



# MIZAN

**HOW TO PLAY**

**AND NOT BE CONFUSED  
IN FRONT OF YOUR FRIENDS**

You've just finished school.

All your friends have gone off, starting degrees, internships, their own businesses, heading towards bright futures. What about you? What are **you** going to do?

Well, get off the couch for starters. Have a shower, make a decision and get moving.

The world's not coming to you.

# HOW TO WIN

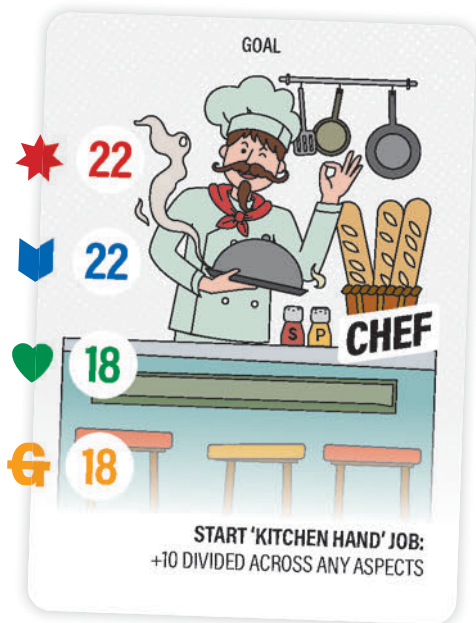
The aim of Mizan is to build up enough points to match the values on your Career Goal card and become ready to start your career. The goals are divided into 4 different aspects: Legacy, Knowledge, Wellness and Gold.

- ★ **LEGACY** is your impact on the world
- 📖 **KNOWLEDGE** is your learning and skills
- ♥ **WELLNESS** is your emotional & physical well being
- € **GOLD** is your material goods and funds

The amount required for each aspect is different for each Career Goal card, but all require players to put effort into each aspect. You can't buy your way to victory!

Each Career Goal card includes an additional Goal that will give the player a bonus 10 points which can be distributed across any of their aspects.

The first person who earns enough points to match the values on their Career goal wins!



# HOW TO SET UP

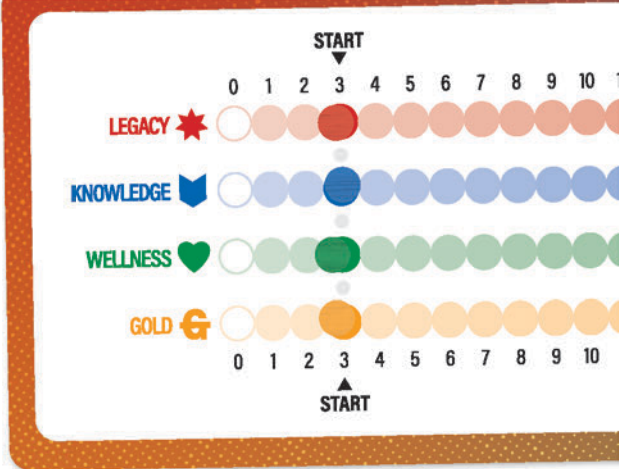
Divide the cards into the decks shown on their backs. One for each aspect, then one for Opportunity and one for Career Goals. Each player takes an Aspect Tracker board and 1 wooden token for each of their aspects. Put the wooden tokens on the matching start positions indicated on the Aspect Tracker board.

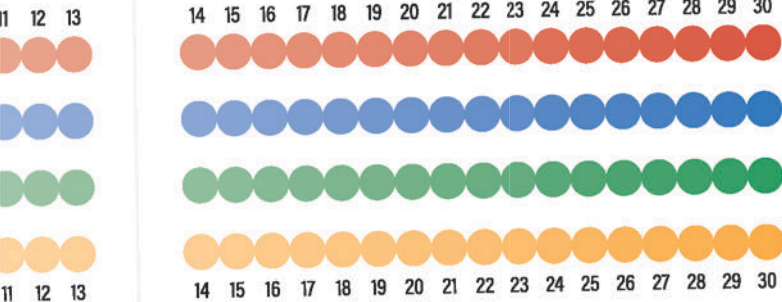
Each player draws 3 cards from the Career Goal cards and chooses one. This card is added to the right of their Aspect Tracker board while the other cards are returned to the bottom of the pile. Once every player has chosen, remove the Career Goal deck from the game.

Keeping their hand of cards hidden from others, players draw 1 card from each of the aspect piles plus another 1 from the pile of their choosing (5 cards in total).

You're now ready to play.

The first turn goes to the oldest player then goes around the players in a clockwise direction.





CAREER GOAL



## ASPECT TRACKER

As you progress through Mizan, you will be earning and losing points for your four aspects. These points are tracked on your Aspect Tracker board with a single token on each of the four tracks. When you gain a point, move the token in the corresponding track one step forward to the right. When you lose a point, move it backwards to the left.

You can't go beyond the highest number of the tracker. Neither can you go below zero. Once all your aspects match the values on your Career Goal card, you win the game.

# TURN SEQUENCE

1. REVEAL AN OPPORTUNITY CARD
2. GAIN PROPERTY INCOME
3. USE YOUR 2 ACTIONS
4. PAY LOANS OR FEES
5. DRAW UNTIL YOU HAVE 5 CARDS

## 1. REVEAL AN OPPORTUNITY CARD

At the start of your turn draw a card from the opportunity deck and reveal to everyone.

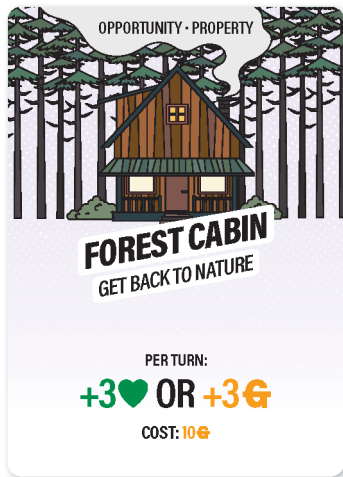
The opportunity cards come in 3 types: Event, Property and Community Project.

EVENT



Random chance cards. The effects take place immediately. Unless described otherwise, effects are towards the current player. The card is then discarded to the bottom of the pile.

PROPERTY



A card you can purchase for the full cost or pay 5 gold deposit to get it with a loan (add a token to the card to record the payment). If the current player doesn't want it, the opportunity goes around the table. If no one wants it, it is discarded to the bottom of the pile.

COMMUNITY PROJECT



An opportunity for all players. Starting with the current player, each player can choose to discard two cards from their hand. Players do not redraw those cards until their next redraw phase. At the end of choosing, if half the players (rounded up) discarded, those players get the rewards. The card is then discarded to the bottom of the pile.

## 2. GAIN PROPERTY INCOME

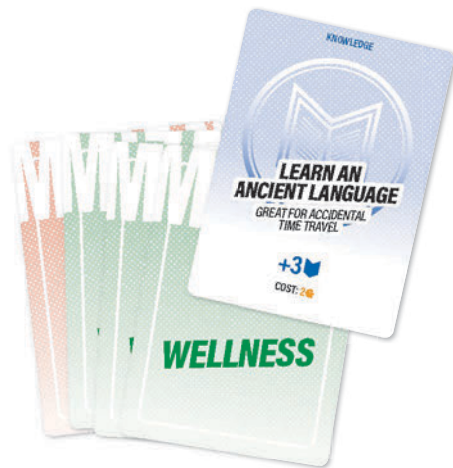
If you have any fully purchased properties that don't have unpaid loans, earn the indicated benefits, choosing one of the options per property.

If you choose to receive Wellness, this represents you living at the property and benefiting from the security and peace of mind of living in your own home.

If you choose to receive Gold, you rent out the property instead and live somewhere else.

## 3. USE YOUR TWO ACTIONS

Each turn you can decide to perform two actions, in any combination from the three action types. They are Play, Work and Swap. You can do the same option twice or choose different actions. You don't have to perform all your actions if you don't want to but they don't carry over to following turns.



### PLAY

If you pay the cost and fulfil any requirements, you can play a card from your hand. Requirements don't reduce your aspect, you just need that amount. Put the card in front of you and activate any effects. Unless stated otherwise, played cards are discarded after their effects take place.





## WORK

If you have a played job card, you can spend an action to work and earn the amount listed. Playing a Job card counts as working, so you earn income straight away. If you go for a turn without a work action, add a token to the job. Once you get 3 tokens on a job, discard it.



## SWAP

Discard any number of cards from your hand and redraw the same number from any of the four decks. Alternatively, you can swap any of your cards for any of another player's cards if they agree. This can be action cards in their hand, property cards, even Career Goals. Aspect scores can't be swapped.

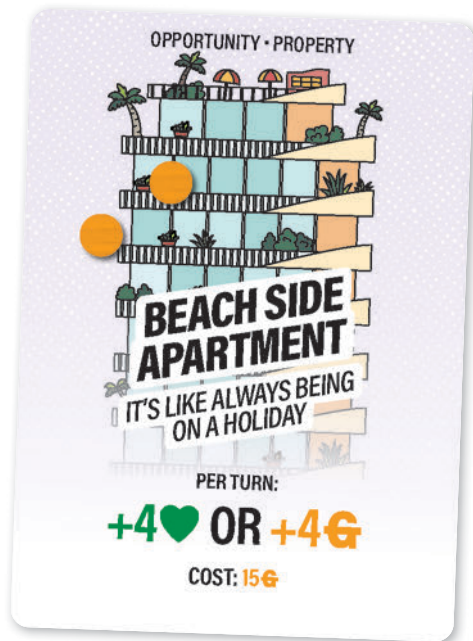
## 4. PAY LOANS OR FEES

In this phase, you can choose to make any number of payments towards any loans you have outstanding. Payments are made in lots of 5 gold, with a token added to the card to record the number of payments paid.

Once a loan is completed, remove the tokens. Next turn you can start earning an income from this property.

At the end of this phase, pay a fee of 1 Gold from your Apect Tracker per property that still has a loan. If you can't pay the fee for any of the properties, you lose that property.

*This Beach Side Apartment has a loan with 10 Gold paid for (2 tokens). As it costs 15 Gold it only needs one more payment before the loan is completed.*



## 5. DRAW UNTIL YOU HAVE FIVE CARDS

At the end of your turn, draw cards from any of the 4 decks until you have 5 cards in your hand again.

If you discarded cards to participate in a community event, this is the time where you would be replacing these cards.

Then it is the next player's turn.



# ADDITIONAL NOTES

## ACTIONS AS COSTS

If a card like 'Master's Degree' has an action cost, you need to sacrifice actions to complete the card and get the benefit.

If you fulfil the requirements of the card, pay the other costs of the card and play the card onto the table faceup in front of you. You only need to pay the other costs when you first play the card.

Record each action paid by adding a token to the card. Playing the card is counted as one action, so the card begins with one token on it.

Once the actions have been paid for, remove the tokens, earn the benefit, then discard the card to the bottom of the relevant pile.

You can pay actions over multiple turns and the card will stay on the table until it is completed.

## REQUIREMENTS

Requirements aren't a payment and don't reduce your aspects. They only indicate an initial need for an action.

Requirements only need to be fulfilled when you initially play a card, not when you finish paying other costs such as actions for Knowledge cards.

## POOR HEALTH CAN MAKE YOU LOSE

If you end your turn on 0 Wellness, your other aspects suffer. Reduce each of your other aspects by one. If you ever have 0 in all of your aspects, you instantly lose and leave the game. Sorry :(

