

Objective

Be the most persistent by earning three cards of the same life value to achieve a milestone. Collect three milestones to win.

Setup

1. Gather 3 or more inspiring friends and libations (ages 21+).
2. Shuffle cards and deal 5 to each player. During the game you should always have 5 cards in your hand. You may look at your cards.
3. Place the remaining game cards in the center of the table as the draw pile.
4. Save space in front of you—this is where your earned cards will go.

Life values

There are 4 different life values: Career, Health, Leisure, and Relationships.



Game play

1. Starting card play

The player with the next upcoming birthday starts. Play continues clockwise.

2. On your turn

On your turn, choose from the following options:

- **PLAY A CARD FROM YOUR HAND**
Perform the card action (see “Card actions”), and draw a new card from the draw pile to complete your turn.
- **DISCARD ALL 5 CARDS**
Discard your hand under the draw pile and draw 5 new cards. Your turn ends without playing a card.

3. Earned cards

Played cards that you earn will be placed face up in front of you. Face-up cards are not safe and can be stolen until you achieve a milestone.

4. Achieving a milestone

Once you’ve earned 3 cards of the same life value, you have completed a milestone. Those cards are turned face down and cannot be stolen. A milestone may be achieved during your turn or another player’s turn, whenever a card is earned.

5. Winning

The first player to complete any three milestones wins (see “Achieving a milestone”).

Card actions

Within each of the life values, there are 7 different categories that structure game play:

1. Truth

CARD GOES TO YOU.

Read the card aloud. Players shout “Truth!” if they agree with the card. You’ve earned the card. Place it face up in front of you.

2. Share

CARD GOES TO YOU.

Read the card aloud, and answer the prompt. You’ve earned the card. Place it face up in front of you.

3. Would You Rather

CARD GOES TO YOU.

Read the card aloud. All players answer the prompt. You’ve earned the card. Place it face up in front of you.

4. Act It Out

CARD GOES TO THE CORRECT GUESSER. AND YOU STEAL ANOTHER PLAYER’S EARNED CARD

Read aloud the card’s life value (Career, Health, Leisure, and Relationships). Without speaking, act out the prompt for players to guess. There’s no time limit, unless you give up and discard it under the draw pile.

The first player to guess correctly earns the card and places it face up in front of them. You steal one of anyone else’s earned cards of your choice, and it becomes your earned card. Place it face up in front of you.

5. Roadblock

CARD GOES TO YOU AND YOU STEAL A CARD WITH THE SAME LIFE VALUE FROM ANY PLAYER’S EARNED CARDS

Read the card aloud. Steal a card with the same life value from another player’s earned cards. You’ve earned both cards. Place them face up in front of you.

6. Trivia

CARD GOES TO YOU IF ANSWERED INCORRECTLY OR THE PLAYER YOU PICKED IF ANSWERED CORRECTLY.

Select a guesser. Read the question and multiple choice options aloud. If the guesser selects the correct answer, they earn the card and place it face up in front of them. If they are incorrect, you earn the card and place it face up in front of you.

7. Wild Card

Read the instructions on the card and follow the action.



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