

Competing Needs

Rulebook

DEAR DIARY,

AS I GLANCED AT MY CALENDAR, TRYING TO PLAN OUT MY DAY AROUND WORK, I FELT A TUG-OF-WAR HAPPENING INSIDE MY HEAD. EVEN THOUGH MY NEW JOB IS REMOTE, TIME IS STILL SCARCE. I KNOW I CAN'T SATISFY ALL MY **COMPETING NEEDS**. ON ONE HAND, I KNOW I NEED TO TAKE BETTER CARE OF MY BODY AND FULFILL MY PHYSICAL NEEDS. BUT ON THE OTHER HAND, THERE'S THIS BURNING DESIRE TO CARVE OUT TIME FOR CONSUMING AND CREATING ART, TO PURSUE MY CREATIVE NEEDS.

I WONDER WHICH NEED WILL WIN THIS GAME TODAY? ONLY TIME WILL TELL.

LOVE,
ALEX

COMPETING NEEDS

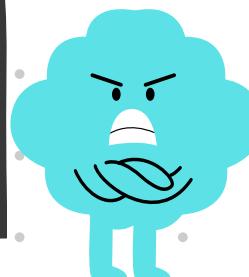
IS A TWO PLAYER COMPETITIVE SCORE-BASED GAME WHERE PLAYERS EMBODY EITHER THE PHYSICAL NEEDS OR THE CREATIVE NEEDS IN ALEX'S MIND. BOTH PARTIES TRY TO DOMINATE THE CALENDAR TO WIN THE PRIORITY THEY ARE VYING FOR. THE GAME ENDS WHEN A PLAYER CALLS IT A DAY, AND THE WINNER IS DETERMINED BY THE PLAYER WITH THE MOST PRIORITY POINTS FROM THEIR SCHEDULED TASKS.

TURN ORDER

- 1. MANAGE TO-DO LIST
- 2. PLAY A SCHEDULE CARD: AMASS PRIORITY POINTS OR REDUCE OPPONENT'S.
- 3. CALL IT A DAY BEFORE IT'S TOO LATE!
- 4. ADD CORRECTLY SCHEDULED TASKS, SUBTRACT UNDONE TASKS ON THE TO-DO LIST.
- 5. CHECK FOR VICTORY!

GOAL

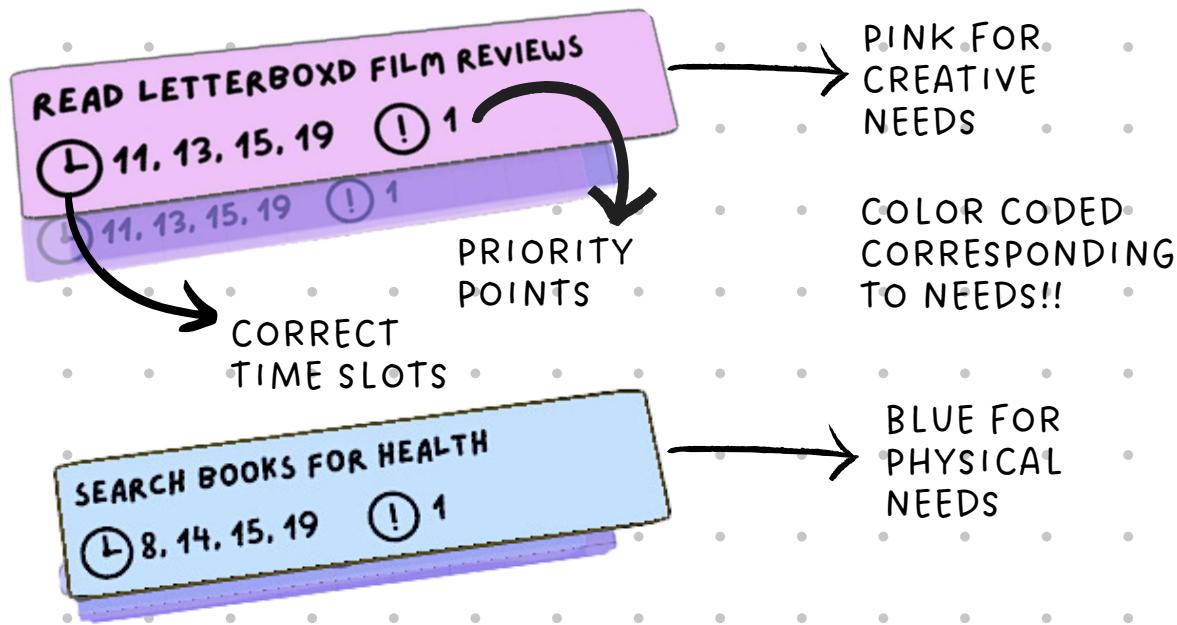
TO ACCUMULATE THE HIGHEST COUNT OF PRIORITY POINTS BY STRATEGICALLY SCHEDULING TASKS FOR THE DAY



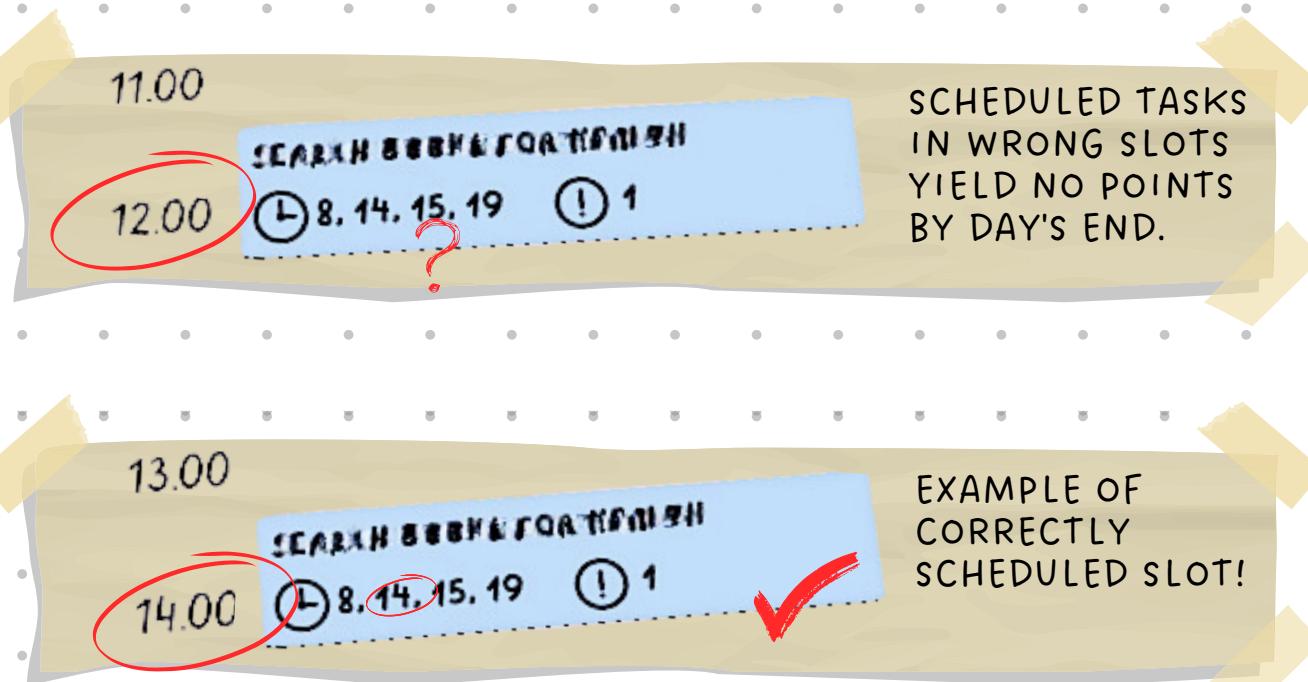
GAME COMPONENTS

TASK CARDS

ONCE ON CALENDAR, THEY'RE "SCHEDULED TASK CARDS"



WHAT ARE CORRECT TIME SLOTS?



GAME COMPONENTS

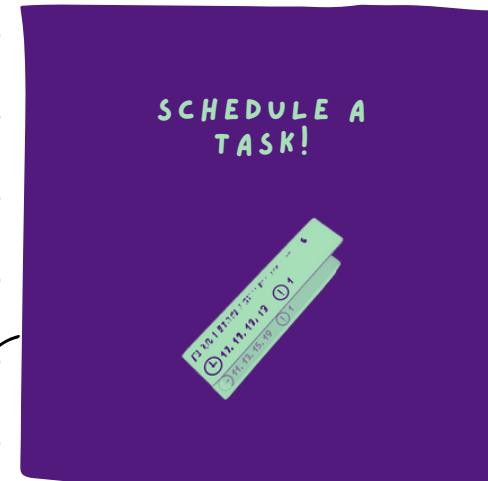
SCHEDULE CARDS

REVERSIBLE CARDS THAT LET YOU 1) SCHEDULE A TASK OR 2) PERFORM A SPECIAL ACTION

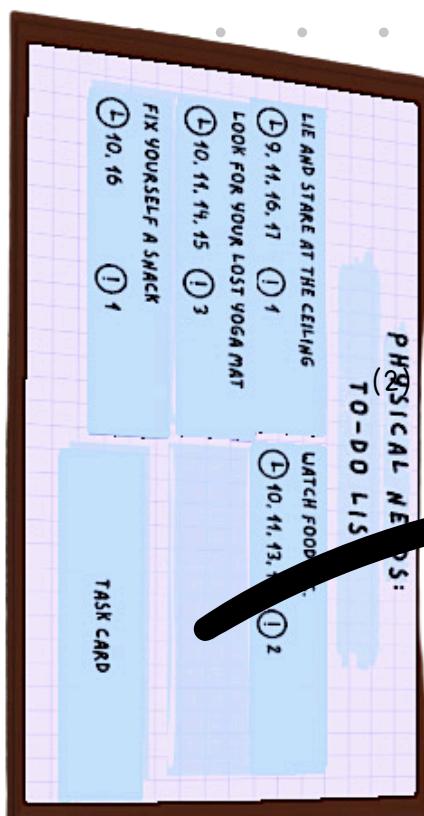
IF YOU PLAY THIS CARD WITH ITS BACK FACING UP... (1/1)

PLAYERS CAN TAKE TASK CARDS FROM THEIR TO-DO LIST AND PLACE THEM ON THE CALENDAR: CREATING A SCHEDULED TASK.

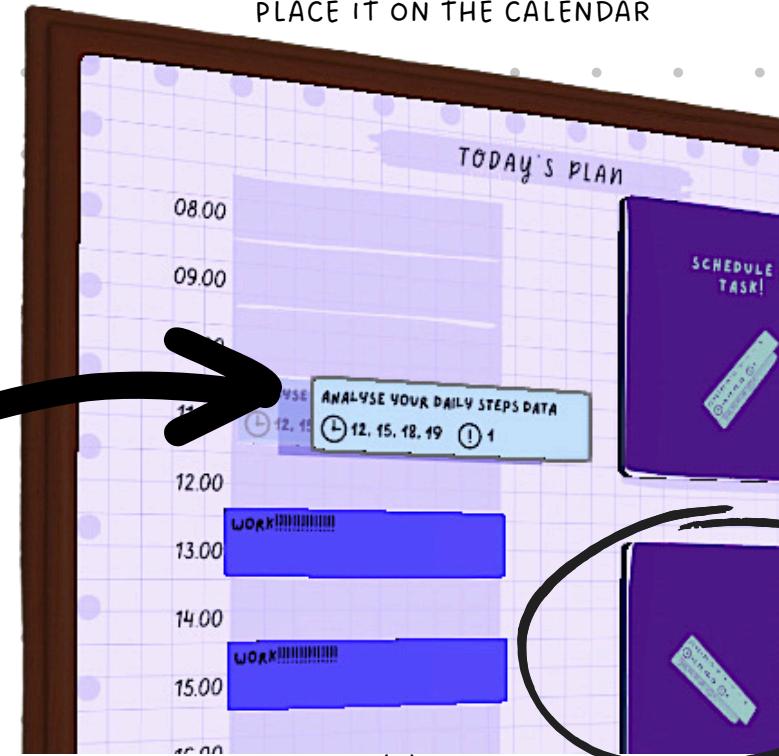
IT'S NOT MANDATORY TO SCHEDULE TASKS IN THEIR CORRECT SLOTS



(THE BACK FOR OTHER SCHEDULE CARDS, CAN BE USED AS ACTION ITSELF)



(1)



(2)

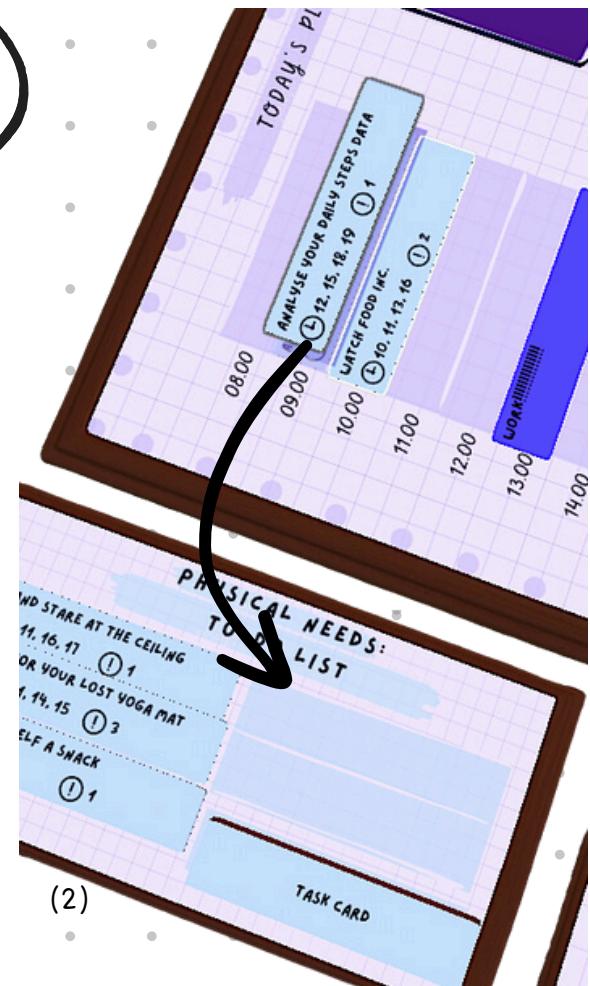
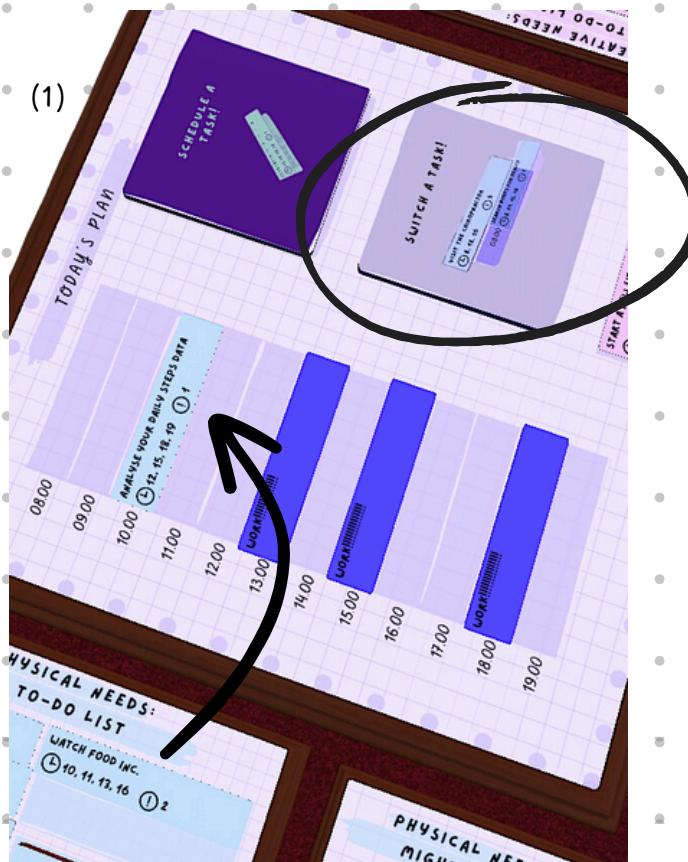
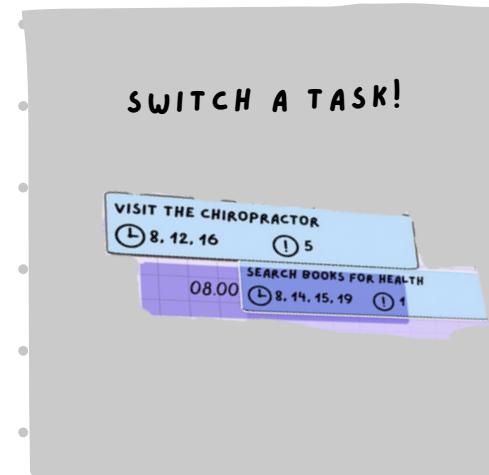
EXAMPLE OF SCHEDULING A TASK. YOU TAKE IT FROM THE TO-DO LIST AND PLACE IT ON THE CALENDAR

GAME COMPONENTS

SCHEDULE CARDS

IF YOU PLAY THIS CARD WITH ITS FRONT FACING UP... (1/4)

- PLAYERS CAN REPLACE ONE OF THEIR SCHEDULED TASKS WITH ANOTHER TASK FROM THEIR TO-DO LIST.



EXAMPLE OF SWITCHING A TASK:

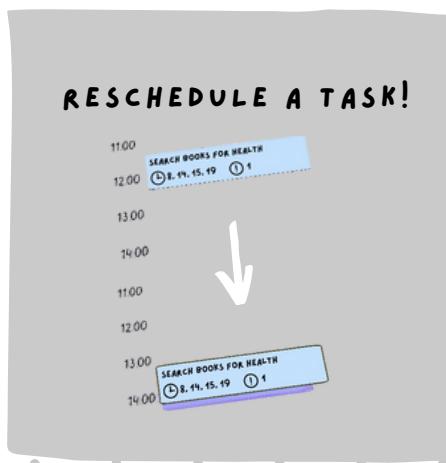
YOU TAKE A NEW TASK FROM THE TO-DO LIST AND PLACE IT ON THE CALENDAR

YOU TAKE A SCHEDULED TASK FROM THE CALENDAR AND PLACE IT ON THE TO-DO LIST

GAME COMPONENTS

SCHEDULE CARDS

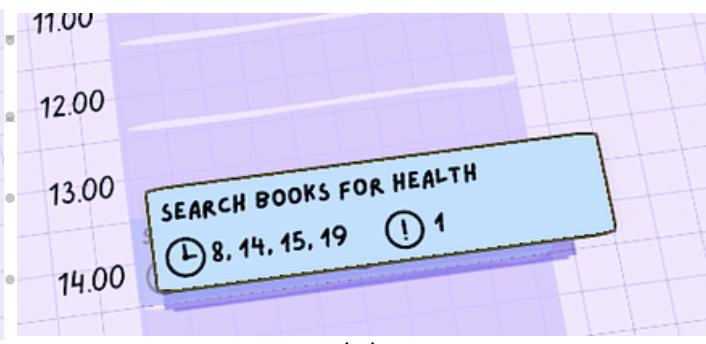
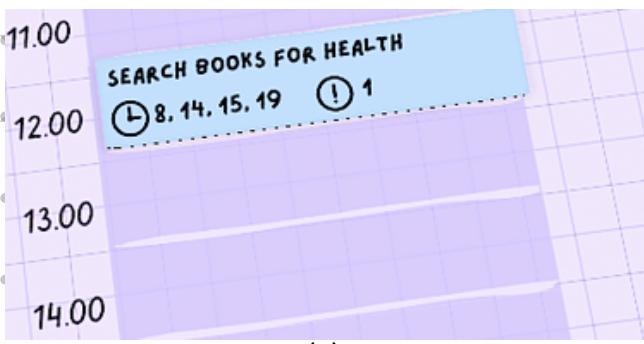
IF YOU PLAY THIS CARD WITH ITS FRONT FACING UP... (2/4)



PLAYERS CAN MOVE ONE OF THEIR SCHEDULED TASKS TO EITHER A DIFFERENT TIME SLOT ON THE CALENDAR OR BACK TO THE TO-DO LIST.



EXAMPLE OF RESCHEDULING BY WITHDRAWING A TASK FROM THE CALENDAR



EXAMPLE OF RESCHEDULING BY MOVING A TASK ON THE CALENDAR

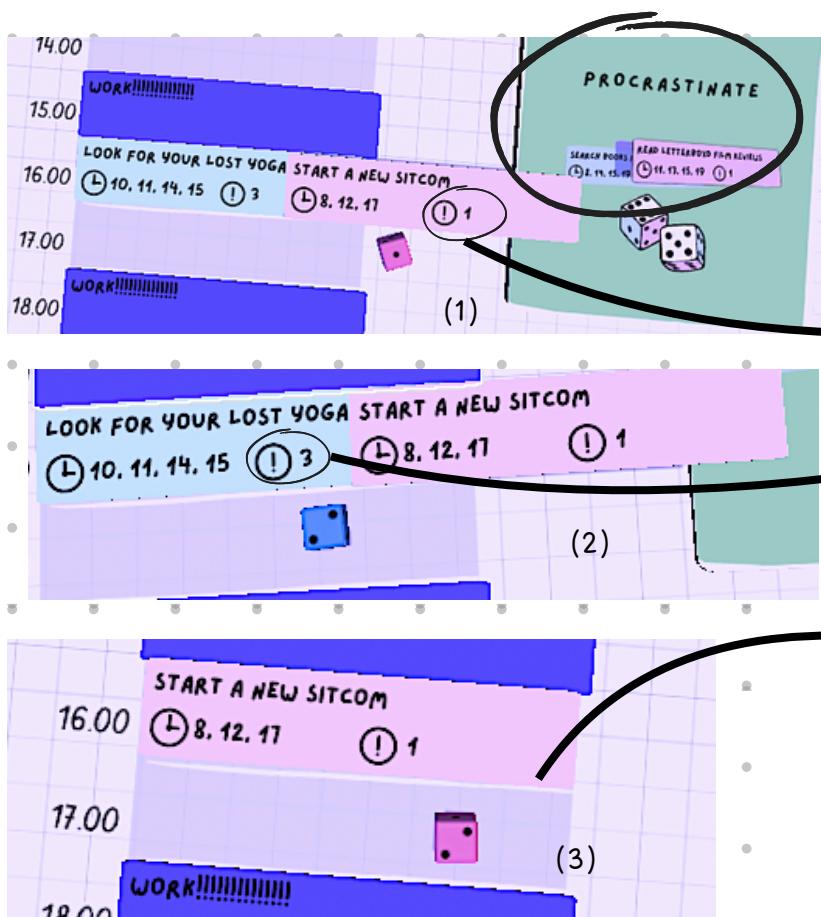
GAME COMPONENTS

SCHEDULE CARDS

IF YOU PLAY THIS CARD WITH ITS FRONT FACING UP... (3/4)



- PLAYER CAN ATTEMPT TO PROCRASTINATE THEIR OPPONENT'S SCHEDULED TASK CARD BY COMPETING FOR THE SAME TIME SLOT WITH THEIR OWN TASK CARD.
- A TURN-BASED DICE ROLL DETERMINES THE WINNER; WITH THE INITIATING PLAYER GOING FIRST.
- THE FIRST PLAYER TO ROLL A NUMBER GREATER THAN THEIR TASK'S PRIORITY VALUE CLAIMS THE TIME SLOT.



EXAMPLE OF PROCRASTINATING A TASK:

YOU TAKE A NEW TASK FROM THE TO-DO LIST AND PLACE IT ON THE TASK YOU WANT TO PROCRASTINATE.

YOU ROLL THE DIE, IT'S 1, EQUAL TO YOUR PRIORITY VALUE SO YOU DON'T WIN YET.

THE OPPONENT ROLLS A 2, WHICH IS LESS THAN THEIR PRIORITY VALUE 3, SO THEY DON'T WIN YET EITHER.

YOU ROLL A 2 THIS TIME, WHICH IS GREATER THAN YOUR PRIORITY VALUE SO YOU WIN.

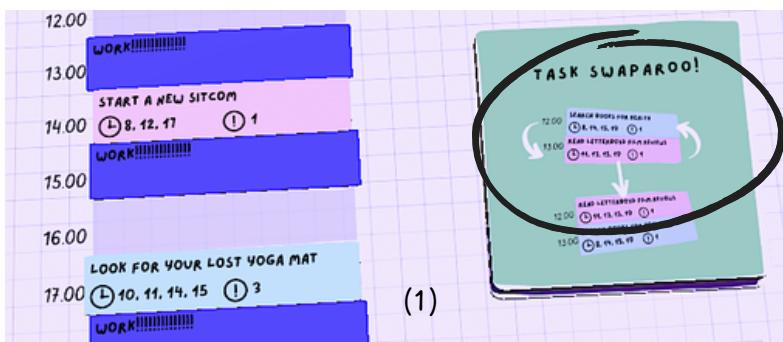
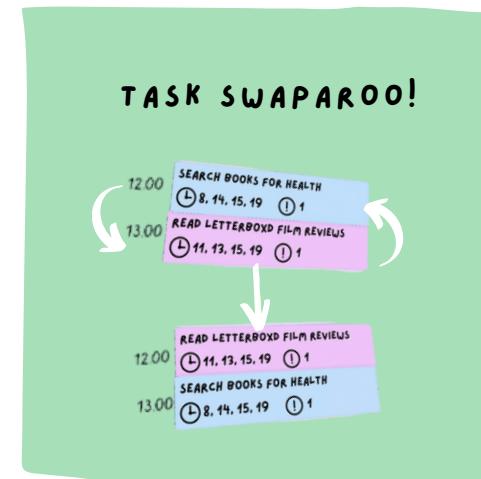
YOU HAVE SUCCESSFULLY PROCRASTINATED YOUR OPPONENT'S TASK!

GAME COMPONENTS

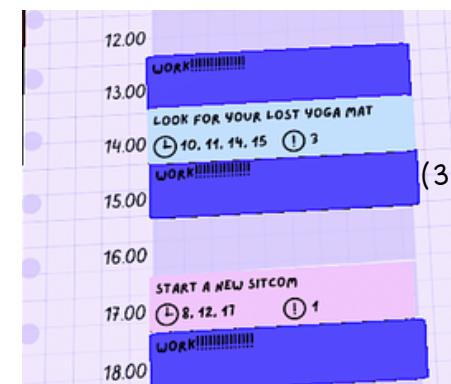
SCHEDULE CARDS

IF YOU PLAY THIS CARD WITH ITS FRONT FACING UP... (4/4)

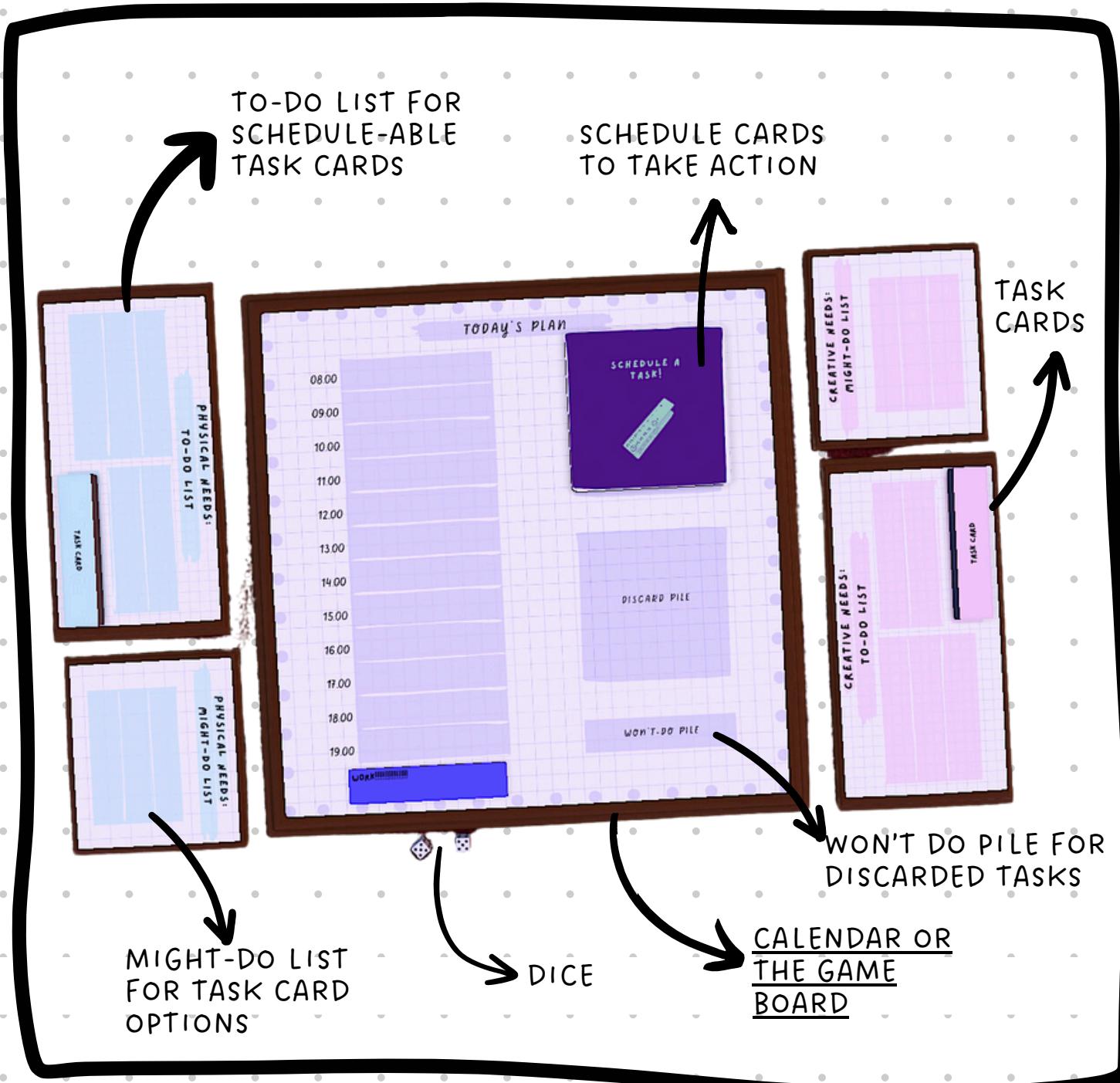
- PLAYER CAN EXCHANGE ONE OF THEIR OWN SCHEDULED TASKS WITH ONE OF THEIR OPPONENT'S SCHEDULED TASK CARDS.



EXAMPLE OF SWAPPING YOUR OPPONENT'S SCHEDULED CARD WITH YOURS



SETTING UP THE GAME



SETTING UP THE GAME

1. EACH PLAYER STARTS WITH 8 TASKS:
5 ON THEIR TO-DO LIST, 3 ON THEIR
MIGHT-DO LIST.
2. EACH PLAYER STARTS WITH 3
SCHEDULE CARDS
3. 4 OFFICE APPOINTMENTS ARE
RANDOMLY SCHEDULED BY ROLLING
TWO D6 DICE AND ADDING 7 TO THE
RESULT!

WHO PLAYS AS WHAT?

WHICHEVER PLAYER
DECLARIES THEY STRUGGLE TO
MAKE TIME FOR ONE OF THE
TWO NEEDS FIRST, PLAYS AS
THAT NEED.

THE OTHER PLAYER ASSUMES
THE REMAINING ROLE.

WHO GOES FIRST?

PLAYERS MUST RECALL
THE LAST OCCASION
THEY MADE TIME FOR
THE NEEDS THEY ARE
EMBODYING. WHOEVER
DID SO MOST RECENTLY
GOES FIRST.

HOW TO SCHEDULE A DAY

1. MANAGE TO-DO LIST

- PLAYER CAN MOVE ONE TASK FROM TO-DO TO WON'T-DO.
- PLAYER CAN MOVE ONE TASK FROM MIGHT-DO TO TO-DO.
- PLAYER CAN REPLENISH MIGHT-DO LIST IF EMPTY
- ONCE DONE, PLAYER CAN DRAW A SCHEDULE CARD AND MOVE TO NEXT PHASE

2. SCHEDULING ACTION

- PLAYER SELECTS A SCHEDULE CARD FROM HAND TO PLAY.
- PLAYER PLACES THE CARD ON THE DISCARD PILE WITH THE CHOSEN ACTION FACE-UP.
- PLAYER JUSTIFIES WHY ALEX WOULD TAKE THAT ACTION ALOUD.
- PLAYER EXECUTES THE CHOSEN ACTION
- ONCE DONE, OPPONENT PERFORMS THE SAME 2 ACTIONS

3. END OF DAY

- ONCE THREE ROUNDS ARE OVER, IF A PLAYER IS SATISFIED WITH THEIR SCHEDULED TASK CARDS, THEY CAN "CALL IT A DAY" AFTER PLAYING THEIR TURN.
- FOLLOWING THIS, THE SECOND PLAYER TAKES ONE FINAL TURN, CONCLUDING THE GAME.

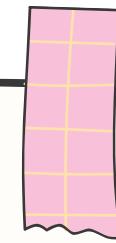
4. CHECK FOR VICTORY

- GOING DOWN THE CALENDAR FROM THE TOP, PLAYER DISCARDS THEIR INCORRECTLY SCHEDULED TASKS AND STACKS THE OTHERS.
- PLAYER ADDS THE TOTAL PRIORITY POINTS OF THE STACKED TASKS TO THEIR SCORE
- PLAYER ALSO COUNTS THE TOTAL OF PRIORITY POINTS FROM TASKS REMAINING ON THEIR TO-DO LIST AND THEN SUBTRACTS THEM FROM THEIR SCORE

• THE PLAYER THAT ACQUIRES THE GREATEST TOTAL OF PRIORITY POINTS IS DECLARED THE WINNER!

TIE BREAKER

IF BOTH THE NEEDS ARE BALANCED AND EQUALLY PRIORITIZED, PLAYERS CALL IT A DRAW.



THANKS FOR PLAYING COMPETING NEEDS AND HELPING ALEX DECIDE THEIR PRIORITIES!

XOXO



FOR QUESTIONS, FEEDBACK,
FEEL FREE TO CONTACT THE
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