



2-6



8+



30 min

Introduction

The Swedish word “*Lagom*” translates to “*balanced; just the right amount*”.

In the game of Lagom, players use cards to build a fulfilling lifetime, choosing how to balance health, leisure, relationships, wealth and purpose.

Components

- *Rule Book*
- *? cards*
- *? Health Tokens*
- *? Sunset Tokens*
- *? Coins*
- *Fulfillment Chips: 1 (?), 5 (?), 10 (?), 20 (?)*

Setup

Shuffle the cards and deal 3 to each player. Place the remaining cards face down in some central location: this is the “Draw” pile.

Give each player 30 Health Tokens and a starting “Purse” of 5 coins.

Place the remaining Coins, Sunset Tokens, Health Tokens, and Fulfillment Chips in some central location: this is the “Supply”.

Gameplay

Overview

The game is played over a series of rounds, representing a season in your life. Each round players spend some of their health to select and play a card detailing the values they want to pursue, and the costs they are willing to pay. When a player's health is depleted, their journey is over: the player who acquires the most Fulfillment in their life is the winner!

Terminology

Coins in front of a player are the player's "**Purse**". Any time a player wants to spend Coins, they are drawn from the Purse.

Cards played onto the table are a player's "**Tableau**": they describe the choices that player has made in different seasons of his life. These are arranged in an array from left to right, with each card covering the right half of the card to its left.



A Tableau of 5 seasons of life: the most recent card is on the left.

Coins placed beside a played card are "**Invested**". These are not part of the player's Purse and cannot be spent. However, Invested coins may be moved into the player's Purse when the Investment is Closed (see Closing an Investment, below).

Playing a Round

Each round players take the following actions, in order.

Play is simultaneous (each player does each step at the same time). Players should wait for everyone to finish a step before proceeding to the next step.

1. Spend Health

Discard **3** Health tokens into a central discard pile.

If you cannot perform this action, your journey is over: you may not take any more actions for the rest of the game.

2. Grow Investments

For any “Wealth” symbols on your tableau that are still active (no “Sunset” token), add one coin from the supply beside the card with the symbol. If a card has multiple “Wealth” symbols, maintain a separate stack of coins for each symbol.

3. Draw a card

Take the top card from the Draw pile and add it to your hand.

4. Extra Draw (optional)

You may spend 5 Coins from your Purse to draw an extra card. A player may Liquidate Investments at this point to add more Coins to their Purse (See below for details).

5. Select a card

Select a card from your hand to add to your Tableau. Hold it face down on the table in front of you to indicate you have finished selection.

6. Reveal

Once everyone has finished selection, all players simultaneously reveal their cards. The revealed card must now be Played or Discarded.

Play

A played card is added to the right end of your Tableau so that it covers the right half of the previous card (if there is one).

The card may be oriented however you like. Symbols on the two righthand quadrants are ignored. Symbols on the lefthand quadrants reflect the choices you are making in this stage of life: what you are pursuing, and perhaps what you are sacrificing.

Immediately resolve all of the symbols in the leftmost two quadrants, starting with any “Lose” or “Spend” symbols. If you don’t have the Relationships/Coins/Health to resolve these symbols, you cannot play the card (it must be discarded).

A player may Liquidate Investments at this point to add more Coins to their Purse (See below for details).

Card Symbols



Lose Health

Discard 1 Health Token to the Supply.



Lose Relationships

Place a Sunset Token on your oldest (leftmost) active Relationship. It is now inactive.



Spend Wealth

Spend 3 Coins from your Purse.



Wealth

Place a coin from the supply beside this card. This starts an Investment (see above) which will grow over time. If there are multiple Investment symbols on the card, maintain separate coin piles for each symbol.



Relationships

No immediate effect.



Leisure

Take a Health Token from the supply.



Purpose

No immediate effect.

FIXME: add image/example of play.

Discard

Instead of playing the revealed card to your tableau, you may discard it. If it has a discard reward (pictured in the center of the card), you may collect the given number of Coins.

7. Pass

Pass one card from your hand to the first active player on your right. Once you have passed your card, you may collect the card passed to you from the player on your left.

If a player has finished their journey, they do not participate in this step.

If only one player is still active, skip this step.

8. Score Fulfillment

For each active (not covered with a Sunset Token) Relationship symbol in your Tableau, score 1 Fulfillment for each round the Relationship has been active (including the current round).

For each Leisure symbol in the latest round, score 2 Fulfillment.

If you placed any Purpose Symbols this round, score one Fulfillment for each Purpose symbol in your Tableau.

FIXME: add image/example of scoring.

Liquidating Investments

If you have an active Investment (an uncovered Wealth symbol with an associated stack of coins beside it) you may liquidate the investment:

- Place a Sunset Token on the Wealth symbol.
- Move all Coins in the associated stack into your Purse.

Note that the Wealth symbol is now inactive, and will not gain a Coin in future Rounds.

End of Game

If, at the beginning of a round, no one can afford the 3 Health to play a new round, the game is over.

The player with the most Fulfillment wins. If there is a tie, resolve in order by:

- Most Purpose symbols.
- Most active Relationships.
- Most Leisure.