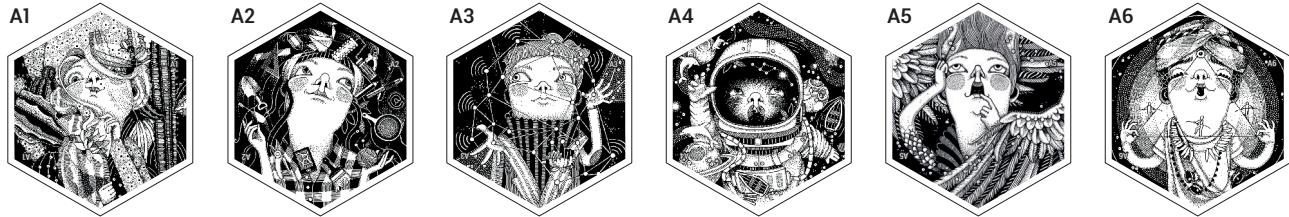
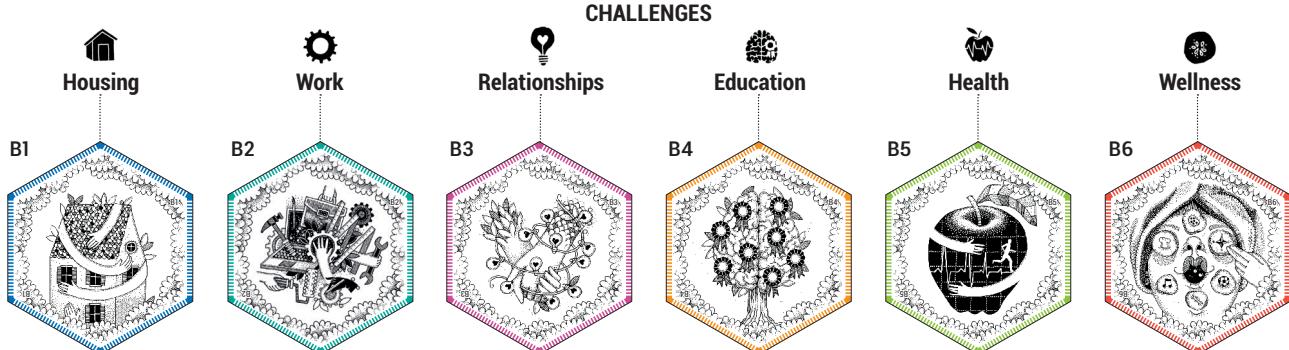


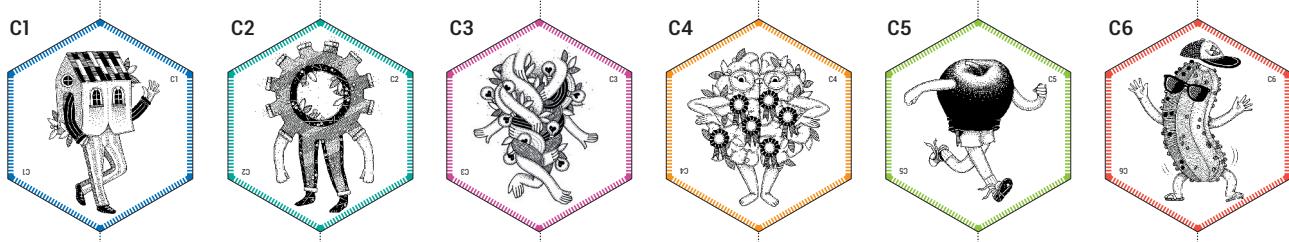
A. M. CHARACTERS



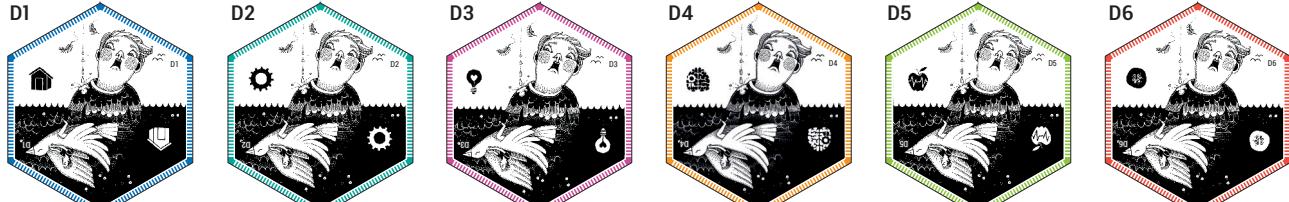
B. P. CHALLENGE



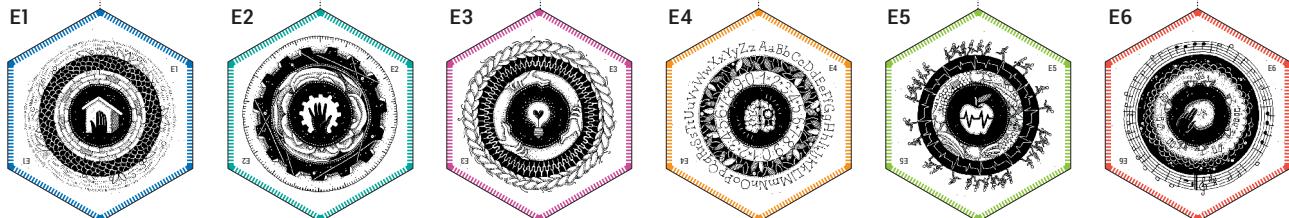
C. S. CHARACTERS



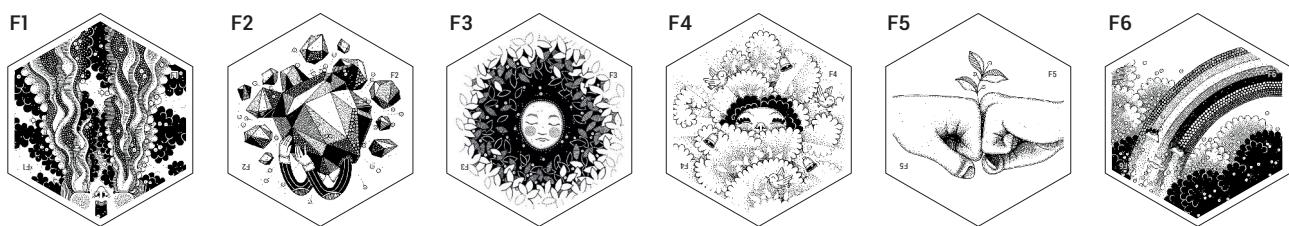
D. SURPRISES



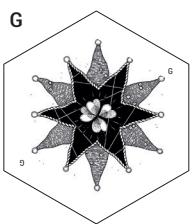
E. TASKS



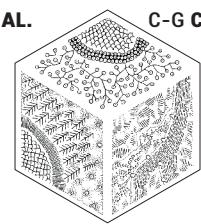
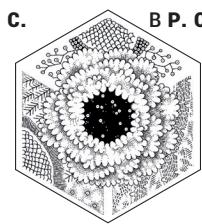
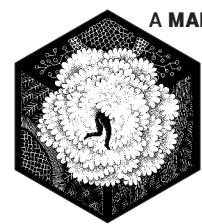
F. EMOTIONS



G. JOKER X3



CARDS REAR



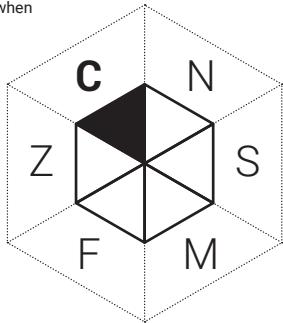
STAND BY ME  
CARDS

(pts x2 for this specific challenge)



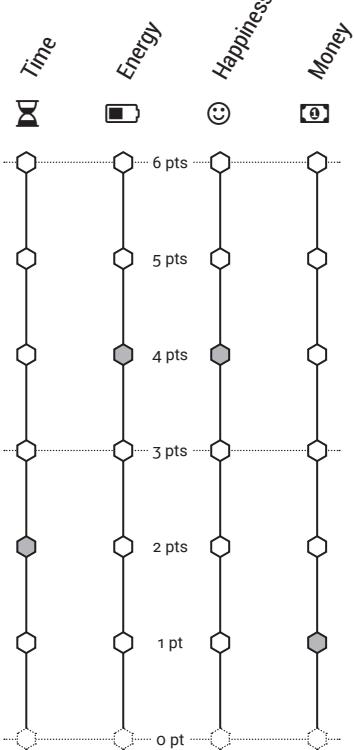
### CONNECTIONS

(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				
Work				
Relationships				
Education				
Health				
Wellness				



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REALIZED BY:  
Città Metropolitana di Milano, Codici, Spazio Aperto Servizi, Ahead (ro), Eurosuecess (cy) and Fryshuset (se)



# Multi

skilled in using technologies and tools

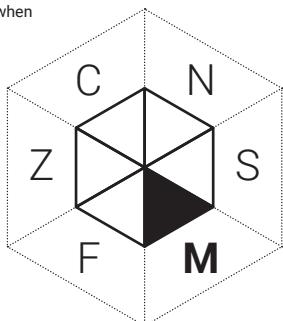
+ gets free tools (from stories where it lands on)

(pts x2 for this specific challenge)



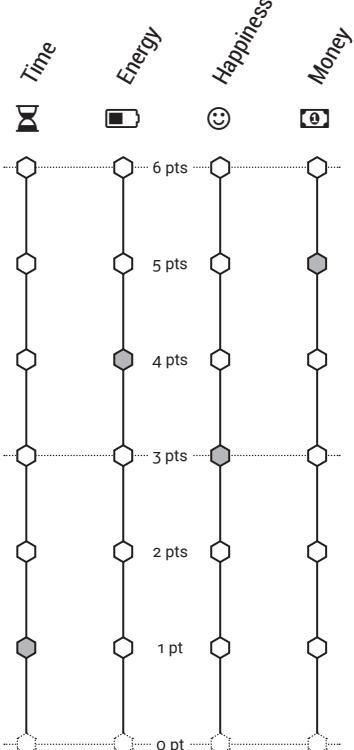
### CONNECTIONS

(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				
Work				
Relationships				
Education				
Health				
Wellness				



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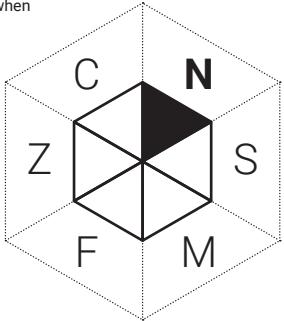
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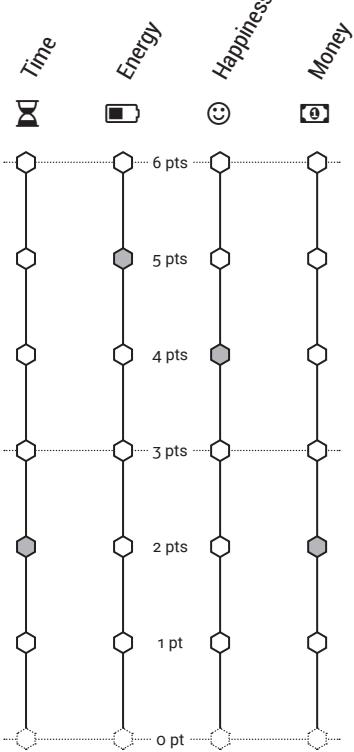
### CONNECTIONS

(5 pts each, when completed  
pt x2)



### RESOURCES

(at zero pt the game is over)



# Netty

connects quickly to others

- + also connects to players on adjacent hexagons
- + once connected to other players, acquires their connections as well

### CHALLENGES

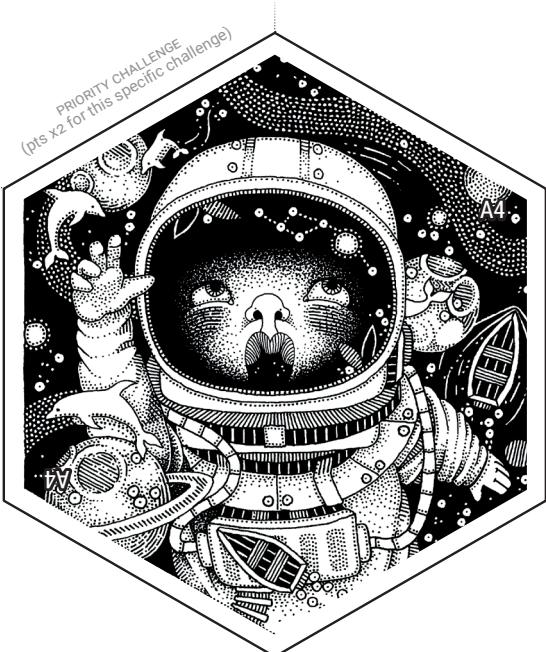
(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing				
Work				
Relationships				
Education				
Health				
Wellness				



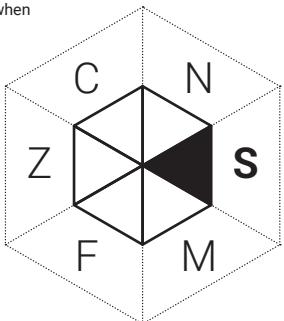
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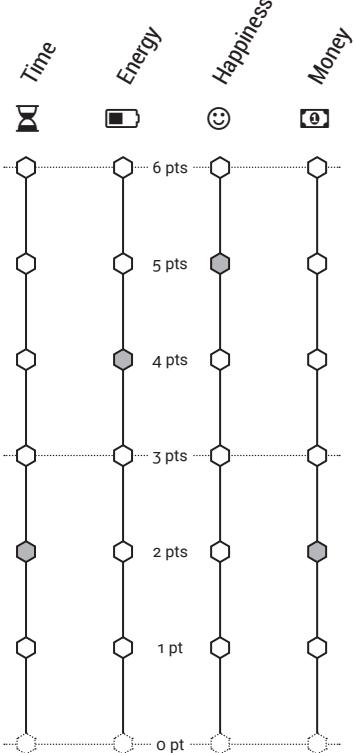
### CONNECTIONS

(5 pts each, when completed  
pt x2)



### RESOURCES

(at zero pt the game is over)



# Scout

great at exploring

- + can roll again and play a second card every round



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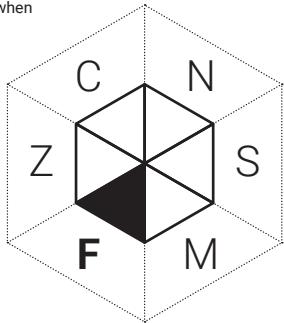


(pts x2 for this specific challenge)



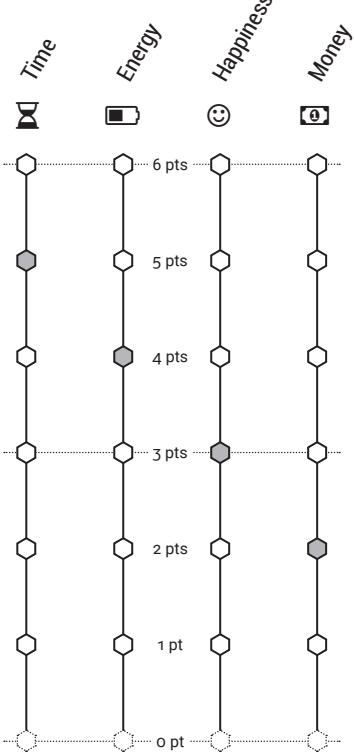
#### CONNECTIONS

(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	○	○	○	○
Work	○	○	○	○
Relationships	○	○	○	○
Education	○	○	○	○
Health	○	○	○	○
Wellness	○	○	○	○

# Fenix

constantly regenerates

+ restores the equilibrium level once energy resource drops to zero



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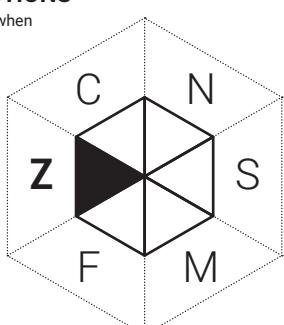


(pts x2 for this specific challenge)



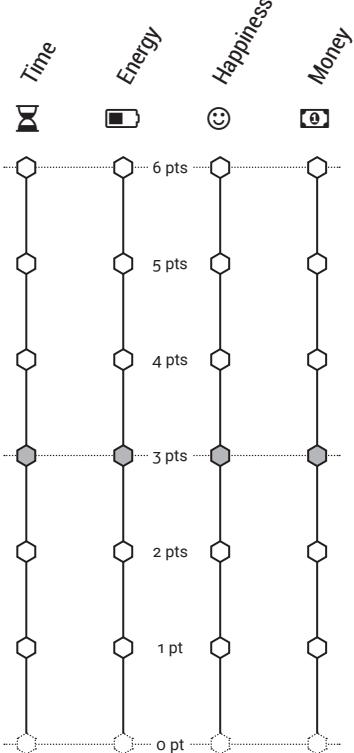
#### CONNECTIONS

(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	○	○	○	○
Work	○	○	○	○
Relationships	○	○	○	○
Education	○	○	○	○
Health	○	○	○	○
Wellness	○	○	○	○

# Zen

always keeps the balance

+ in harmony: happiness resource never drops below the equilibrium level

+ when receiving happiness, gets double points



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