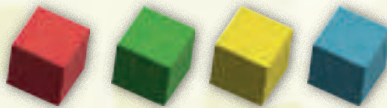
36 Memory Tokens
(12 of each color)



50 Motivation Tokens
(10 of each color)



42 Willpower Tokens



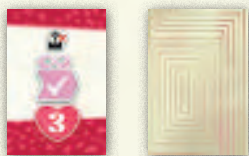
28 Interest Tokens
(7 of each color)



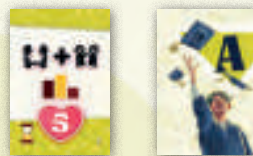
44 Parent Cards
(11 of each color)



36 Memory Cards



28 Trait Tiles
(including 4 Starting Tiles)



16 Goal Tiles
(4 of each type: A, B, C, D)



1 Player Aid 4 Turn Summaries

SETUP

GENERAL SETUP

1. Place the Main Board in the center of the table. Cover locations 5 through 10 with a Roadblock Tile, hiding the number as shown in the illustration. These locations are not available at the start.
2. Randomly place one Bus Stop Tile face up in the slot at the bottom of each location on the Main Board, until all 10 locations are filled.
3. Shuffle the Memory Card deck and place it face down near the top of the board. Then reveal one Card face up in the upper slot of each of the 4 currently available locations (1–4).
4. Separate the 4 Starting Trait Tiles (blue reverse) and set them aside face down. Shuffle the remaining Trait Tiles and make a face-down draw pile next to the board, within reach of all players. Keep the Goal Tiles separate, sorted by letter and placed face down.
5. Create a general supply near the board with the 5 neutral Character Tokens, the Memory Tokens, the Willpower Tokens, and the turquoise and green Motivation Tokens.
6. Keep the other Motivation Tokens in a separate unavailable components supply.
7. Place the Bus next to the Main Board.

Willpower and Motivation Tokens are considered unlimited. If you need more than the game provides, substitute with any other components.





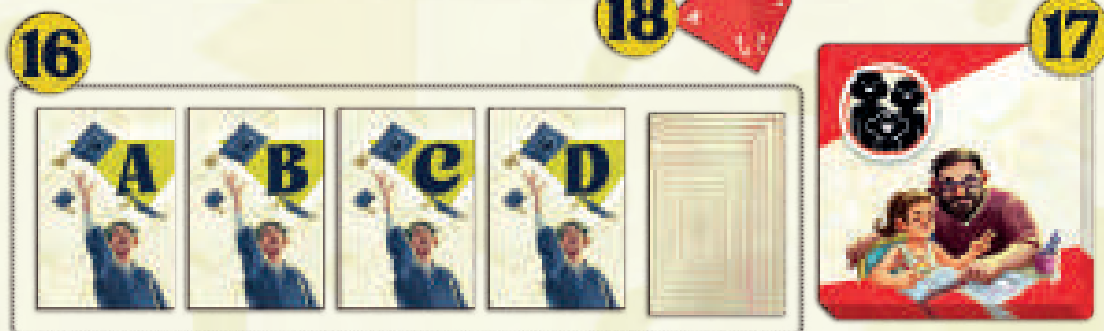
INDIVIDUAL PLAYER SETUP

8. Take your Personal Board matching the color/character you've chosen.
9. Take 5 Mood Counters, one of each color, and place the two that correspond to the first 2 Mood Tracks on your board, starting from the top (turquoise and green), in the center space of each Track. Leave the other 3 Counters in your personal supply (the central area of your board).
10. Place a Personal Fulfillment Counter on the starting space of its Track on your board.
11. Place your 4 Mimic Trait Tokens in the 4 Trait Tile spaces on your board.
12. Place your 7 Interest Tokens in your personal supply.
13. Place 5 Frustration Tokens (frustrated side up) in your personal supply.
14. Place your Vital Experience Point Counter on space 5 of the Vital Experience Point Track on the Main Board.
15. Place 4 of your Character Tokens in your personal supply, and the remaining 3 with the neutral characters in the general supply.
16. Draw one of the 4 Starting Trait Tiles you set aside and 4 Goal Tiles (1 of each letter: A, B, C, D).
17. Shuffle your Parent Card deck, place it next to your board, and draw 2 Cards.
18. Take the four-sided Die in your color and place it beside your board. All remaining Dice are placed in the unavailable components supply, next to the Motivation Tokens that are not yet in play.

Your hand of Tiles and Cards is always hidden from other players.

Remove all unused player components, excess Frustration Tokens, and any unchosen Starting Trait Tiles and Goal Tiles from the game.

You're now ready to begin.



SUMMARY AND OBJECTIVE

Coming of Age lunges you into the journey from childhood to adolescence. Over 9 turns, representing 9 years, you'll explore your interests through a Dice allocation mechanic. These interests will lead to experiences that shape your personality, represented by 5 Mood Tracks. As you mature, new Tracks and board locations unlock with each round. Every decision you make influences your personality. If your personality matches your Trait Tiles, you'll be able to play them in order to gain life experience which from now will be known as Vital Experience Points (VEP). At game's end, the player with the most VEP will be best prepared for adulthood and will win the game.

KEY CONCEPTS

LOCATIONS



The Main Board features 10 different locations numbered 1 to 10. At the start, when the characters are just children, only the first 4 locations are accessible (Home, School, Pizzeria, Arcade). At the end of each round, 2 new locations become available.

At the start of each turn, you'll roll your Dice. The result will show you which locations you can potentially visit, you'll then choose one. The experience that you will have in the locations will adjust your Mood Tracks, you will meet new people that you will add to your Friendship Track, you will create memories which will give you VEP, or could even establish a Presence (a Character Token), turning the activity into a hobby that you will take part in on a regular basis.

MOOD TRACKS

Mood Tracks reflect your current state in different aspects of life. As you grow older, your mind becomes more complex and more Tracks unlock, offering more options and more emotions you need to balance.

Each Personal Board features 5 Mood Tracks, showing how your character feels at any given time. You'll start with just two, and a new one is unlocked after each round until all five are in play.

These Tracks will be modified mainly based on the experiences you have in the locations. Each time you move a Counter, you will receive the corresponding benefit/action for each step. The benefits gained during the game, whether resources, actions, or other effects, will be referred to, in general, as bonuses. Both immediate and passive bonuses are described in the Player Aid, although some of them are also explained in this Rulebook.



FRIENDSHIP TRACK

This Track shows your relationship with others. As it grows, your appreciation of each character deepens, though, just like in real life, your perspective of the friendship may not match theirs.

This Track, located on the left side of your board, is used to track the characters with whom you've formed a friendship, using the Character Token, and to indicate the level of relationship with each of them. Each time you encounter a Character, you can either start a new friendship or, if you're already friends, strengthen it by moving the Token to the next level and gaining the corresponding bonus.

The Friendship Track has 8 levels: Level 0 is where you place the Character Tokens you meet for the first time; Levels 1, 2, 3, and 4 are for characters with whom you've deepened your friendship; and the final 3 levels (5-7) are reserved for close friends, which require the Intimacy Bonus to access.



PERSONAL FULFILLMENT TRACK



This Track, located on the right side of your board, represents your personal growth and advances each time you visit a location you were interested in. When you remove one of your Dice from a location, choosing not to visit it that turn, you'll leave behind an Interest Token. Later, if you visit a location where you already have one or more Interest Tokens, you will advance on the Personal Fulfillment Track as many spaces as Tokens you have there, gaining the corresponding bonuses.

TRAIT AND GOAL TILES

Traits help define who you are and become part of your personality once you reach certain objectives. You'll begin childhood with a predisposition to adopt a trait inherited from your parents, but life's vital experiences will offer opportunities to develop new, unexpected traits.

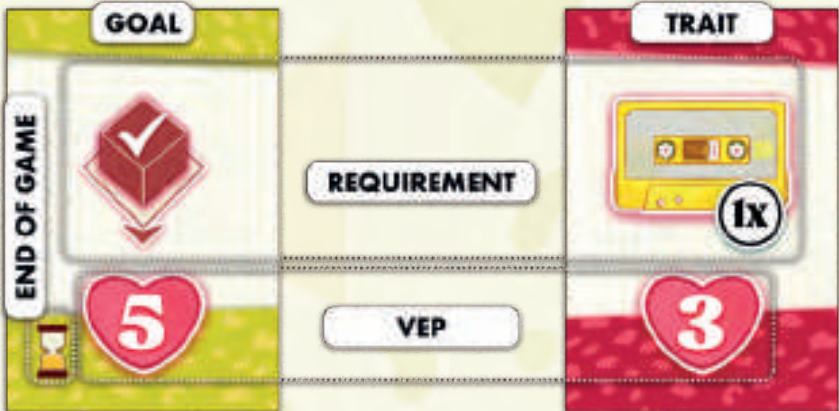
Trait Tiles represent personal objectives you can complete during the game. To place one on your board, you must meet the requirement shown on the Tile; doing so grants you VEP. You'll start the game with a Starting Trait Tile and will acquire more as the game progresses.

Each time you play a Trait Tile onto your board, you'll unlock a Mimic Trait Token, which you can place on a Trait Tile already completed by another player, as long as you also meet its requirement.

Whenever you gain a Trait bonus , you may choose **one** of the following actions:

- Draw a Trait Tile from the pile.
- Play a Trait Tile that you are currently fulfilling onto your board.
- Place a Mimic Trait Token on another player's completed Trait Tile, if you meet certain requirements.

Goals, on the other hand, are end-of-game objective Tiles. You'll begin with four of these Tiles (one of each type), and at the end of the game, you can play and score, provided you meet the requirements, one Goal Tile for each Trait Tile you've played onto your board.



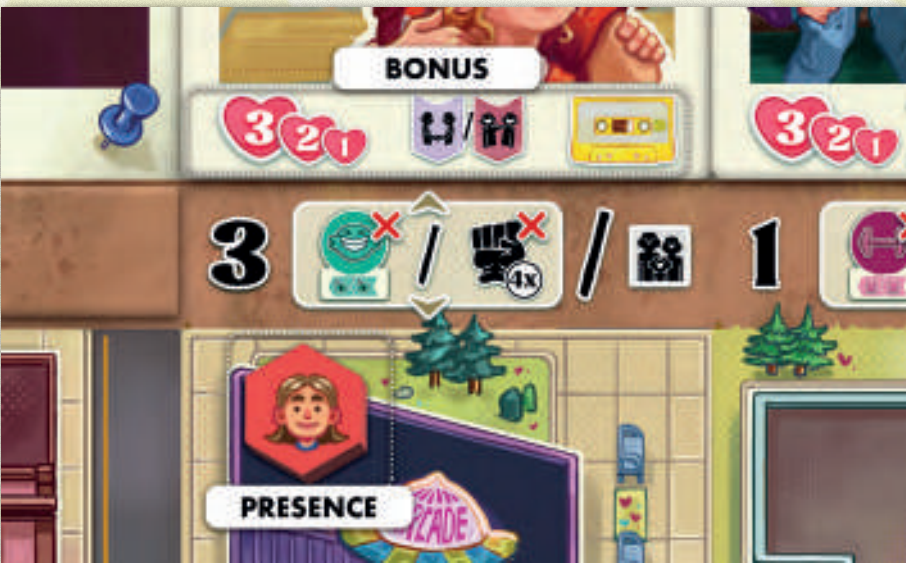
MEMORY CARDS AND PRESENCES

If, at the location where your Die is placed, you spend at least one Motivation Token of the required type for that location, you'll receive the 3 bonuses shown on the corresponding Memory Card: VEP, a specific bonus, and a Memory Token.

Alternatively, you can spend that Motivation Token to leave a Presence, i.e. placing one of your Character's Tokens in that location's building. Having a Presence lets you receive a bonus in that location on all subsequent turns, as explained later.

If you cannot or choose not to gain the Memory or leave a Presence, you'll receive help from your parents: you must play one Parent Card from your hand and gain its bonus.

Some locations allow you to spend Willpower Tokens instead of Motivation Tokens, whether to gain the Memory or to leave a Presence.



PLAYING

A game of *Coming of Age* is played over 9 turns, divided into 4 rounds. Each round is played exclusively with a specific type of Die (4, 6, 8, and 10-sided), and at the end of each turn, you must discard the Die you used to visit a location. Therefore, the last turn of each round is always played with a single Die.

Each turn is divided into 4 different phases:

1. Explore New Interests and Choose a Location
2. Experience the Location
3. Gain the Location Benefits
4. End of the Year

Important: Both phase 1 and phase 2 are played simultaneously. You cannot wait for other players to make their decisions before making yours.

1. EXPLORE NEW INTERESTS AND CHOOSE A LOCATION

EXPLORE NEW INTERESTS

All players simultaneously roll all the Dice they have available for the current round and place each Die in the road zone of the location that corresponds to the number on the Die.

CHOOSE A LOCATION

The results of the Dice show the locations you want to enjoy this year, but time is limited, so you will need to choose which ones to visit, losing the option to explore the others. However, the desire does not disappear, and you will remember the missed opportunities, adding them to your list of Personal Fulfillment Experiences. Your development will benefit if you manage to fulfill those old desires in the future.

Each player chooses **one** of their Dice placed in the road zone and places it on the building of the location where it is located. You can change the location chosen, as explained below. **Only after deciding the final location for that Die, and potentially advancing your Personal Fulfillment Counter, you must retrieve the rest of your Dice from the road, one by one.** For each Die you remove, place an Interest Token on the building of the location from which you remove it. If you remove multiple Dice from a location, place one Interest Token for each Die. **The retrieved Dice are placed next to your Personal Board.**

Change Location

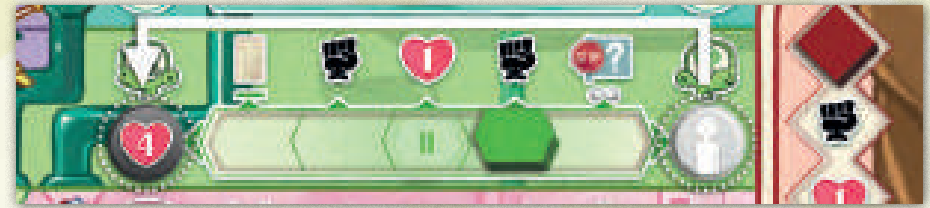
Frustration is an unpleasant feeling that can get in the way of some of your achievements, but it is an essential part of life. You will feel frustration if you cannot visit the desired locations, but over time you can overcome it and feel better, which can have additional long-term benefits. Don't worry, as your future self could benefit from experiencing a bit of frustration now and then.

After choosing a Die, you can change its location. To do this, you must use Frustration Tokens. Move the Die you've chosen to the building of **an adjacent** location and add **one Frustration Token** from your personal supply to the far right of an available Mood Track on your Personal Board that has none. You can also choose a **non-adjacent location**, in which case you must add **2 Frustration Tokens** to the far right of 2 available Mood Tracks that each have none.

Important: Available locations (without the Roadblock Tile) at the ends of the Main Board are considered adjacent to each other.

Frustration Tokens

Frustration Tokens are placed covering the Motivation Token icon at the far right of the available Mood Tracks. These frustrations can be overcome with the Overcoming Bonus or by spending 4 Willpower Tokens at any time. When you overcome a frustration, flip the Token and place it covering the icon at the other end of the same Track. The rules for eliminating it completely are explained later. If you have more than one Token to choose from, you decide which frustration to overcome.



You cannot add a Frustration Token to a Track that already has one **at either of its ends**. So, if you don't have any available Mood Tracks without Frustration Tokens, you cannot change your Die's location.

Advance the Personal Fulfillment Counter

As you finally fulfill your past desires, you will feel fulfilled, and this will bring you increasingly satisfying life experiences.

If, at the final location you chose, you have one or more Interest Tokens, return them to your personal supply and advance your Personal Fulfillment Counter one step for each Interest Token, gaining the bonus from each space you reach. If you reach the end of the Track and must advance your Counter, you gain the bonus indicated (1/1) for each step you must advance.



At the beginning of turn 5, the red player rolls 2 eight-sided Dice and gets a 2 and a 4. They place both Dice in the road zone of their respective locations (A). Then, they choose the 4 and move it to the building of the adjacent location 6 (B), using a Frustration Token to place it at the far right of the Mood Track in turquoise (C). Since location 6 previously had an Interest Token, the player recovers it, advances one step on their Personal Fulfillment Counter, and gains a Willpower Token (D). Finally, they retrieve the other Die, leaving an Interest Token on the building of location 2 (E).

2. EXPERIENCE THE LOCATION

Each location has an Experience Space at the bottom, showing a series of bonuses that mostly affect the Mood Counters. All players must simultaneously apply all the bonuses in the Experience Space of the location they chose with their Die, **resolving them strictly from left to right**. Remember that for each step a Counter moves, you immediately gain the bonus of the corresponding space. The only exception to this rule are the rightmost spaces on each Track, which grant a passive (non-immediate) bonus that you benefit from as long as the Counter remains in that position.

Additionally, you may flip one unused Memory Token (only one) to move a Mood Counter, **either before or after** resolving all the effects of the Experience Space.

Important: If the Experience Space tells you to move a Mood Counter that isn't available yet (no Counter placed), simply ignore that icon.

Memory Tokens

The memorable moments of the past have shaped the person you are today. Remembering them can bring joy, nostalgia, or sadness.

These Tokens are mostly gained from Memory Cards and allow you to move any of the available Mood Counters, **either before or after** resolving all the effects of the Experience Space, and gain the corresponding bonus.



Move a Counter one step to the right.



Move a Counter one step to the left.



Move a Counter to the central space and gain that bonus twice.

All Memory Tokens are single-use. When you gain one, place it next to your Personal Board showing its unused side. When used, flip it to its used side (Side B). Keep used Tokens, as you can gain VEP from them at the end of the game.



Bouncing on a Track to the Right

When you have to move a Mood Counter to the right and it is already in the last space, instead of moving the Counter, you gain the Motivation Token shown. If the Motivation Token icon is covered by a Frustration Token, you don't gain anything.

Bouncing on a Track to the Left

When you have to move a Mood Counter to the left and it is already in the last space, instead of moving the Counter, you must choose either to add a Frustration Token over the Motivation Token icon on the far right of that Track, or lose 2 VEP.

If you bounce to the left and there is already a Frustration Token at one end of the Track:

- Lose 2 VEP if the Token is on the far right (unresolved frustration).
- Gain 4 VEP if the Token is on the far left (overcome frustration). Then return the Token to your personal supply after scoring it.

Important: If you must bounce more than once, to either the right or the left, resolve each bounce separately.



In location 6, the Experience Space allows the red player to move different Mood Counters: the pink Counter one step to the right, reaching the passive bonus space (A); the orange Counter one step to the right, also reaching the passive bonus space (B); and finally, the green Counter one step to the left, which, by bouncing, lets them remove the Frustration Token and gain 4 VEP (C). After resolving the Experience Space, they choose to use a yellow Memory Token (flipping it) to move the turquoise Counter one step to the right and gain a Trait Bonus (D).

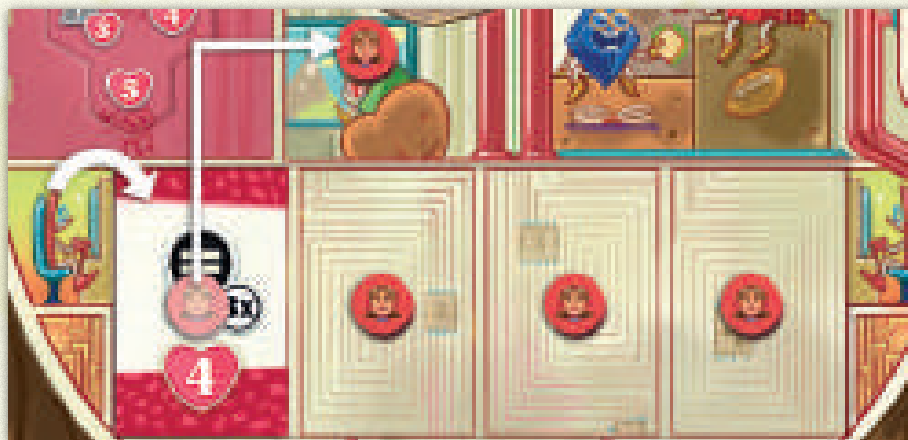
Trait Bonus

Here the Trait Bonus will be explained in more detail. This bonus allows you to perform **one** of the following three actions:

- Draw one Trait Tile from the pile and add it to your hand.

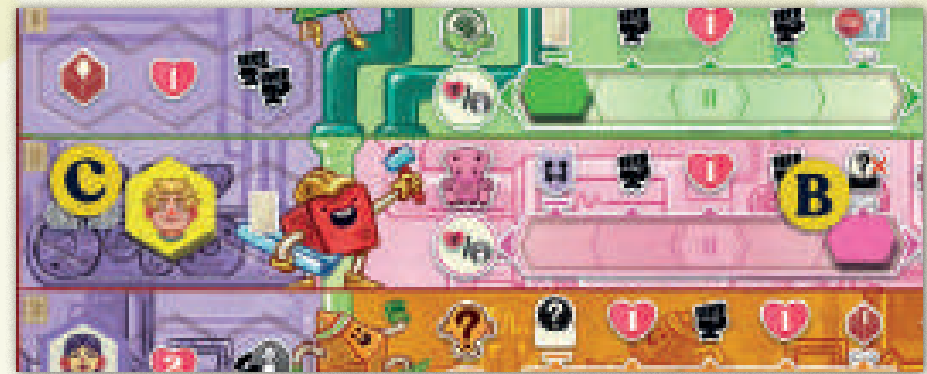
Important: Your hand limit is always 4 Trait Tiles. If you draw a fifth, you must immediately discard one, including possibly the one you just drew. Discarded Tiles always go to the bottom of the pile.

- Play one Trait Tile from your hand into the first available slot on the left side of your Personal Board, gain the VEP shown on the Tile, and take the corresponding Mimic Trait Token, placing it in your personal supply. To play a Trait Tile, you must meet the listed requirement.



Important: When playing a Trait Tile, you only need to meet the requirement at that specific moment. You may only play 4 Trait Tiles during the game; once you've played your fourth, you cannot play anymore.

- Play one Mimic Trait Token from your personal supply onto a Trait Tile previously played by another player and gain the VEP shown on that Tile. To do this, you must meet the requirement of the Tile, and the Character Token of that player must be in your Friendship Track at a level **equal to or higher** than the space occupied by that Tile on their Personal Board (the leftmost Tile is level 1, the next is level 2, etc.). You cannot mimic the same trait more than once, but different players may mimic the same trait.



After gaining a Trait Bonus by using their yellow Memory Token, the red player decides to use a Mimic Trait Token from their personal supply. They place it on a level 1 Trait Tile previously played by the yellow player (A). The red player is allowed to do this because they meet both conditions: they fulfill the specific requirement of the Tile (B), and they have the yellow player's Character Token at level 2 in their Friendship Track, which is enough to mimic a level 1 Tile (C).

3. GAIN THE LOCATION BENEFITS

In this phase, the Bus will move from left to right, starting at the leftmost available location and stopping only at those that have **at least one Die and/or one Presence**.

When the Bus stops at a location, complete the following two steps:

A. All players who have **a Presence or a Die** at the location must simultaneously choose **one** of the following two options:

- **Gain the Bus Stop bonus.** If the Bus Stop Tile shows a neutral Character Token, you may gain a Friendship Bonus by interacting with that character; otherwise, simply gain the indicated bonus.
- **Gain a Friendship Bonus** by interacting with the Character Token of a player who has a Presence at the location.

Having both your Die and a Presence at a location does not allow you to choose both options (you must choose one or the other).

FRIENDSHIP BONUS

You are not alone in the world. It's full of people who might share your interests. Meeting new people, becoming friends with them, and eventually forming deeper bonds can be a great help in achieving your goals.

You can gain the Friendship Bonus in various ways: by interacting directly with a character on a Bus Stop Tile, through another player's Presence, or by gaining the  bonus that appears in various parts of the game and allows you to freely choose which character to interact with.

Regardless of how you gain the Friendship Bonus, it allows you to perform **one** of the following actions depending on your current relationship with the character you are interacting with:

- **If the Character Token is not yet on your Friendship Track:** Take it from the general supply, place it on level 0 of your Friendship Track, and gain 1 VEP.
- **If the Character Token is already on your Friendship Track:** Move it to an empty space on the next level and gain the corresponding bonus. You cannot move it if it's already at level 4 or if there are no available spaces in the next level.

Important: To move a Character Token from level 4 to level 5 (or from level 5 up to level 7), you must specifically gain an Intimacy Bonus . It works the same way: move the Token to an empty space on the next level and gain the corresponding bonus.

B. After completing the previous step, all players who have **a Die** at the location must simultaneously choose **one** of the following three options:

• Memory

Memories represent meaningful experiences you gain while exploring your interests. The more you invest in these experiences, the deeper the memories you create and the greater their impact on your development.

Spend **one or more Motivation Tokens of the same type** (among those required by the location) to gain the bonuses shown on the Memory Card.

For the first Motivation Token spent: gain 3 VEP. For the second: gain 2 VEP. For any additional Tokens: gain 1 VEP each.

Some locations allow you to spend **4 Willpower Tokens** instead of Motivation Tokens to gain a Memory. If you choose this option, you only gain 3 VEP, but you still receive all other bonuses in the usual way.

In addition to VEP, each Card grants the indicated bonus and one Memory Token.

All players with a Die at the location and the required Motivation Tokens (or enough Willpower Tokens, if applicable) may gain the Memory. Once one or more players have obtained it, the Card is removed from the game. **It is not immediately replaced.**

• Presence

After visiting a location, the activity you engaged in might become a hobby and something you return to year after year.

Spend **a required Motivation Token** or, if the location allows it, **4 Willpower Tokens** to place a Presence in that location's building. You have 4 Character Tokens for this purpose, which you may place in **up to 4 different locations (no repeats)** throughout the game. If you wish to place a new Presence but have already used all 4 Character Tokens, you may move one to the new location.

Important: Each time you spend one or more Motivation Tokens, whether to gain a Memory or place a Presence, you must move the Mood Counter that corresponds to the Token's color exactly 2 steps to the left. The number of Tokens spent does not affect this movement. You do not gain any bonuses from the spaces passed, but Bounce effects still apply if triggered.

• Parent Card

During your early childhood, you'll depend on your parents in order to develop as a person, but as you grow, you'll become more independent and able to achieve things on your own.

If you cannot or choose not to take one of the two previous options, **you must play a Parent Card from your hand and gain its bonus.** Place the Card face-up in your personal discard pile (this pile is public and can be checked by all players). After playing a Card, draw a new one, so that you always have 2 Parent Cards in your hand.

After all players have completed both steps, and before the Bus moves and stops at the next location, all Dice remaining at the current location must be removed from the game.





The Bus stops at location 6 (A). The red player, who has a Die there, may choose, as step one, between the Bus Stop bonus or interacting with the yellow player, who has a Presence there. They choose the Bus Stop bonus, which grants a Friendship Bonus with any character (B). They choose the neutral purple character, who is already on their Friendship Track, and move them from level 3 to level 4, to the space that lets them move a Mood Counter 2 steps to the right (C). They apply this effect to the orange Counter, which bounces twice to the right and grants 2 orange Motivation Tokens (D). Finally, as step two, they take advantage of the passive bonus of the pink Track, which allows them to spend Motivation Tokens of any type (E). They spend the 2 newly acquired orange Motivation Tokens instead of one of the required colors (turquoise/pink) to gain the bonuses of the Memory Card (F): 5 VEP (3 for the first Motivation Token and 2 for the second), a Parent Card bonus, and one purple Memory Token. Because they spent orange Motivation Tokens, they must move their orange Mood Counter exactly 2 steps to the left, gaining no bonus in the process (G).

4. END OF THE YEAR

When the Bus stops at the last available location with at least one Die and/or Presence, and all actions have been completed, the turn ends and the next one is prepared.

If players still have Dice next to their Personal Boards:

1. Refill all available locations without one with face-up Memory Cards.
2. Take the Bus Stop Tile at the far right, slide all the others one space to the right, and place the Tile you took in the empty space at the far left.
3. Place the Bus back at the left side of the Main Board.

If players no longer have any Dice next to their Personal Boards, the round ends. In addition to the previous steps, complete the following:

4. Players take from their personal supply and place in the central space , the Counter for the next Mood Track on their Personal Board, starting from the top (pink > orange > blue).

5. Take the corresponding Motivation Tokens for the newly unlocked Mood Track from the unavailable components supply and add them to the general supply.
6. Players take from the unavailable components supply the Dice for the new round and place them next to their Personal Boards, following the table below:

Round	2 (2 turns)	3 (3 turns)	4 (3 turns)
Dice	2 six-sided Dice	3 eight-sided Dice	3 ten-sided Dice

7. Remove the Roadblock Tiles from the locations listed in the table below:

Round	2	3	4
New Locations Available	5 and 6	7 and 8	9 and 0

8. Refill the 2 newly available locations with face-up Memory Cards.

END OF THE GAME AND FINAL SCORING

The game ends at the end of Round 4, once players have used all their Dice (9 turns). Before proceeding to final scoring, **each player may use one unused Memory Token**, if they still have one.

FINAL SCORING

Frustrations

Each player loses 3 VEP for each unresolved Frustration (a Token placed on the far right of a Mood Track).

Goals

Each player may play as many Goal Tiles as the number of Trait Tiles they have played on their Personal Board during the game. Each Goal Tile whose requirement you meet is worth 5 VEP.

Leftover Elements

Each player adds up all their unused Willpower Tokens, Motivation Tokens, and Memory Tokens, divides the total by 3 (rounding down), and gains that many VEP.

The player with the most VEP is declared the winner. In the case of a tie, the tied player who has completed the most Trait and Goal Tiles, including those mimicked on other players' boards, wins. If the tie persists, the player with the most Character Tokens on their Friendship Track wins. If there is still a tie, the tied players share the victory.

TWO-PLAYER VARIANT

During setup, place 4 random Trait Tiles from the pile in a row between the two players. Then, randomly assign a different neutral Character Token to each Tile.



Using the Trait Bonus, you may play one of your Mimic Trait Tokens on these Tiles, as long as you meet the requirement and your Friendship level with the associated neutral character is equal to or higher than the level corresponding to that Tile’s position: the first on the left requires level 1, the second level 2, and so on.

TRAIT AND GOAL TILES

Below are the requirements needed for each Trait and Goal Tile in order to gain the VEP they provide.

TRAITS

	Cheerful • Brilliant Have at least one Motivation Token of the indicated type.
	Stubborn Have at least 3 Motivation Tokens of the same type.

	Experienced Have at least 4 Motivation Tokens of any type.
	Balanced Have the same number of Counters on the far left and far right of the Mood Tracks (you must have at least one Counter on each side).
	Competent Have at least 3 Counters on passive bonus spaces of the Mood Tracks.
	Centered Have at least 2 Counters on the central spaces of the Mood Tracks.
	Sad Have at least 2 Counters on the far left of the Mood Tracks.



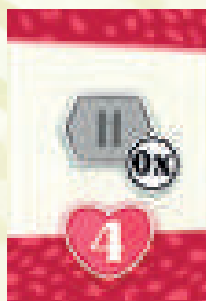
Positive

Have no Counters on the two leftmost spaces of the Mood Tracks.



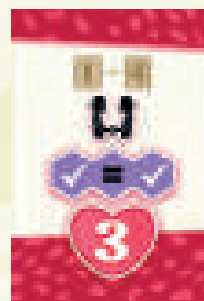
Sentimental

Have at least 2 Character Tokens on central spaces of the Friendship Track, between levels 1 and 4 (inclusive).



Unbalanced

Have no Counters on the central spaces of the Mood Tracks.



Fair

Have the same number of Character Tokens on the right side and left side of the Friendship Track, between levels 1 and 4 (inclusive). You must have at least one Token on each side.



Extroverted

Have at least 3 Character Tokens at level 0 on the Friendship Track.



Frustrated

Have at least 3 unresolved Frustration Tokens on your Mood Tracks.



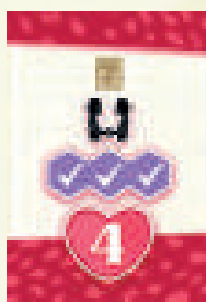
Amicable

Have at least 4 Character Tokens at levels 1 to 4 (inclusive) on the Friendship Track.



Resilient

Have at least 2 overcome Frustration Tokens on your Mood Tracks.



Completionist

Have 3 Character Tokens on the same Friendship level (excluding level 0).



Strong-Willed

Have at least 6 Willpower Tokens.



Hoarder

Have at least 9 Tokens total, combining Willpower and Motivation Tokens.



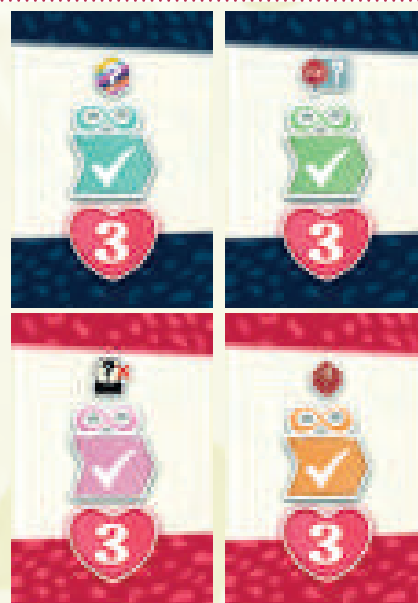
Responsible

Have at least 4 Interest Tokens placed across the locations.



Optimistic • Unmoved • Pessimistic

Have at least one unused Memory Token of the indicated type.



Jovial • Cool • Strong • Popular • Calm

Have the Counter on the passive bonus space of the indicated Mood Track.



GOALS

TYPE A

These goals award points for having a majority, but only the player who owns the goal scores it. In case of a tie, the goal is considered fulfilled.



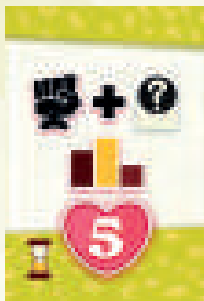
Sociable

Have more Character Tokens on your Friendship Track than any other player, counting all levels.



Versatile

Have more Presences on the Main Board than any other player.



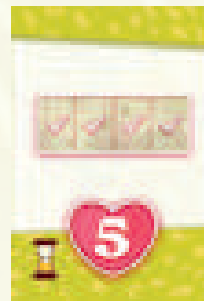
Saver

Have more Willpower and Motivation Tokens than any other player.



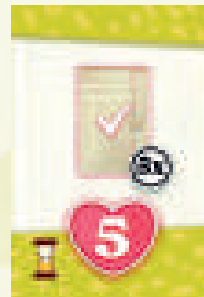
Family-Oriented

Have played more Parent Cards than any other player.



Loyal

Have played 4 Trait Tiles on your Personal Board.



Friendly

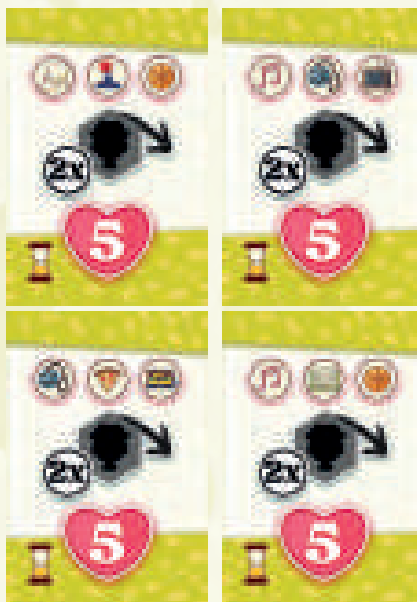
Have fulfilled 5 Trait Tiles, counting both your own and those you've mimicked on other players' boards.



Persistent

Have reached the final space of the Personal Fulfillment Track.

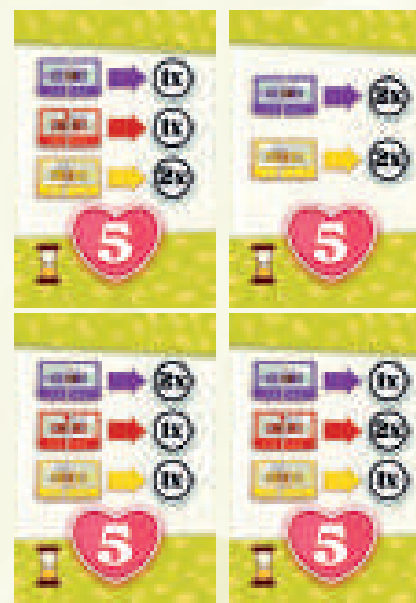
TYPE B



Gamer • Enthusiast • Hedonist • Eclectic

Have at least 2 Presences among the 3 indicated locations.

TYPE D



Grateful • Experimented • Cautious • Nostalgic

Have at least the required number of Memory Tokens of the indicated types, whether used or unused.

TYPE C



Committed

Have a Character Token reach level 7 on the Friendship Track.

SOLO MODE

In solo mode, you will face off against Rob Bot.

SETUP

Set up the game using the Two-player variant, with the following exceptions:

- **For you:** Draw 1 Goal Tile of type B, 2 of type C, and 1 of type D.
- **For Rob:**
 - Place only 2 Character Tokens and his Interest Tokens in his personal supply; he does not use Mood Counters or Frustration Tokens.
 - Place one Frustration Token showing the 4 VEP side on the bounce bonus of the Personal Fulfillment Track.
 - Rob does not receive a Starting Trait Tile; instead, he starts with a random one from the pile, face down next to his board.
 - He does not receive any Goal Tiles or Parent Cards.

ROB'S TURN

1. EXPLORE NEW INTERESTS AND CHOOSE A LOCATION

Rob rolls the same number and types of Dice as you. Instead of placing the Dice, he places one Interest Token per Die in the corresponding locations based on the Die results. If he has fewer Tokens than Dice, place those that he can, starting with the lowest-value Die, in ascending order. If no Tokens remain, he does nothing.

2. EXPERIENCE THE LOCATION

Rob places one of the Dice he just rolled in the same building of the location you chose with your Die. The rest stay by his board. If there are one or more of his Interest Tokens in that building, he takes them back and advances his Personal Fulfillment Counter once per Token, as usual. However, **he skips any space that does not grant VEP**, moving directly from one VEP space to the next and gaining the corresponding points. If he is already on the final space, he gains 4 VEP per unperformed advance (the Frustration Token placed during setup is a reminder of this rule).

3. GAIN THE LOCATION BENEFITS

When the Bus stops at a location **where Rob has a Die or a Presence**, he resolves the 2 usual steps **before you**, with some changes:

A. If his Die or Character Token is at the location, he performs one of the following:

- If the Bus Stop bonus **is not a Character Token**, he gains a Trait Bonus, resolving **the first** of these actions that is possible:
 1. If he has a Mimic Trait Token available, he places it on the available Trait Tile (yours or neutral) that gives the most VEP and that he hasn't mimicked yet. He ignores all requirements and gains the VEP.
 2. If he has a Trait Tile, he plays the top Tile of his Trait pile face up onto the

first available slot on the left of his Personal Board (if any), unlocking the corresponding Mimic Trait Token and placing it in his personal supply. He ignores all requirements and gains the VEP.

3. He draws one Trait Tile and places it face down on top of his Trait Tile pile.

- If the Bus Stop bonus **is a Character Token**, Rob gains a Friendship Bonus with that character as follows: whether or not he already has that Character Token on his Friendship Track, he places it on the first available space that grants **only VEP**, starting from the top, regardless of the level (0–7). He gains the VEP of the space he covers.

Important: On level 0 of his Friendship Track, Rob may have only one Character Token covering the VEP. If one is already there, he must skip to the next available space that grants VEP.

B. If his Die is at the location, he performs **all** of the following actions that are possible:

1. He places one of his Character Tokens in the location to leave a Presence, unless he has none left in his supply or already has Presence there.
2. If he has Motivation Tokens of a required type, he gains the VEP shown on the Memory Card (3, 2, 1...) as if he had spent them all, but he does not actually discard them. He ignores all other bonuses from the Card. If the location allows a choice between two types, he uses the one he has more of.
3. He gains one Motivation Token of the type required by the location. If the location offers a choice between two types, he gains one of each. He may take Tokens still in the unavailable components supply.

At the end of the turn, remove the Memory Card from the game, whether it was gained by you, by Rob, or by both.

FINAL SCORING

Rob reveals and scores all remaining Trait Tiles in his pile, ignoring their requirements. He gains 1 VEP for every 3 Motivation Tokens he has (rounded down).

If you find it too difficult to beat Rob, give him only 1 Character Token during setup. If you find it too easy, give him 3 Character Tokens during setup instead.