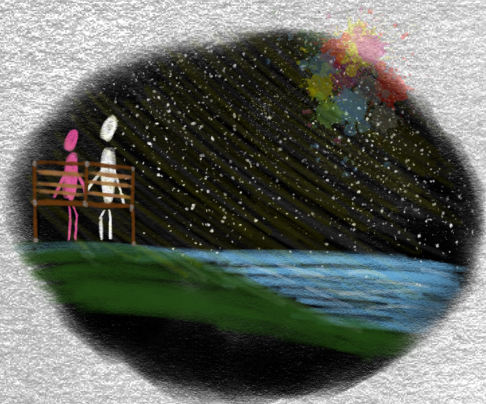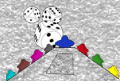# Rules to the Unyielding Universe

The Boardroom
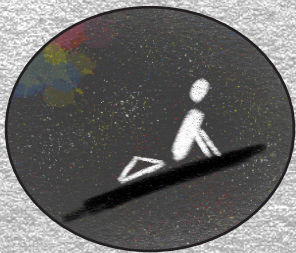
Creative Collective

Designed and Illustrated
by Travis Gee

2-4 Players

45' Minutes

8+ Ages

A Message from the Creator

The Universe is constantly shifting. It changes on a whim and influences our lives without discretion. In this spirit, "Unyielding Universe" honors the idea that life is unpredictable and is filled with numerous up and downs. This game features events that represent the highest and lowest moments in life. The cards are designed simply, in order to convey emotion over graphic detail. Regardless, if abuse, addiction, suicidal thoughts, or other such events can be upsetting to you, please be cautious. Thank you for playing.

These Rules were made with the "Enlightened Edition" in mind. All rules are the same, but some cards mentioned may not be present.

Contents:

- •108 Year Cards
- •1 Life Well-Lived Card
- •7 Universe Cards
- •4 Life Begins Cards
- •8 Life Complete Cards

Universe

Discard

Draw

Life Well Lived

Lifeline

Amazing Universe

Year 12

Life Complete — 42 Years

Year 26

Year 65

Year 36

Year 89

Year 55

Goodluck! Your Life Begins
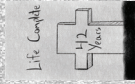
Objective

It is the players job to create their own long and balanced (chronological) lifelines, filled with years that are Positive (Green), Negative (Blue), and Neutral (Purple).

Setup

1. Remove the "Life Well Lived" and "Life Begins" cards from the deck and shuffle the remaining cards together.

2. Give each player a "Life Begins" card to start their lifelines. Deal 5 "Year" cards one at a time to each player, they position them in their lifelines in the order they were received. If they receive a non-year card shuffle it back into the deck and give them a new card.

3. Pick a starting player and begin to live your life.

On Your Turn

1. Draw one card, either from the draw pile or the top of the discard pile.
2. Place the card at the end of your lifeline to lengthen your life.

or

2. Replace a card within your lifeline and discard the replaced card.
3. If you do not wish to use the drawn card you may instead discard it. No duplicate years allowed in a lifeline.
4. Any card that is in chronological order from the beginning of your lifeline is considered "balanced."

Life Complete Cards

When "Life Complete" cards are drawn they are played immediately to your own lifeline. It removes all balanced cards older than the year shown and caps your lifeline. No cards older than the shown year can be played. "Life Complete" cards can only be removed if replaced by another "Life Complete" card showing a younger year. "Life Complete" cards count as your turn, do not draw another card.

<u>Universe Cards</u>

When drawn, these cards are played immediately beside the draw pile and affect all players until replaced by the next "Universe" card that is drawn. Only one "Universe" card is active at a time. If a card from your lifeline is removed without being replaced, all other cards shift down to fill the space. "Universe" cards count as your turn, do not draw another card.

<u>Universe Card Clarifications</u>

Ex. If a "Universe" card tells you to remove all cards with "Descendants" you also cannot play cards with "Descendants" until that "Universe" card is removed.

"Universe" cards marked with a star represent the exception to "Universe" cards and enact a one time event and do not influence the ongoing gameplay.

"Vengeful Universe" is the cruelest card in the game. During gameplay and scoring it supercedes any "Life Complete" cards that are older than 50. Do not remove any "Life Complete" cards. If "Vengeful Universe" goes away, they do not.

End of Round

The round is complete when a player has a lifeline that includes ten balanced "Year" cards and a "Life Complete" card.

or

A player has a lifeline that includes ten balanced "Year" cards and spans at least 84 years. On their following turn, they may say "A Life Well Lived" and may take the "Life Well Lived" card only if they do not already have a "Life Complete" card.

or

The draw deck runs out of cards. At this point, the Universe was unyielding and nobody could live a full and happy life. Score the balanced cards you have as normal.

A player is not obligated to end the round until they wish. A Player may have as many cards as they wish in their lifeline.

End of Round Scoring

• Each year Lived is equivalent to one point. *Ex. 87 years = 87 points*

• Each Negative Year (Blue) is worth one point. *Ex. 3 Blue cards = 3 points*

• Each Neutral Year (Purple) is worth two points. *Ex. 3 Purple cards = 6 points*

• Each Positive Year (Green) is worth three points. *Ex. 3 Green cards = 9 points*

• Add any "Universe" card modifiers.

• The "Life Well Lived" card is worth 15 points.

Example scoring: 84 (years)+6 (Blue)+4(Purple) + 6 (Green) +15 (Life Well Lived) - 6 (Universe) = 109 points.

Scoring Clarifications

• Only cards that are "balanced" count towards your final score.

• "Life Complete" cards are used to determine the amount of years lived, no matter if your entire lifeline is "balanced.

Ex. (10-15-23-13-67-Life Complete 44) would be scored as: 44 years + points gained from 10-15-23

End of Game

Unyielding Universe is played in rounds until a score of 250 (or another score decided upon before the game begins) is reached. The first player to reach 250 is the winner, if two players reach the threshold at the same time whoever has the highest overall score is declared the winner.

Feeling Icons

Lonesome

Joy

Pride

Fear

Anger

Contented
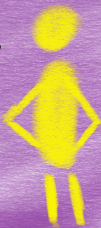
Anxious

Grief

Annoyed

Regret

The Protagonist

Everyone is the hero of their own story. The owner of their own lifeline. It's up to them to make it a good one.

The Friend

Chances are you will have a few of them throughout life. If you're lucky, some will stick around for awhile and change your life forever.

The Descendant

Your legacy. When you are gone they will be the ones to tell your story. You can be a positive voice in their life, or you can be a negative one.

The Love Interest

It is hard to exist alone. Everyone needs someone who is there for better or worse. A partner to share their lives with.

The Antagonist

Everyone has a villain. A reoccurring nuisance that never seems to leave you alone. Always there at your lowest and highest moments.

The Background

Populating the backdrop of your lifeline. Some are incredibly important, while others are simply passing faces. Someone is always there.

Universal Conundrums

My game is going on forever. Is there anyway to speed up the process for a happy life?

Sure! Just remove a few of the more devious "Life Complete" cards from the deck.

The "Annoying Universe" card is being difficult. What happens if two "Annoyed" cards are next to one another?

How annoying. The way to handle it is to move the two cards together as a unit one space to the right.

Will you be angry if someone implements "House-rules" and disregards certain rules? Ex. Allowing duplicate years, or replacing "Life Complete" cards with the new one drawn regardless if it was a younger year?

Not at all. The Universe is chaotic and welcomes change.

Do my "year" cards have to be in sequential order as well? Ex. Year 1, 2, 3, 4 ect.

No. I can't imagine how difficult that would be. They just have to be chronological.