Baby Evo - Rules

Team Members : Zachary Houghton, Zichang Liu, Kenny Wei, Wushuang Zhou

Premise:

In this game, each player needs to raise his/her baby to 18 years old in **6 rounds** (each round represents 3 years). Event and interact cards are drawn that affect the upbringing and stats of each child. At the end of the 18 years players find out how their child ended up.

Includes:

* 4x child avatar cards
* Child Stat card tracker
* Set of cosmetic cards
* 3x sets of event cards for different age ranges for kid
* Set of Interact cards
* Ending cards
* 1x D6
* 1x D3

Players:

2 - 4 players

**Quick Start Game Guide**

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Setup :

* At the start of the game all players get a child card
  + All stats for your child start at 0
* Allocate 6 stat points to your child.
  + Add them to Strength, Intelligence, Happiness, or Attraction.
* Separate all the cards into 6 piles which are the following
  + Event Piles
    - 0-6 years old
    - 7-12 years old
    - 13-18 years old
  + Interact Cards
  + Cosmetic Cards
  + Ending Cards
* Do not let any of your stats reach -5 at any time.
  + If at anytime during the game one of your child’s stats hit -5 then you are out of the game for mistreating your child

**In Play:**

There are 6 rounds. Each round represents 3 years.

For each round:

* Round Begins.
* Everyone draws an event card from the correct age deck. Read it out if you want to.
  + If you get a choice card you can choose if you want to conduct the event
    - If you do not want to conduct the event then put the event on the bottom of the corresponding event pile and draw another event card
* Get the corresponding cosmetic item written on event card if available.
* Modify stats according to your event card.
* Take the card with you. Dress up your baby with the cosmetics.
* When all is finished, choose one player to draw an interactive card.
* Everyone follows the instructions on the interactive card. Find a winner.
* Winner draws the top 2 cards from the Ending deck.
* Discards an ending card. Remove it from the game. Put the other one back to deck and shuffle.
* Your baby grows. Everyone rows a D3. Allocate the number to your stats.
* Round Ends.

**After 6 rounds:**

Shows the top card in the Ending deck. Read it out. Follow the instructions on it.

The winner is the one with the highest stat detailed by the chosen ending card.

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All of the info below explain the rules with further details

Aging:

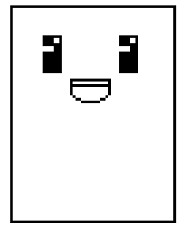
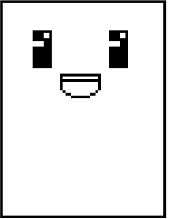
* Your child grows up 3 years at the end of the round (they grow up so fast), remember to do the following before the end of the round
  + Roll a D3
  + Distribute the outcome among your stats
    - Remember if any of your child’s stats hits -5 you are out of the game

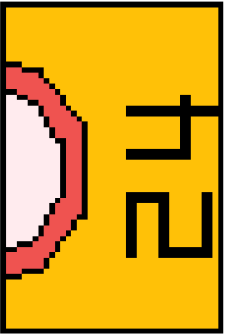
Events Cards:

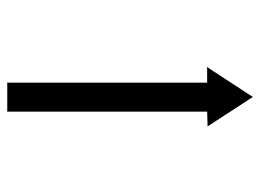
* Events cards are events that occurred in your child's upbringing
* Read the event that takes place in your child’s life and apply the effect

Cosmetics:

* Events cards sometimes provide cosmetic cards
* Place them on top of or next to your child to customize your child







Mistreating your Child:

* Mistreating your child is a serious offense
  + If at anytime during the game one of your child’s stats hit -5 then you are out of the game for mistreating your child

Interact Cards:

* Interact cards involve everyone’s kid duking it out to see who is the best kid.
* Winning interact cards allows you to tip the scales and narrow down the ending card(win condition cards) to cards that are more suited to your child’s stats
* After winning an interact card
  + Draw the top 2 ending cards
    - Discard one and place the other back into the ending pile, shuffle the ending pile

Ending Cards:

* Ending cards are a pool of win conditions that determine the winner
  + Some include the child with the highest Strength, Intelligence, Attraction, or Happiness stat
  + Win interact cards and discard ending cards that aren’t in favor of your child’s stats.