

1

Spilled Coffee

Skip the Draw Phase this turn.



Gain +1 on one challenge of difficulty 9 or less (single use).

1

Untied Shoelaces

Skip the Draw Phase this turn.



Gain +1 on one challenge of difficulty 9 or less (single use).

2

Locked out of your House

Discard 1 Optimism Card. ⚡

The next player gains +1. ⚡

2

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Discard 1 Optimism Card. ⚡

The next player gains +1. ⚡

2

Late for a Meeting

Discard 1 random card. ⚡

You may recast 1 Lucky Coin in all future challenges. ∞

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Discard 1 random card. ⚡

You may recast 1 Lucky Coin in all future challenges. ∞

3

Missed the Bus

Sit out the next Player's turn. ⚡

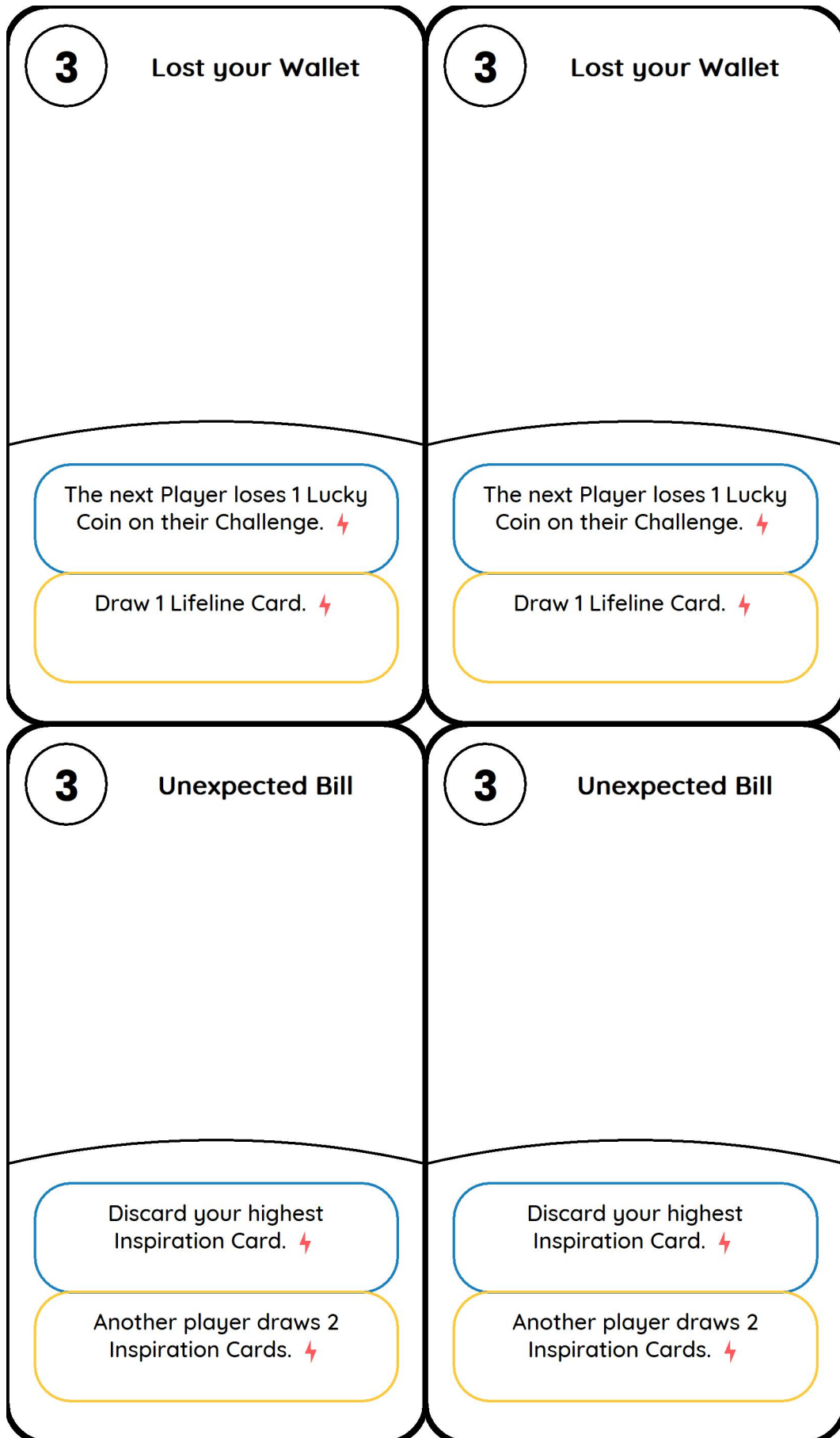
Another player (not you) may recast 1 Lucky Coin once (single use).

3

Missed the Bus

Sit out the next Player's turn. ⚡

Another player (not you) may recast 1 Lucky Coin once (single use).



4

Tough Job Interview

The next Player gains -1 on their Challenge Attempt. ⚡

Whenever another Player fails a challenge, draw 1 Inspiration Card. ∞

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4

Embarassing Public Speech Fail

The next Player loses 2 Lucky Coins on their Challenge. ⚡

All other Players (not you) gain +1 on all challenges ∞

4

**Embarassing Public
Speech Fail**

The next Player loses 2 Lucky
Coins on their Challenge. ⚡

All other Players (not you) gain
+1 on all challenges ∞

5

Car Broke Down

Your maximum hand size is
reudced by 1. ∞

You may recast 1 Lucky Coin in
all future challenges. ∞

5

Car Broke Down

Your maximum hand size is
reudced by 1. ∞

You may recast 1 Lucky Coin in
all future challenges. ∞

5

**Phone Fell Into A
River**

The next Player gains -2 on
their Challenge Attempt. ⚡

Another player (not you) may
recast 2 Lucky Coins once
(single use).

6

Your Friends go on
Vacation without you

Lose a Lucky Coin
permanently. ∞

All other Players (not you) gain
+1 on all challenges ∞

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Lose a Lucky Coin
permanently. ∞

All other Players (not you) gain
+1 on all challenges ∞

6

Failed an Important
Exam

Discard your entire hand and
redraw 4. ⚡

Whenever a Player fails a
challenge, all Players draw 1
Inspiration Card. ∞

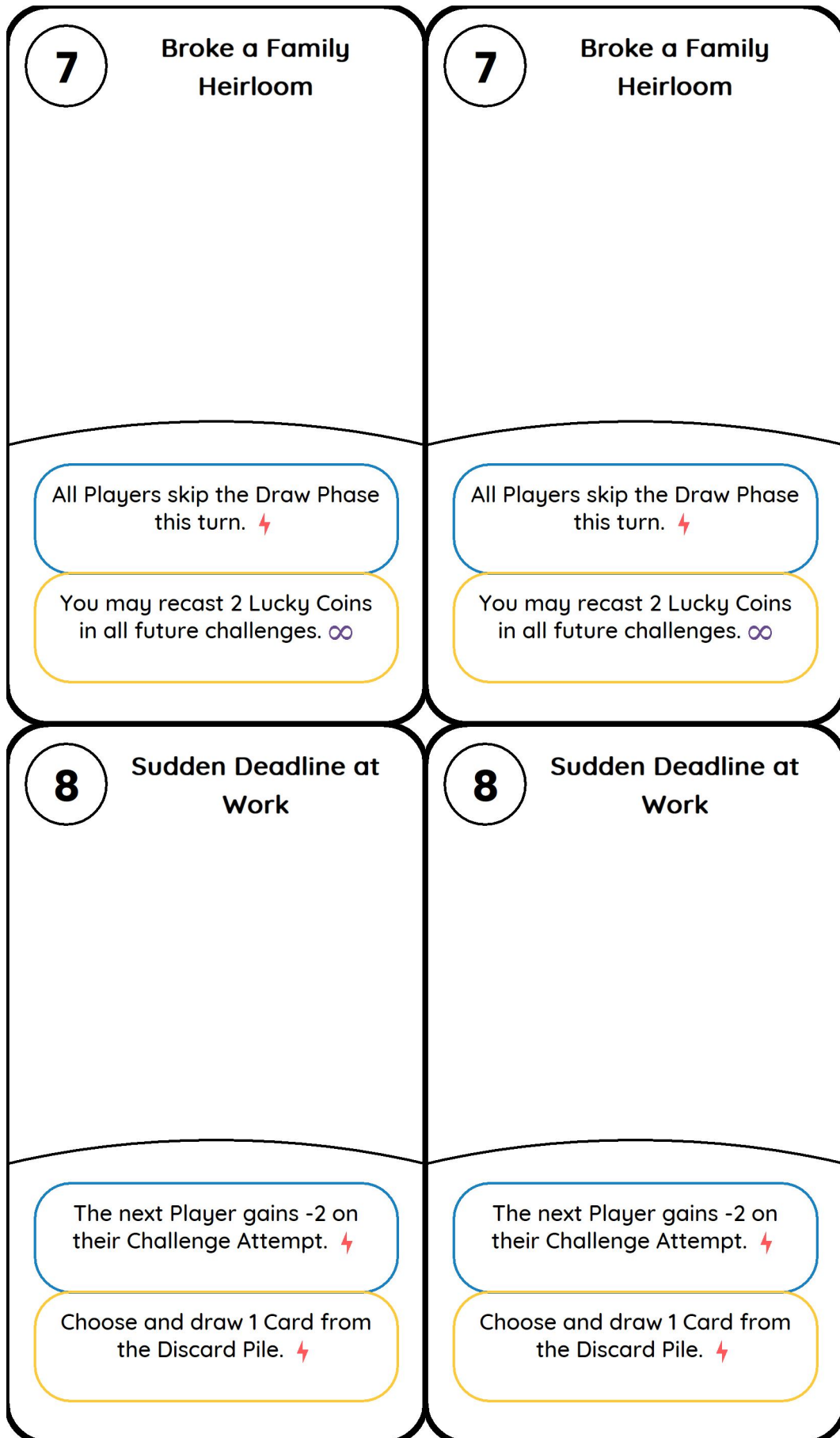
6

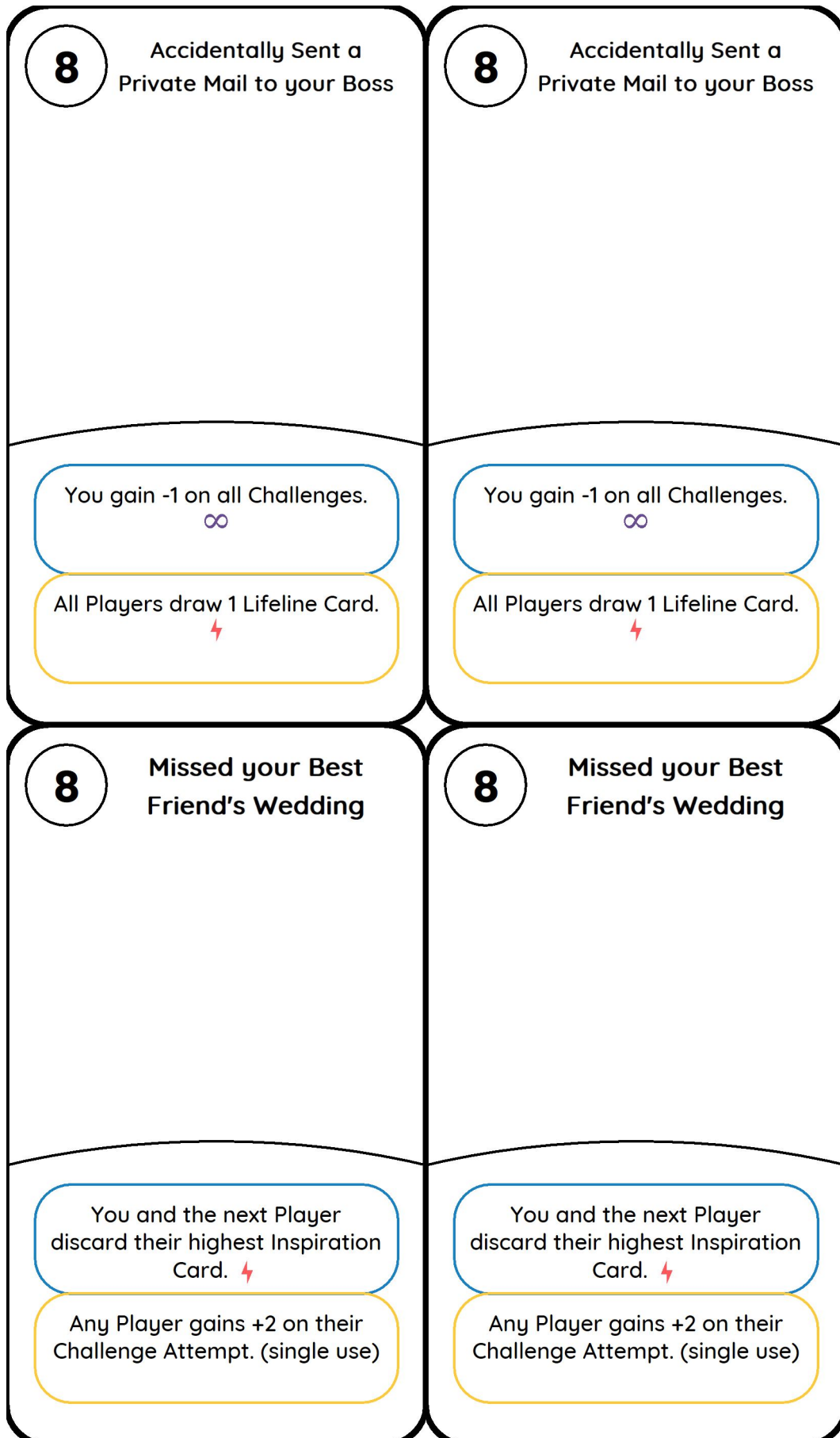
Failed an Important
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Discard your entire hand and
redraw 4. ⚡

Whenever a Player fails a
challenge, all Players draw 1
Inspiration Card. ∞

<div>7</div> <div>Social Anxiety at a Party</div> <div>The next Player faces the next Challenge alone. ⚡</div> <div>Another Player (not you) may add 2 Lucky Coins <i>before casting</i>. (single use)</div>	<div>7</div> <div>Social Anxiety at a Party</div> <div>The next Player faces the next Challenge alone. ⚡</div> <div>Another Player (not you) may add 2 Lucky Coins <i>before casting</i>. (single use)</div>
<div>7</div> <div>Car Got Towed Away</div> <div>Discard your 2 highest Inspiration Cards. ⚡</div> <div>All Players draw 1 Inspiration Card. ⚡</div>	<div>7</div> <div>Car Got Towed Away</div> <div>Discard your 2 highest Inspiration Cards. ⚡</div> <div>All Players draw 1 Inspiration Card. ⚡</div>





<div>9</div> <div>Disappointed your Dad</div> <div>All Players skip the Draw Phase this turn. ⚡</div> <div>Any Player may recast 2 Lucky Coins once. (single use)</div>	<div>9</div> <div>Disappointed your Dad</div> <div>All Players skip the Draw Phase this turn. ⚡</div> <div>Any Player may recast 2 Lucky Coins once. (single use)</div>
<div>9</div> <div>Marital Dispute</div> <div>The next Player loses 3 Lucky Coins on their Challenge. ⚡</div> <div>You may recast 2 Lucky Coins in all future challenges. ∞</div>	<div>9</div> <div>Marital Dispute</div> <div>The next Player loses 3 Lucky Coins on their Challenge. ⚡</div> <div>You may recast 2 Lucky Coins in all future challenges. ∞</div>

10

Moving into a New
City alone

Another Player discards their 2
highest Cards. ⚡

Any Player may recast all
Cloudy Lucky Coins once.
(single use)

10

Moving into a New
City alone

Another Player discards their 2
highest Cards. ⚡

Any Player may recast all
Cloudy Lucky Coins once.
(single use)

10

Got Scammed

Discard your 2 highest Cards.
⚡

Another Player (not you) may
add 3 Lucky Coins *before*
casting. (single use)

11

Losing your Job

Discard your entire hand and
redraw 3. ⚡

Gain +2 on all Challenges. ∞

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Discard your entire hand and
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11

Got Divorced

Lose a Lucky Coin
permanently. ∞

All Players draw 2 Inspiration
Cards. ⚡

11

Got Divorced

Lose a Lucky Coin
permanently. ∞

All Players draw 2 Inspiration
Cards. ⚡

12

**Ran over your
Neighbour's Dog**

Discard your entire hand and
redraw 2. ⚡

You may play an additional
Inspiration Card in another
Player's turn. (single use)

12

**Ran over your
Neighbour's Dog**

Discard your entire hand and
redraw 2. ⚡

You may play an additional
Inspiration Card in another
Player's turn. (single use)

12

**Diagnosed with a
Long Term Illness**

Discard 3 random Cards. Draw
1 Inspiration Card from each
Player. ⚡

All Players draw 1 Lifeline Card.
⚡

12

**Diagnosed with a
Long Term Illness**

Discard 3 random Cards. Draw
1 Inspiration Card from each
Player. ⚡

All Players draw 1 Lifeline Card.
⚡

12

Severe Car Crash

All Players skip the Draw Phase
this turn. ⚡

Any Player gains +3 on their
Challenge Attempt. (single use)

12

Severe Car Crash

All Players skip the Draw Phase
this turn. ⚡

Any Player gains +3 on their
Challenge Attempt. (single use)

13

**Getting Evicted from
your Home**

All Players discard their entire
hand and redraw 3. ⚡

Any Player may recast all
Cloudy Lucky Coins once.
(single use)

13

**Getting Evicted from
your Home**

All Players discard their entire
hand and redraw 3. ⚡

Any Player may recast all
Cloudy Lucky Coins once.
(single use)

13

Financial Ruin

Discard 4 random Cards. Draw
1 Inspiration Card from each
Player. ⚡

Any Player may recast all
Lucky Coins once. (single use)

13

Financial Ruin

Discard 4 random Cards. Draw
1 Inspiration Card from each
Player. ⚡

Any Player may recast all
Lucky Coins once. (single use)

14

Loss of a Loved One

Discard your entire hand. Draw
1 Inspiration Card from each
Player. ⚡

Any Player gains +4 on their
Challenge Attempt. (single use)

14

Loss of a Loved One

Discard your entire hand. Draw
1 Inspiration Card from each
Player. ⚡

Any Player gains +4 on their
Challenge Attempt. (single use)