

GAME SETUP

In this section we will explain how to setup the game and start.

Starting the game

►1. All Players to choose their starter 'Mouse' equipment card and start with (1) 'Graduation Portfolio' + (1) 'Coffee' Action card & draw (2) more Action cards from the shuffled drawing pile. There should be a total of (4) cards in each Players hands, and (1) 'Mouse' equipment card in the Player's field.

All unused 'Mouse equipment cards, 'Graduation Portfolio' & 'Coffee' Boost Action cards WILL NOT be used for the game.

►2. Shuffle the Project cards and then deal out (6) Project cards facing up, then mix in the Climate cards, shuffle, and place the deck faced down, this will be your Project card drawing pile. Your 'Market' board should look something like this with (6) Project cards + (2) decks:



AN ARCHITECT'S CARD GAME

►3. The Player who recently finished work (or homework) the EARLIEST shall go first. For example:

Player 1	finished work at	6:00 PM
Player 2	finished work at	6:32 PM
Player 3	finished work at	10:31 PM
Player 4	finished work at	02:22 AM

From the example above, Player 1 shall go first.

TAKING A TURN

START OF PLAYER'S TURN

- ▶1. Draw (2) Action cards from the Action card drawing pile (White Cardback).
- ▶2. Then, you may play up to (2) Action cards* from your hand.

*Action cards are the white cardback cards, and they come in different types, see Symbols & Card Anatomy Sections (Pg. 4-8) for more details.

- ▶3. Once you're done with your actions, you may roll the 'Love & Hate' dice and attempt to generate resources.
- ▶4. Finally, you may complete up to (2) Project cards per turn with your available resources.
- ▶5. Re-fill any completed Project cards, always maintain (6) on the Market.

END OF PLAYER'S TURN

HOW TO WIN

FIRST PLAYER TO REACH (10) PROJECT STAR POINTS WINS.

SYMBOLS



Equipment Card

This card stays permanently in your field unless discarded.



Staff Card

1 Staff point



Attack Card

Play this card on other Players. Discard after use.



Staff Card

½ Staff point



Boost Card

Play this card on yourself only. Discard after use.



Additional Dice

Number of additional dice you may roll on your turn.



Upgrade Card

Play this card on Staff cards. The Staff card replaced shall be sent to the discard pile.



Project Star

1 Star point



Downgrade Card

Play this card on other Players' Staff cards. The Staff card replaced shall be sent to the discard pile.



Project Star

½ Star point



Resource: Work

Symbol represents work efficiency & productivity



Dice Roll: Heart

Symbol represents a successful dice roll.



Resource: Talk

Symbol represents communication skills



Dice Roll: Hate

Symbol represents an unsuccessful dice roll.

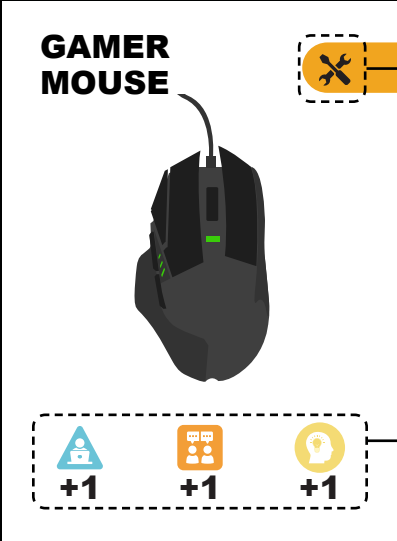


Resource: Idea

Symbol represents creativity & innovation

CARD ANATOMY

Starter Mouse (Equipment Card)



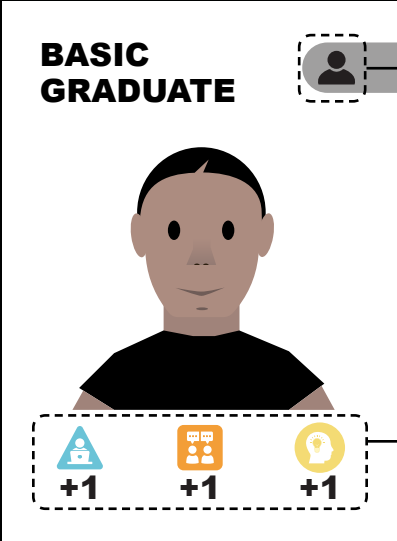
Card type

Card type color & icon as shown.
Like all Action cards, they require (1) Action to be played. Besides of Starter Mouse cards, you start the game with one of these out in field.

Resources / Abilities*

This is how much Resources this card can generate for you during your turn.
*Read more about Set Abilities.

Basic Graduates (Staff Card)



Card type & Staff point

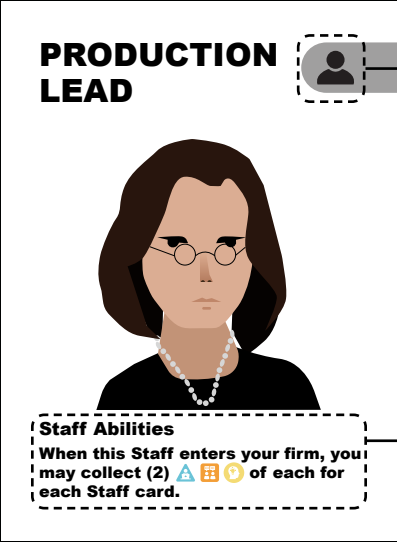
Card type color & icon as shown.
Staff point as shown.
Like all Action cards, they require (1) Action to be played.

Resources

This is how much Resources this card can generate for you during your turn.

Senior Staff cards

(Staff card)



Card type & Staff point

Card type color & icon as shown.
Staff point as shown.

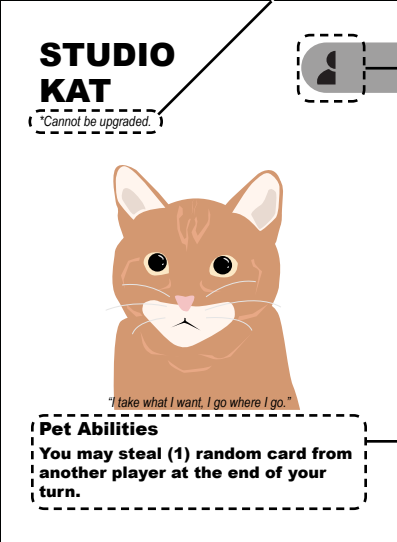
Like all Action cards, they require (1) Action to be played.

Staff abilities

Description on how to trigger / when to activate this Staff's abilities.

Studio/Office Pets

(Staff Card)



Disclaimer

Pet cards cannot be upgraded nor downgraded.

Card type & Staff point

Card type color & icon as shown.
Staff point as shown.

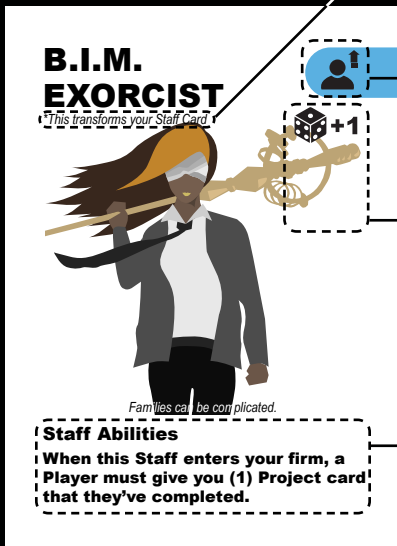
Like all Action cards, they require (1) Action to be played.

Pet abilities

Description on how to trigger / when to activate this Staff's abilities.

Upgrading a Staff card

(Upgrade card)



Disclaimer

This will replace a Staff card. All replaced Staff cards are sent to the discard pile

Card type & Staff point

Card type color & icon as shown.

This still counts as (1) Staff Point.

This card becomes the Staff card when it is in the field.

Rewards

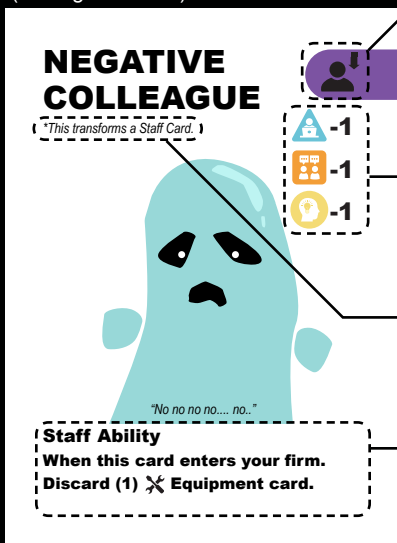
This is how much Resources / Dice this card will generate / give you during your turn.

Staff abilities

Description on how to trigger / when to activate this Staff's abilities.

Downgrading a Staff card

(Downgrade Card)



Card type & Staff point

Card type color & icon as shown.

This still counts as (1) Staff Point.

This card becomes the Staff card when it is in the field.

Penalty

This is how much Resources this card will take away from you during your turn. Resources don't go lower than 0.

Disclaimer

This will replace a Staff card. All replaced Staff cards are sent to the discard pile

Staff abilities

Description on how to trigger / when to activate this Staff's abilities.

Set of 2 & Set of 5

(Equipment card)

SEAL OF FATE

Set of 2:

Player to collect this & “Licensure” may choose to draw from the discard pile in their turn.

BLACK HEADPHONES

This is an alternate part of Black Headphones.

Set of 5
Player to collect this Set of 5 will no longer need to roll the Recklessness for the entire game. Always collect 5 pieces of their total Recklessness.

BLACK FRAMES

This is an alternate part of Black Frames.

Set of 5
Player to collect this Set of 5 will no longer need to roll the Recklessness for the entire game. Always collect 5 pieces of their total Recklessness.

BLACK T-SHIRT

This is an alternate Black T-Shirt.

Set of 5
Player to collect this Set of 5 will no longer need to roll the Recklessness for the entire game. Always collect 5 pieces of their total Recklessness.

BLACK JEANS

This is an alternate part of Black Jeans.

Set of 5
Player to collect this Set of 5 will no longer need to roll the Recklessness for the entire game. Always collect 5 pieces of their total Recklessness.

BLACK BOOTS

This is an alternate part of Black Boots.

Set of 5
Player to collect this Set of 5 will no longer need to roll the Recklessness for the entire game. Always collect 5 pieces of their total Recklessness.

Set of 2 & Set of 5
Player must have collect all cards whether in their hands or in their field to trigger the Set ability. Once all cards are collected, they can be played as one and shall count as (1) equipment card.

Action cards

(Attack or Boost Cards)

COFFEE

Fuel for every morning.

Action
You may roll (1) extra dice for this turn only.

Card types
Card type color & icon as shown. Refer to Symbols section for more detail.

Actions / Abilities
Description on how to trigger / when to activate this Staff's abilities.

Climate cards

(Blackcard back)



Hidden

Climate cards are hidden within the Project card drawing pile. When drawn, it affects every Player in the game.

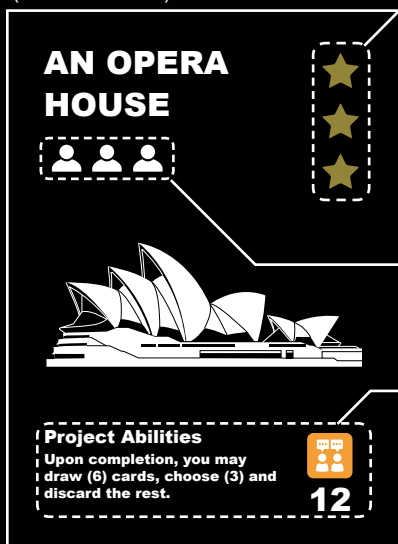
The new Climate card drawn will replace the previous one, stack them faced up.

Climate abilities

Description on how every player is affected when drawn.

Project cards

(Blackcard back)



Star points

By completing this Project card, the Player obtains the amount of Star points as shown.

Disclaimer

Some Project cards cannot be stolen and will have a small disclaimer.

Staff points required

A Player must have the shown amount of Staff points in order to complete / purchase this Project card.

Project cost / Abilities

Description on the Resource cost to complete this Project card, and Project Abilities upon completion. If a Project was sent to the discard pile, it becomes incomplete and you may trigger the Project abilities again by retrieving it out of the discard pile.