LifeStyle

with illustrations by Aki Röll

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Players: 2–5   **Ages:** 10 and up   **Duration:** about 45 minutes

Components: 72 playing cards, 25 tokens, 5 "dice zone/points zone" cards, 3 row cards, 3 dice

The Idea of the Game

Roll the dice cleverly to collect as many valuable cards as you can in order to demonstrate your impressive lifestyle. Houses and Cars earn you lots of points. Pets don't just give you points, but also tokens you can use for helpful actions. Sports cards won't earn you any points, but they help you improve the results of your rolls and give you a chance to get the especially valuable Job and Love cards. The player who has earned the most points by the end wins the game.

Setup

- Shuffle the playing cards and place them in the center of the table as a face-down **draw pile**. Leave enough room for a **discard pile** next to it.

- Place the three **row cards** in order (1. – 2. – 3.) in the center of the table, one below the other. Turn over three cards from the draw pile to start each row. This is called the **"card display."**

- The youngest player **goes first**. Give the player to his left one **token**, the player to that player's left two tokens, and so on. The first player doesn't get any tokens. Put the rest of the tokens in a "**token pool.**"

- Each player places a "dice zone/points zone" card in front of him, dividing the space in front of him into a **"dice zone"** and a **"points zone."**

Discard pile — *Draw pile* — *Token pool*

Points zone / *Dice zone*

Dice zone / *Points zone*

Card display

First player — *Dice zone* / *Points zone*
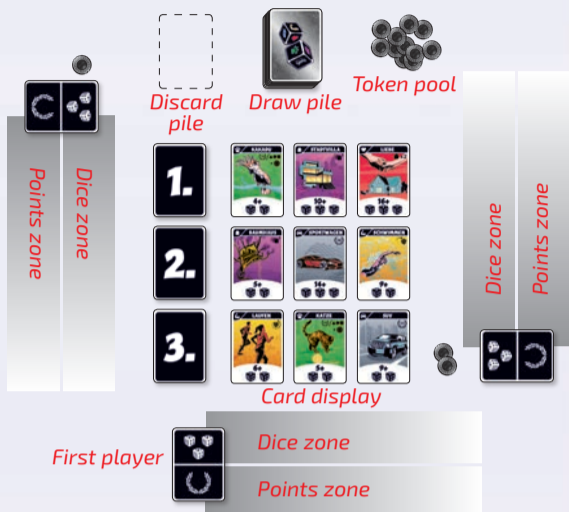
Playing the Game

In a game of *Lifestyle*, you will take turns in a clockwise direction. Each turn goes as follows:

If there are fewer than nine cards in the card display **at the start of your turn**, you **may** spend as many tokens as you like (by putting them back in the token pool) to buy more cards from the draw pile. These cards go in the card display face up:

- Pay **1 token** to add two cards to the card display. If there are already eight cards in the card display, only add one card.
- Pay **2 tokens** to refill the card display back up to nine cards.

> **How do I put new cards in the card display?**
> New cards **always** go into vacant spaces in the card display area from left to right. Fill the 1st row first, then the 2nd, then the 3rd.
> **Note:** If there are not enough cards left in the draw pile to completely fill the card display, fill it as far as you can.

Then you **must** carry out **one** of these actions: Take Cards or Roll Dice.

Note: If you don't have any cards in your dice zone, you **must** carry out a Take Cards action.

Action: Take Cards

You can take cards from the card display:

- ➡ **Either** take **any** one card,
- ➡ **or** take all (remaining) cards from any one column,
- ➡ **or** take all (remaining) cards from any one row.

Place the cards you've taken in your dice zone, face up. **Then your turn ends.**
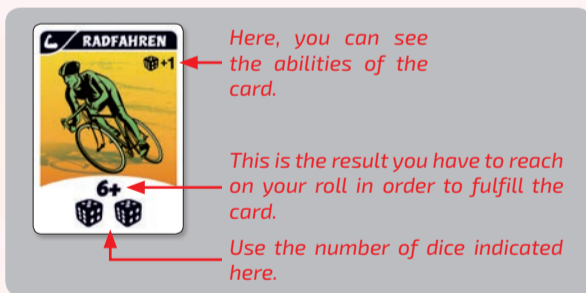
> **Empty Card Display?**
> If the card display area is completely empty at the **end** of your turn, immediately place nine new cards from the draw pile there, face-up, at no cost.
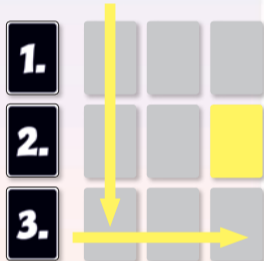
Action: Roll Dice

You can try to fulfill **all** of the cards in your dice zone. Here's how you do it:

- a. Name any card in your dice zone and roll the number of dice it indicates.
- b. If necessary, you may modify the result as much as you like with the help of tokens and/or Sports cards.
  - Spend **1 token** to re-roll any **one** die.
  - Turn any **Sports card** in your points zone 90° degrees to use its ability. You can only activate each Sports card **once** during each turn. At the end of your turn, turn all of them back upright.
- c. If you can't modify the result any further or choose not to, check if you have rolled the **required result**.

Here, you can see the abilities of the card.

This is the result you have to reach on your roll in order to fulfill the card.

Use the number of dice indicated here.

- ➡ **If you have:** You fulfilled the card. Name the next card you want to try for and repeat the process. If you can successfully fulfill **all** of the cards in your dice zone **in one single turn**, move them all to your points zone. **Then your turn ends.**

 **Note:** Any Pet you move into your points zone immediately awards you one token from the token pool.

- ➡ **If you haven't:** You've botched your roll. You receive one token from the pool as compensation, and you may discard as many cards from your dice zone as you like. **Then your turn ends.**

Example 1:

a)   b)   c)
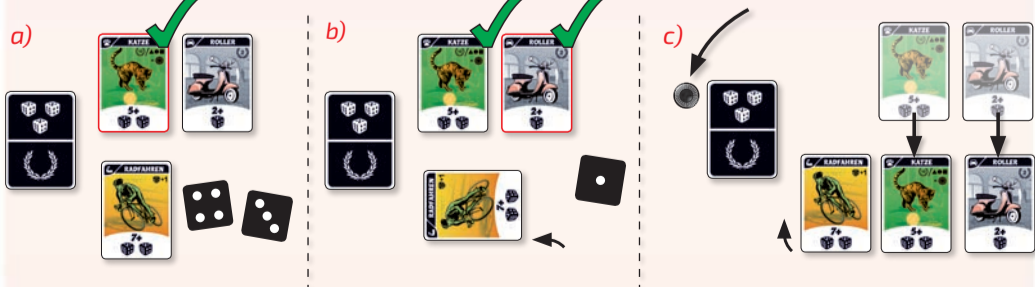
a) Niko picks the Cat and rolls a 7. He has fulfilled the card.

b) Next, he names the Scooter and rolls a 1. He uses his "Cycling" card, which increases the result of any roll by 1, to turn the result into a 2. That's enough to fulfill the card.

c) Since he has fulfilled all the cards in his dice zone, he moves them into his points zone. The Cat earns him one token immediately.
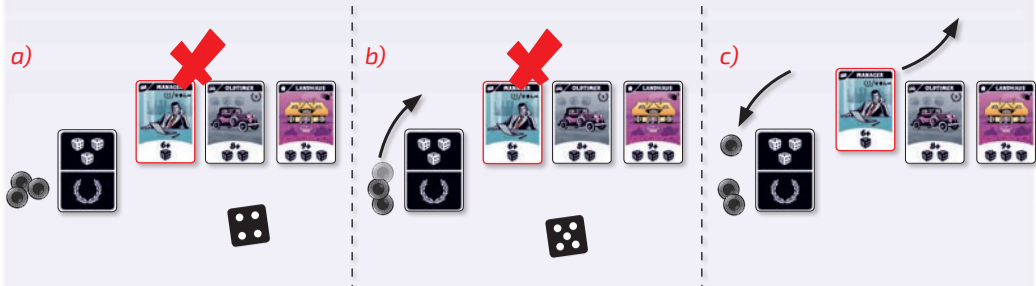
a) Sandro names the Manager and rolls a 4. Not enough for the required result.

b) He spends one token to re-roll the die and rolls a 5. Missed again.

c) He decides not to modify the result further, meaning he has botched the roll. He earns one token and may discard cards from his dice zone. Sandro discards the manager.

The End of the Game

The game ends as soon as a player begins his turn and there are no cards left in both the card display and in that player's dice zone.

The player who has the cards worth the most points in their points zone wins the game! If there is a tie, the tied player with the most tokens wins. If there is still a tie, you have more than one winner.

You can find an example of final scoring at the end of this rulebook.

The Cards

Pets

Each Pet **immediately** awards you one token from the token pool when you move it from your dice zone to your points zone.

Each set of three **different** Pets is worth 10 points.

Cars

Each car is worth the points printed on it.

Houses

Each set of any number of **different** Houses is worth points based on the number of Houses in that set:

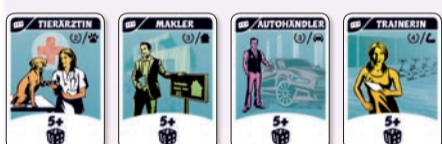| Number of Houses	1	2	3	4	5	6	7	8
Points	1	4	9	16	25	36	49	64

Sports

Running: Re-roll one die.

Cycling: Increase the result of one die by 1. That die can be worth more than 6 pips.

Swimming: Turn one die to show 4.

Rowing: Increase the results of all dice by 1 each. The dice can be worth more than 6 pips.

Jobs

Vet: The Vet is worth 2 points for each Pet in your points zone.

Real Estate Agent: The Real Estate Agent is worth 3 points for each House in your points zone.

Car Salesman: The Car Salesman is worth 3 points for each Car in your points zone.

Personal Trainer: The Personal Trainer is worth 4 points for each Sports card in your points zone.

Managers: Each of the Managers is worth 7 points for each set of one Pet, one House, one Car, **and** one Sports card in your points zone.

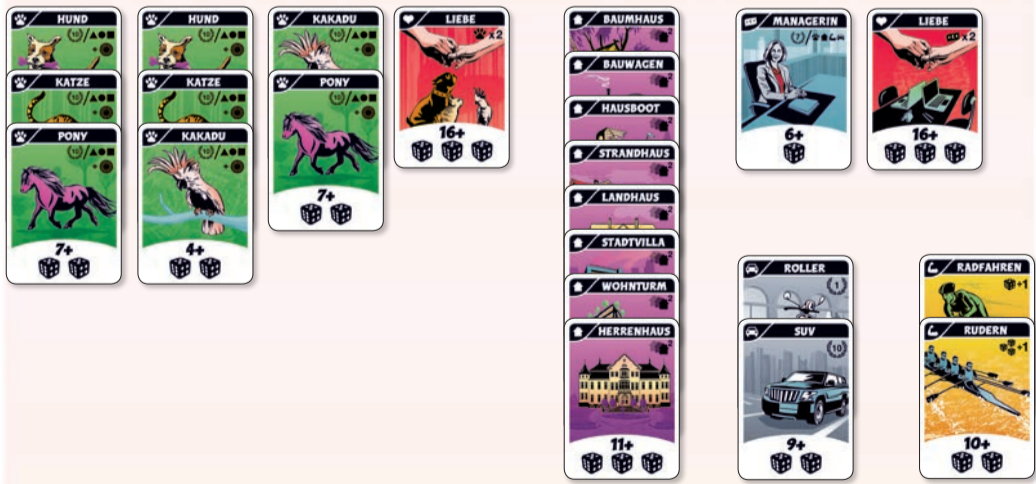> **Note:** The Houses and Pets you use can also be part of a House or Pet set at the same time.
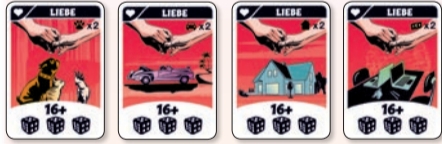
Love

Love (Animals): Double the points for your Pet sets.

Love (Cars): Double the points for your Cars.

Love (Houses): Double the points for your House sets.

Love (Jobs): Double the points for your Jobs.

Scoring Example:

*Sandro has two **Pet sets**, earning him 20 points. His **Love (Animals)** doubles their value to 40 points.*

*The **House set**, consisting of 8 Houses, is worth 64 points.*

*The **Manager** is worth 14 points. Sandro's **Love (Jobs)** doubles her value to 28 points.*

*The two **Cars** together are worth 11 points (10 + 1).*

*The **Sports cards** don't earn him any points.*

*In total, Sandro has earned **143 points.***