

Brighter - Rules

“Life is a mosaic of pleasure and pain—grief is an interval between two moments of joy.”--Sathya Sai Baba. Help! You are now in the darkest time of your life, having a better and brighter future is all you want now at this moment. And now, you have decided to make a change.

STEP By STEP!!

1. Decide who is going to be “A” and “B”
2. “A” needs to draw *ONE A’s role card & ONE A’s life goal card*
3. “B” needs to draw *ONE B’s role card & ONE B’s life goal card*
4. You can tell each other your roles
5. You guys **DECIDE** whether you want to tell each other your life goal or not.
 - a. Your **ONLY** way to win the game is by accomplishing your life goal.
 - b. You only can have ONE life goal at a time
 - i. The **ONLY** way to change your life goal is bypassing the 50 years-old grid.
6. (**Actions required to do right now**) Each player takes 4 cards from the Money Cards pile, and places them down to 4 random grids on the board. ANY grid is fine, as long as you want.
 - a. In total there should be 8 money cards placed down on the board.
7. When you understand the above rules, please take a look at the game board.
8. The **NUMBERS** on the board are your **AGE in your life**.

- a. Your **STARTING** position on the board is your corresponding **AGE on your ROLE CARD (differs for different roles)**
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9. **Yellow grids** are Event grids:
 - a. Whenever you land on event grids, you need to **draw an event card**.
 - b. Events cards can **give you Money and or Negative Effects**.
 - i. When you see something like this: **+/- \$XXX**
 1. This means that you either earned or lost a certain amount of money.
 2. Draw from the money card pile if you earned some
 3. Discard the corresponding amount if you lost some
 - ii. When you see something like this: **XXXXXX**
 1. This means you had a ROLE CHANGE in your life
 2. Just remember the role you have right now, it might be useful if your life goal needs it.
 - c. You also can choose to use **ONE of your PLAYER CARDS** when you land on an event grid.
 - i. Using a player card on a specific event can be useful for you to win the game.
 - ii. You can *choose* to use your player card on yourself or your opponent.

- iii. Use player cards at the very last of your turn, because it is better to check out the event card first then decided which player card should you play.

10. **Green Rectangular Grids** are Clinic grids:

- a. You need to **pay \$500** to the clinic.
- b. Clinic grids can help you to **erase ONE of your Negative effects**

11. **Red Grids** are Death Grids:

- a. If you land on this, you **died. Game over.**
- b. You can also see if you have any **DEATH PASS**, which can help you avoid one death.

12. Rainbow Grid is the Life Goal changing grid:

- a. Only if you **LANDED** on this grid, you can **change your LIFE GOAL**
 - i. If you want to change your life goal, please re-draw a card from the rest of your own Life Goal card pile. (Discard the one you already had)
- b. Just passing by this grid doesn't do anything.

13. 100 years-old Grid is a bonus to win.

- a. Reaching the grid means you are fortunate enough to live 100 years, and this is a way to win if you are losing in completing life goals

14. Cards:

- a. There are three types of cards:
 - i. Player cards (Purple)
 - 1. There is a stack of player cards that are purple laid on the board, draw 3 of them at first to your hand.
 - 2. Make sure you always have maximum of 3 player cards in your hand

ii. Event cards (Green)

1. Event cards has the ability to change your role, give you negative effects, gain death passes, gain money, move up grids.

iii. Money cards

1. The money cards has different amount of money for each card
2. Add the amount of money gained to your calculator
3. If you have \$0:
 - a. You are forever trapped in the grid you are on now
 - b. Persuade another player to borrow/give/loan money to help you
4. If you have too much money, you can use it for the Store System!
5. Store System: **(Can be used at any time)**
 - a. -\$50000 for any role you want
 - b. -\$100000 for changing your life goal

15. Great, if you can understand the aspect of the game board, you are 90% done! Now take a look at the dice!

16. It's just a normal dice, however, it has **two** proposes!

- a. Roll for relationships
- b. Roll to determine how many steps you take for this round.

17. Use the dice to **roll your relationship** with each other:

- a. Some relationships give you **special powers** throughout the game, some don't.
- b. Look at what the dice has landed on, and go to the **corresponding number** to see what relationship you have with each other:
 1. Parent (A) and child(B) relationship:
 - a. A need to pay B their clinic money
 - b. A needs to make sure B doesn't go negative on their budget
 - c. A can take choose to take away from B whenever A lands on an event grid.
 2. Loving Couple:
 - a. You loved each other.
 - b. Nothing more.
 3. Siblings:
 - a. A and B both have a ONE-time ability to move to the other person's grid.
 4. Alimony Relationship
 - a. A need to give \$50 to B whenever B lands on an event grid.
 5. Enemy:
 - a. Whenever you have landed on an event grid, you can take away one of your opponent's player cards.
 6. Best Friend:
 - a. You had a good buddy.
 - b. Nothing more.

18. At last, take a look at the big calculator.

- a. This is for you to **keep track** of your money budget.
- b. **Different roles have different budgets to start with**, put in your starting amount by looking at the **Budget section on your Role Card**.
- c. Add or subtract amounts to your budget throughout your game.

19. Who wins?

- a. Who ever gets more life goals completed is the winner
 - i. Could be a win-win if you guys have the same amount of goals completed
- b. Who ever gets to 100 years old win (

20. Congratulations, you have finished the rules! Start playing!