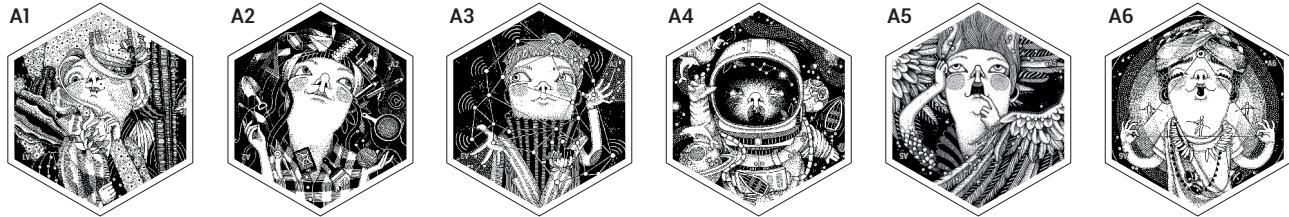
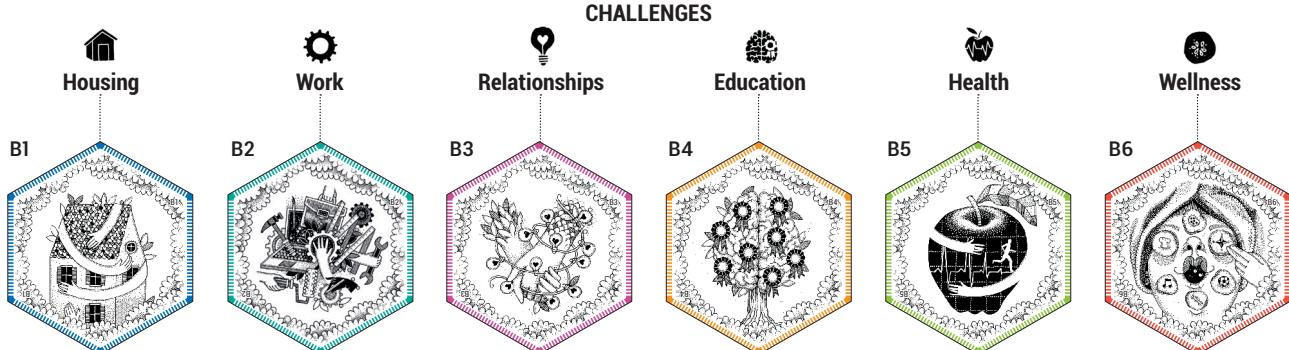


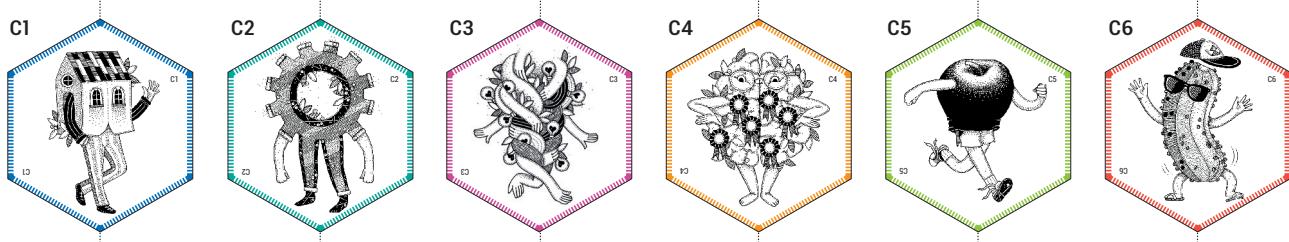
A. M. CHARACTERS



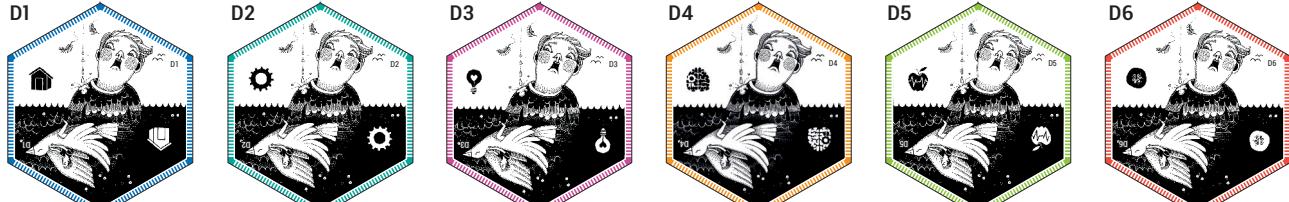
B. P. CHALLENGE



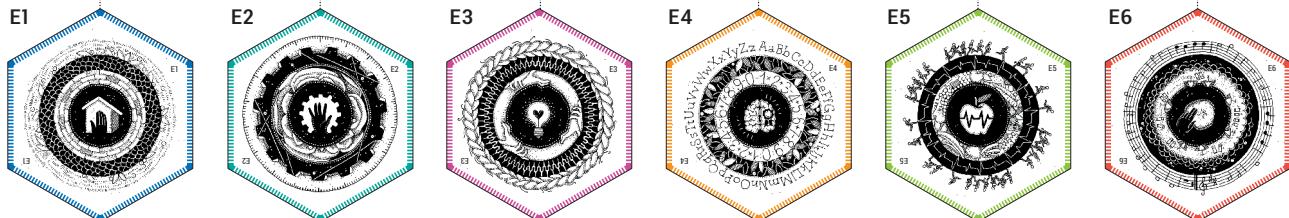
C. S. CHARACTERS



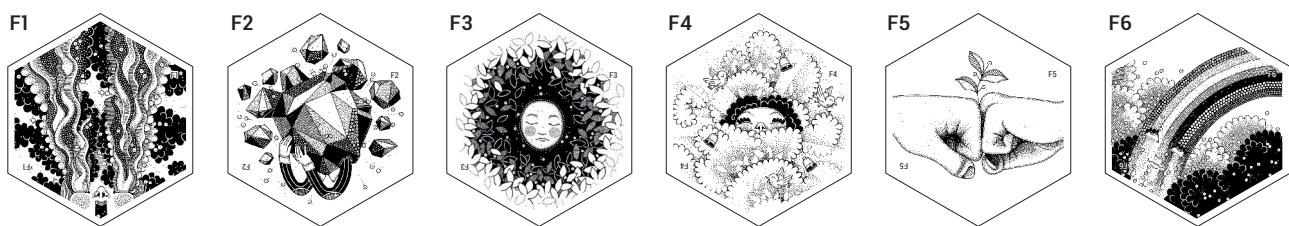
D. SURPRISES



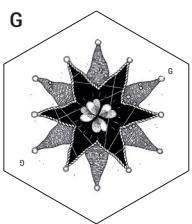
E. TASKS



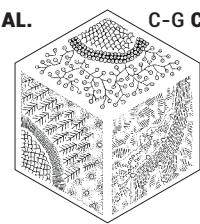
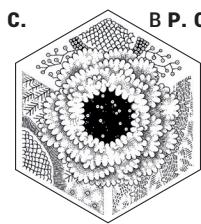
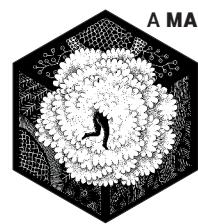
F. EMOTIONS



G. JOKER X3



CARDS REAR



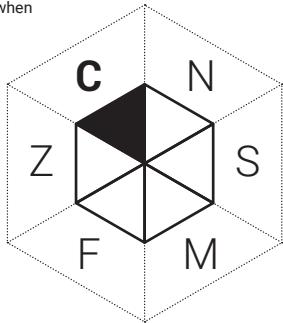
STAND BY ME
CARDS

(pts x2 for this specific challenge)



CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



CHALLENGES

(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Work	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Relationships	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Education	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Health	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wellness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



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Multi

abile nell'uso delle tecnologie e degli strumenti

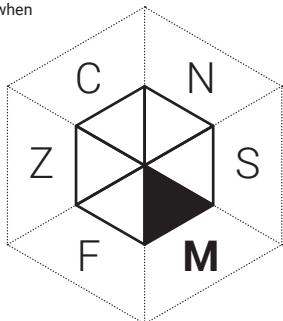
+ possiede tutti i tool

(pts x2 for this specific challenge)



CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



CHALLENGES

(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Work	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Relationships	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Education	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Health	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wellness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



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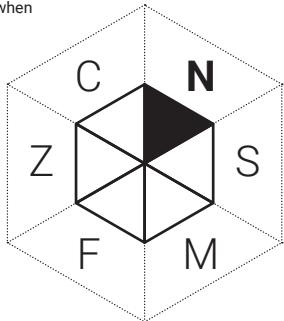


(pts x2 for this specific challenge)



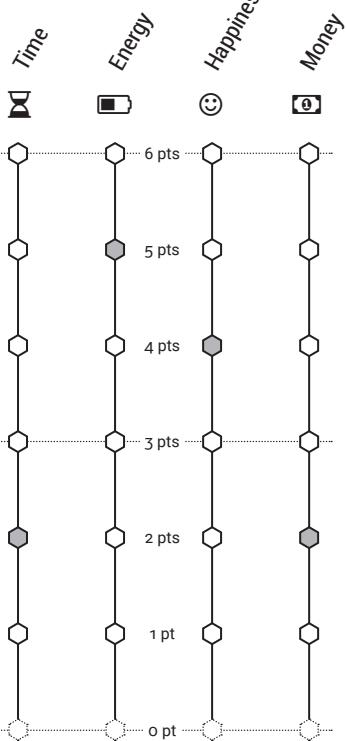
CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



Netty

si connette
rapidamente agli altri

- + si connette con gli altri giocatori anche dagli esagoni adiacenti
- + una volta connessa acquisisce le relazioni dell'altro giocatore

CHALLENGES

(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing	○	○	○	○
Work	○	○	○	○
Relationships	○	○	○	○
Education	○	○	○	○
Health	○	○	○	○
Wellness	○	○	○	○

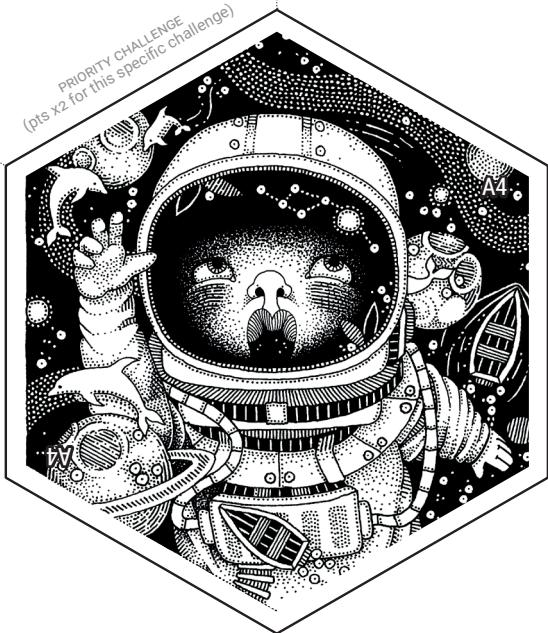


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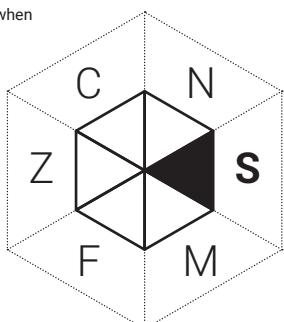


(pts x2 for this specific challenge)



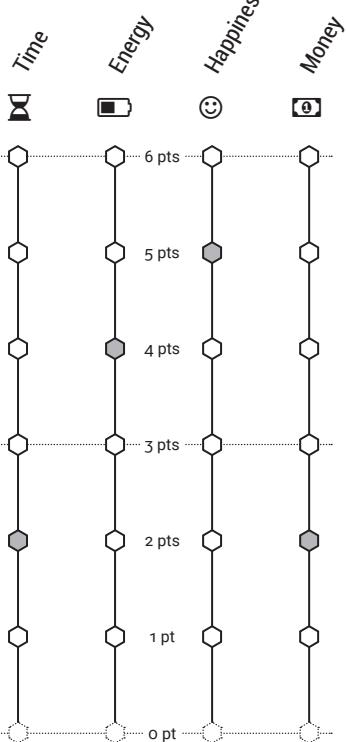
CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



Scout

esplora con facilità

- + ad ogni turno potrà girare una seconda carta e giocarla



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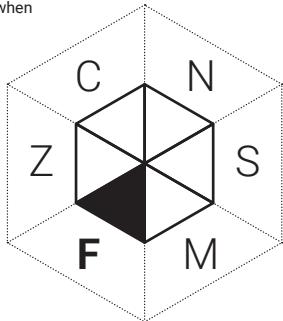
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(pts x2 for this specific challenge)

CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



CHALLENGES

(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Work	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Relationships	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Education	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Health	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wellness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



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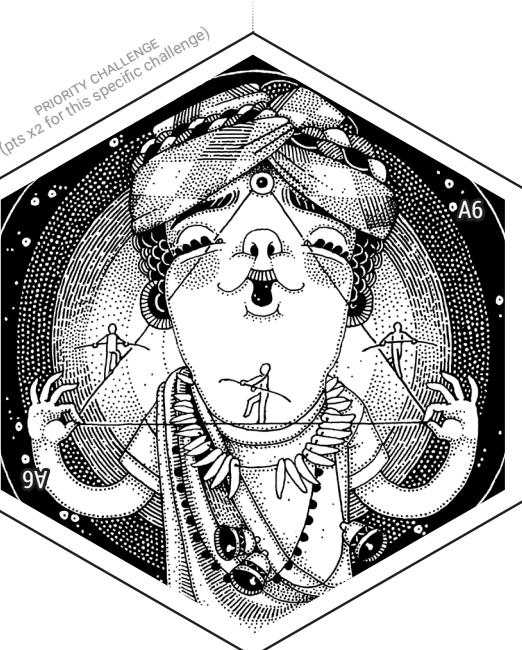
REALIZED BY:
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Fenix

si rigenera continuamente

+ può arrivare a zero nelle risorse ma non muore mai, perché risorge ogni volta



Zen

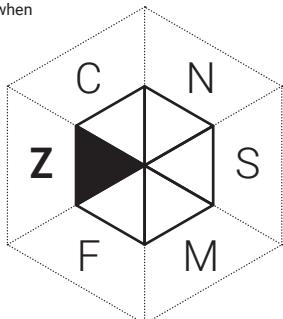
mantiene sempre l'equilibrio

+ può arrivare a zero nella risorsa energia ma non muore mai, perché la rigenera ogni volta

(pts x2 for this specific challenge)

CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



CHALLENGES

(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Work	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Relationships	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Education	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Health	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wellness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



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