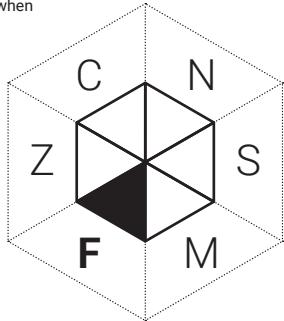


(pts x2 for this specific challenge)



CONNECTIONS

(5 pts each, when completed pt x2)



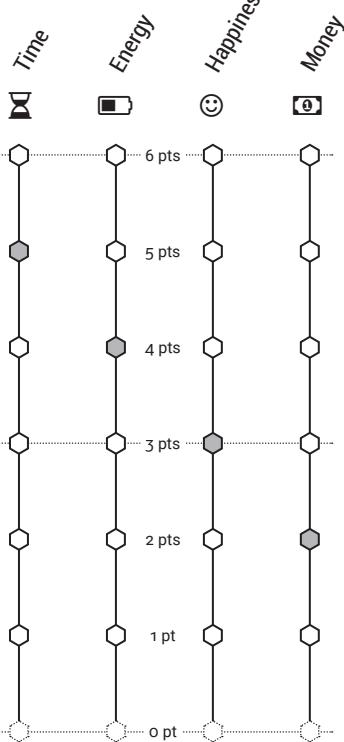
CHALLENGES

(1 pt each, when completed pts x2)

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

RESOURCES

(at zero pt the game is over)



Fenix

constantly regenerates

+ restores the equilibrium level once energy resource drops to zero



This project was funded by the European Union's Rights, Equality and Citizenship Programme (2014-2020)

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

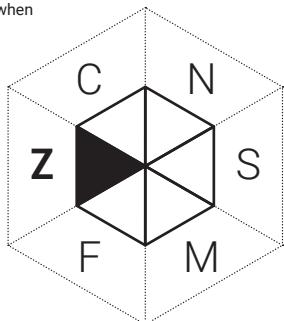


(pts x2 for this specific challenge)



CONNECTIONS

(5 pts each, when completed pt x2)



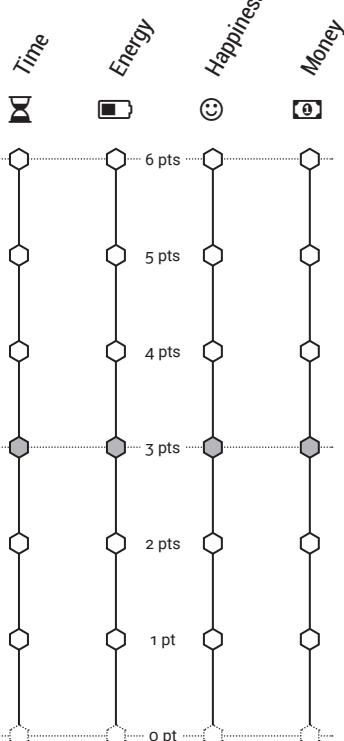
CHALLENGES

(1 pt each, when completed pts x2)

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

RESOURCES

(at zero pt the game is over)



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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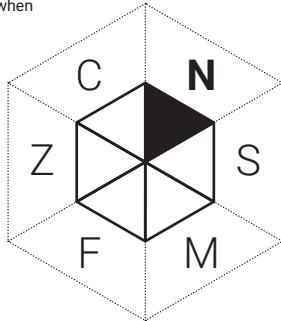
REALIZED BY:
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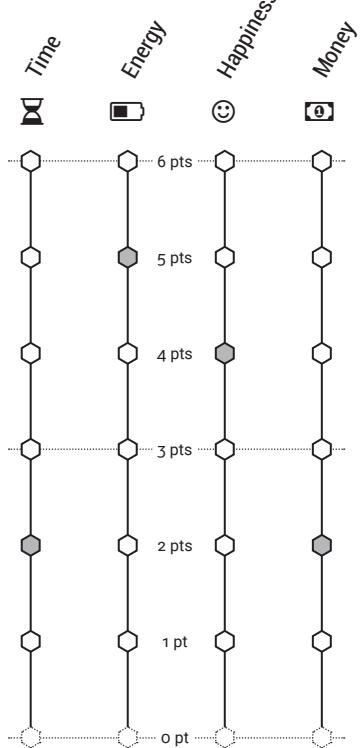
CONNECTIONS

(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				



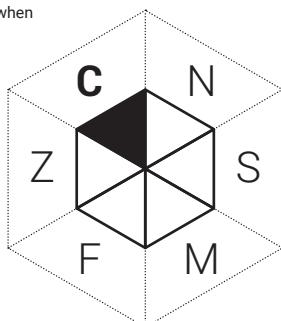
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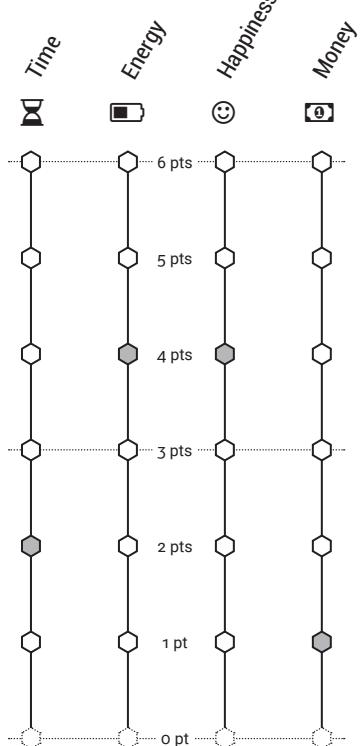
CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



Camy

acquires other players' superpowers

- + gets the other players' superpowers every time they meet
- + if Camy has more than one superpower, Camy can decide which one to use at the beginning of each turn

CHALLENGES

(1 pt each, when completed pts x2)

	character	surprise	task	emotion
Housing				
Work				
Relationships				
Education				
Health				
Wellness				

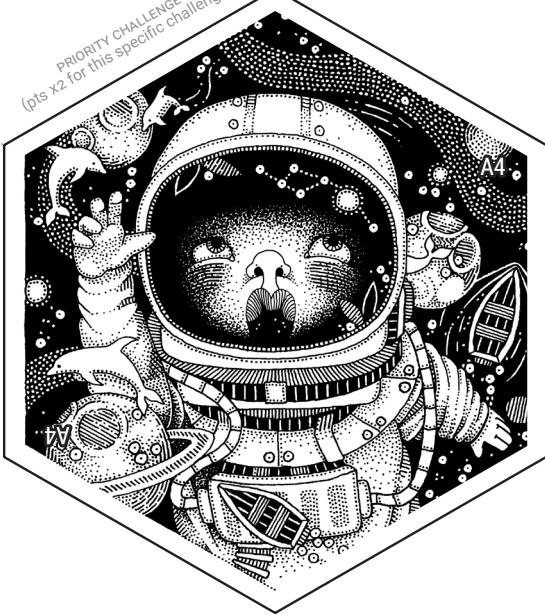


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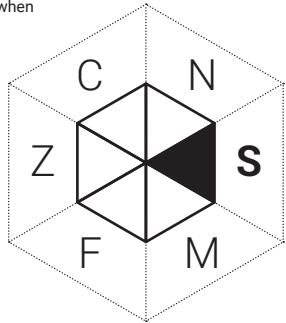


(pts x2 for this specific challenge)



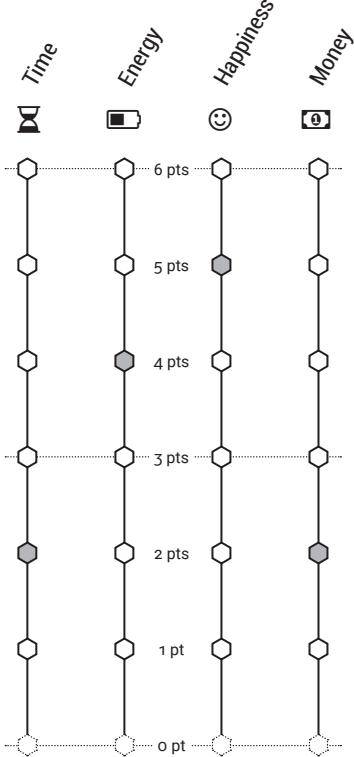
CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



Scout

great at exploring

+ can roll again and play a second card every round

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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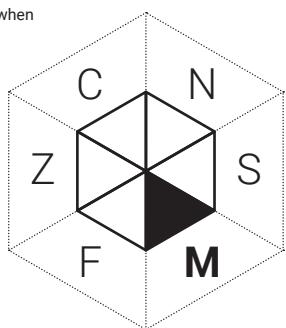


(pts x2 for this specific challenge)



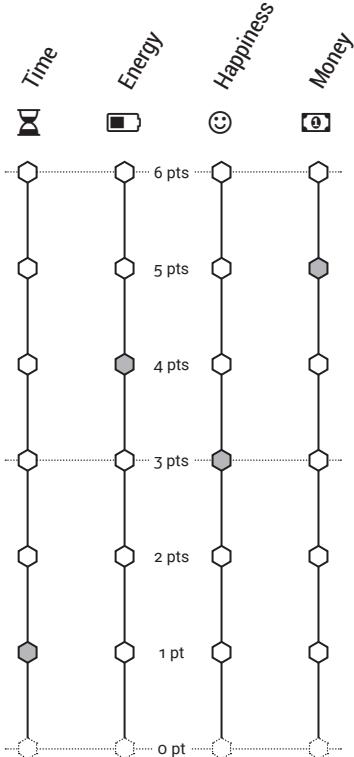
CONNECTIONS

(5 pts each, when completed pt x2)



RESOURCES

(at zero pt the game is over)



Multi

skilled in using technologies and tools

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

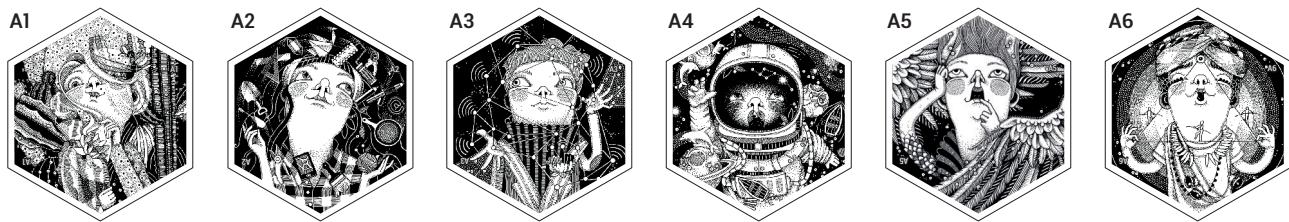


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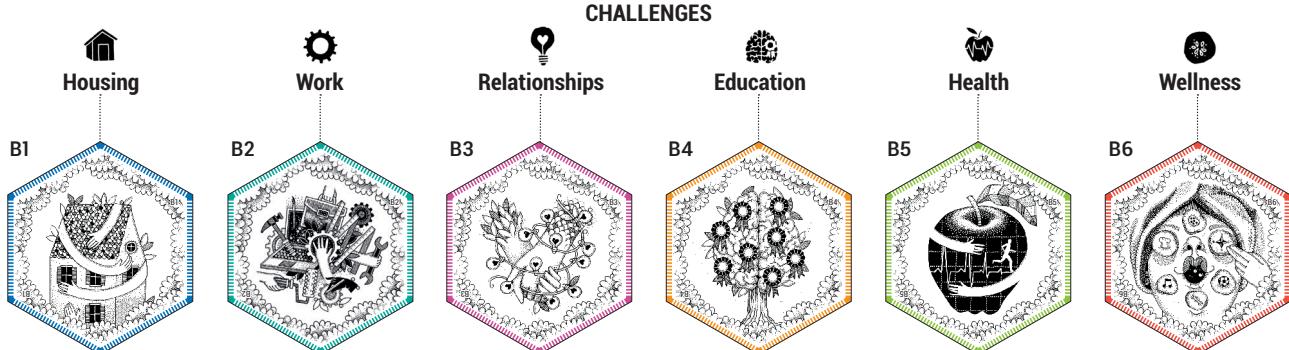
REALIZED BY:
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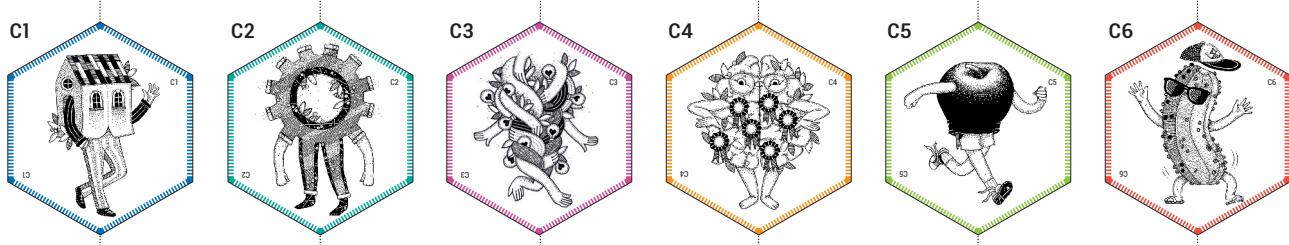
A. M. CHARACTERS



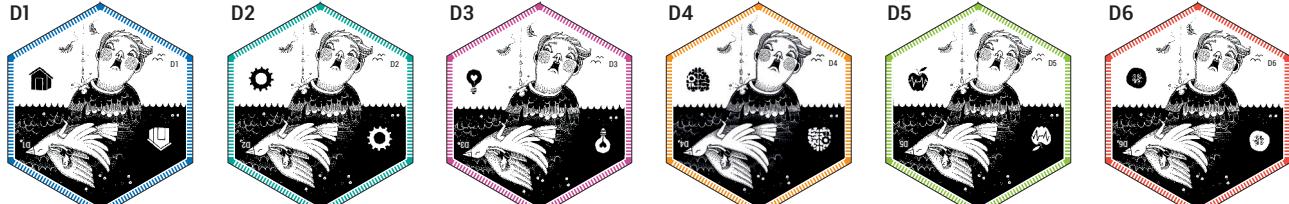
B. P. CHALLENGE



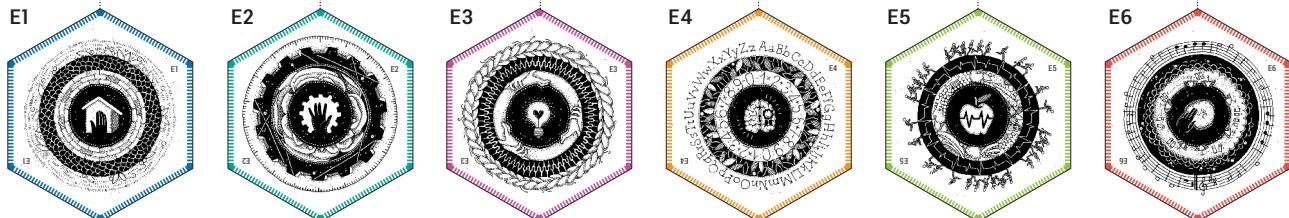
C. S. CHARACTERS



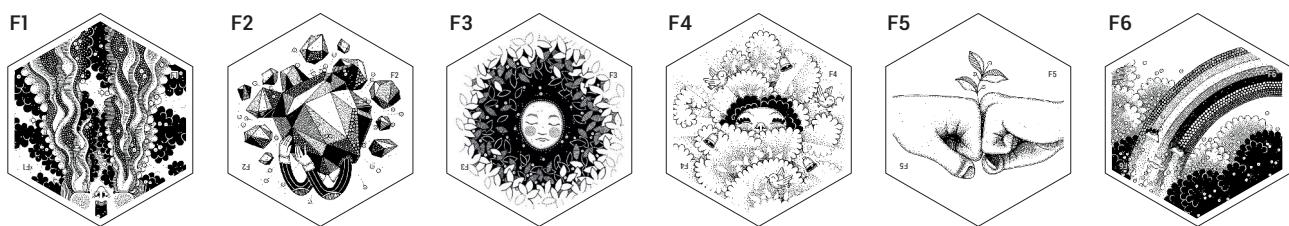
D. SURPRISES



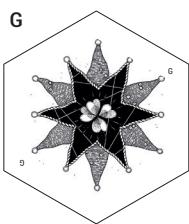
E. TASKS



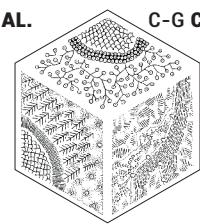
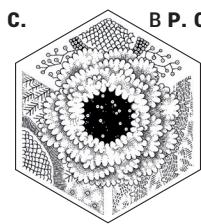
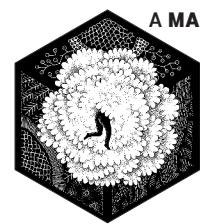
F. EMOTIONS



G. JOKER X3



CARDS REAR



STAND BY ME
CARDS

