

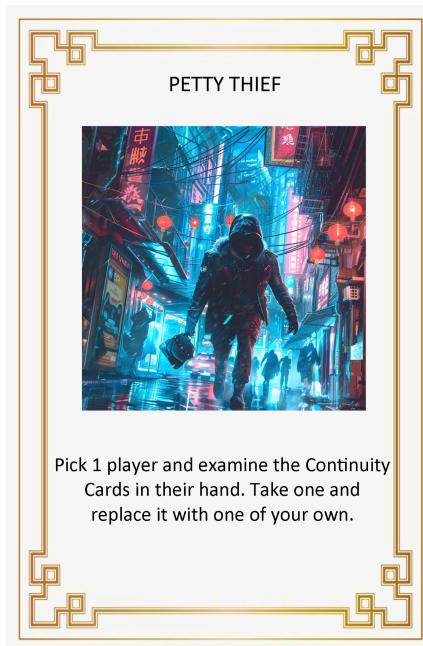
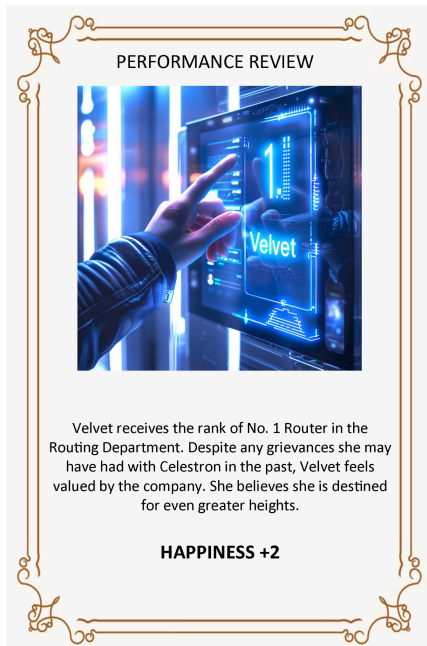
How You Come Undone, The Game - Rules

1. Setting up the Game

The Deck is made up of **74 cards**.

There are 42 Continuity Cards, 22 Action Cards, and 12 Faction Cards.

The **3 card types** can be differentiated by the **borders** on the front of the cards.



Card examples (left to right: Continuity, Action, Faction)

Divide the Deck into 3 card piles, separated by card type. **Divide the Faction cards** into two separate piles, separated by card faction.

Dividend Faction Cards: Sleeper Cell, A New Beginning, and Maxim.

Coalition Faction Cards: Ultra Promotion, Relocation, and Looking Back

Place all cards **face-down** on the table. There should be **4 card piles** in total. (1 Continuity Card pile, 1 Action Card pile, 2 Faction Card piles)

Shuffle All card Piles.

Each player draws 4 Continuity cards and 1 Action card.

2. Starting the Game

The player who goes first can be determined by **any method** agreed upon by the players.

Some examples include youngest goes first, or a dice roll.

Once the starting player is determined, the game runs **clockwise**.

3. Player Turns

Each turn, players will **draw 1 Continuity Card** from the Continuity Pile and compare it to the Continuity Cards in their hand.

If they choose to **keep it**, they will **discard** 1 Continuity card from their hand and place the discarded card at the bottom of the Continuity Pile.

If they choose not to keep the drawn card, place it at the **bottom** of the Continuity Pile.

At any time during a player's turn they may use an Action Card.

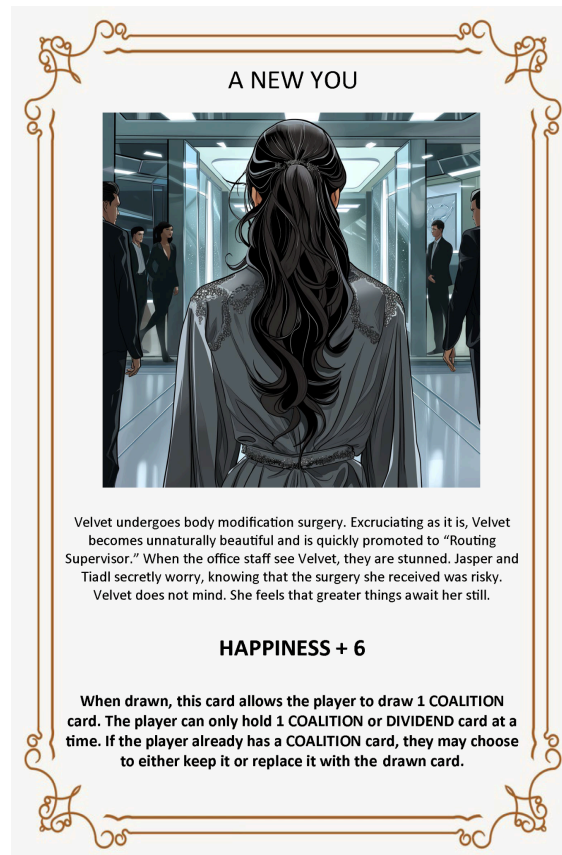
However, players may only use **one action card per turn**.

4. Drawing Action Cards

Every other turn, at the start of a player's turn, draw a new Action Card from the Action Pile.

5. Drawing Faction Cards

Faction cards may only be drawn by a Continuity card that prompts the player to draw one. For an example, see below:



The text at the bottom of the card reads:

When drawn, this card allows the player to draw 1 COALITION card. The player can only hold 1 COALITION or DIVIDEND card at a time. If the player already has a COALITION card, they may choose to either keep it or replace it with the drawn card.

Players may only hold 1 Faction Card in their hand at a time.

Players must always draw from the **specific Faction pile** that the **prompt card** names. (Continuity Card with a similar above message)

In the above case, the player would draw a **COALITION** card.

It may be helpful to remember which Faction pile corresponds to each of the two Factions,

Players must draw a Faction Card on **the same turn** they draw the **prompt card**.

If a player **starts the game** with a prompt card, this is done on turn one.

If a player starts with **two** prompt cards with different named factions, they must **choose one**, but cannot draw both.

If a player draws another Continuity Card that prompts drawing a Faction Card, they may **discard** their current faction card, then **draw a new one**.

Players must draw from the **same faction** that the prompt card names.

6. Winning the Game

The game ends when a player uses a game ending card. See example below.


CORPORATE POWER



After centuries of conflict, the Coalition of Companies has finally located all of DIVIDEND's hidden bases and launches a simultaneous attack across time and space. DIVIDEND has been defeated.

The game ends in one turn.

NO REMORSE



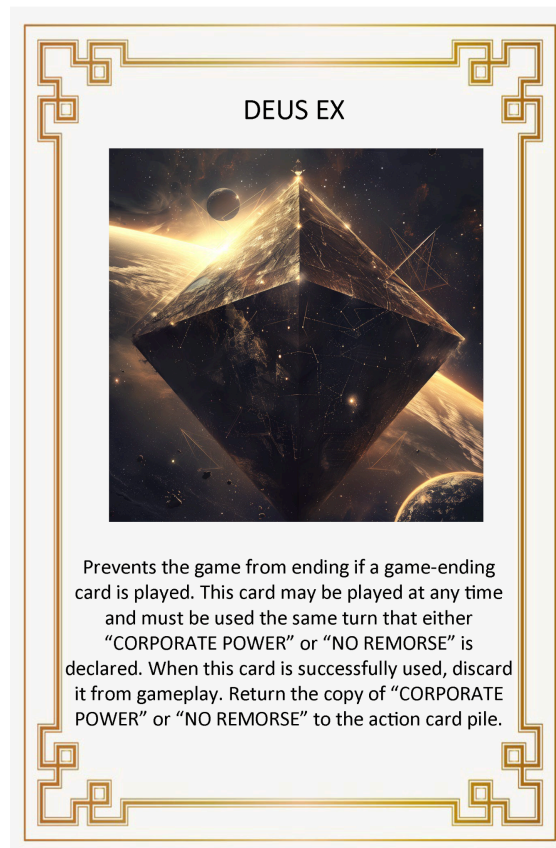
The plans have been set in place. With help from Velvet, DIVIDEND launches a crippling cyberattack against Arcadia-6 and disables the Cannon Channel. Soon, powerful ionizing radiation from the system's blue supergiant, Lambda Cephei, will bathe the planet in sterilizing rays. No one will survive.

The game ends in one turn.

These cards result in two different endings which affect different players in different ways.

“NO REMORSE” results in **Dividend Victory**, and “CORPORATE POWER” results in **Coalition Victory**.

Similarly, the game can be prevented from ending by using the card “DEUS EX.” See below:



When the game ends, players will **add up** the “Happiness” values of all of their cards.

The player with the **most Happiness wins**.

Good Luck!

Below is a list of all cards and their corresponding descriptions as well as number of copies in the deck.

Card Descriptions

Action Cards

1. A1

Petty Thief [x3]

Pick 1 player and examine the Continuity Cards in their hand. Take one and replace it with one of your own.

2. A2

Sabotage [x3]

Pick 1 player and look at the Continuity Cards in their hand. Force the player to return one to the deck and draw a new Continuity Card.

3. A3

Shady Transaction [x3]

Pick 1 player and give them a continuity card from your hand. They will choose one of their own to give to you in return.

4. A4

Determinism [x3]

For the next rotation, every player except the player who used this card must keep the card(s) they draw from the Continuity Card pile. However, when they

draw from the pile, they may choose which card from their hand to replace the drawn card with.

5. A5

Corporate Power [x3]

After centuries of conflict, the Coalition of Companies has finally located all of DIVIDEND's hidden bases and launches a simultaneous attack across time and space. DIVIDEND has been defeated.

The game ends in one turn.

6. A6

No Remorse [x3]

The plans have been set in place. With help from Velvet, DIVIDEND launches a crippling cyberattack against Arcadia-6 and disables the Cannon Channel. Soon, powerful ionizing radiation from the system's blue supergiant, Lambda Cephei, will bathe the planet in sterilizing rays. No one will survive.

The game ends in one turn.

7. A7

Indomitable Spirit [x2]

For the next three turns, you are immune to the effects of any action cards that might alter your hand.

You may play this card at any time.

8. A8

Deus Ex [x2]

Prevents the game from ending if a game-ending card is played. This card may be played at any time and must be used the same turn that either “CORPORATE POWER” or “NO REMORSE” is declared. When this card is successfully used, discard it from gameplay. Return the copy of “CORPORATE POWER” or “NO REMORSE” to the action card pile.

Continuity Cards

9. C1

Petrovska Vessel 248984 [x3]

Velvet receives a call from the aggravated captain of this shipping vessel. While she attempts to meet the Captain’s demands, she sees the floor supervisor laughing idly in his office, getting no work done. Velvet feels this is unfair, and she rethinks her position within the Celestron company.

HAPPINESS -1

10. C2

Performance Review [x3]

Velvet receives the rank of No. 1 Router in the Routing Department. Despite any grievances she may have had with Celestron in the past, Velvet feels valued by the company. She believes she is destined for even greater heights.

HAPPINESS +2

11. C3

Trinadier Althos [x3]

A stunning man appears in the corridor of the Routing Department. After learning the truth about the pavs, Velvet is crushed, and despairs that she will remain a Router for the rest of her life.

HAPPINESS -2

12. C4

The Cannon Channel [x3]

Velvet watches the vast sea of commuters dip under the Cannon Channel from her view in Celestron Tower. She remembers her parents, who became menial laborers to provide her with a better future, and is filled with a deep sense of melancholy.

HAPPINESS -3

13. C5

A New You [x3]

Velvet undergoes body modification surgery. Excruciating as it is, Velvet becomes unnaturally beautiful and is quickly promoted to “Routing Supervisor.”

When the office staff see Velvet, they are stunned. Jasper and Tiadl secretly worry, knowing that the surgery she received was risky. Velvet does not mind.

She feels that greater things await her still.

HAPPINESS + 6

When drawn, this card allows the player to draw 1 COALITION card. The player can only hold 1 COALITION or DIVIDEND card at a time. If the player already has a COALITION card, they may choose to either keep it or replace it with the drawn card.

14. C6

The Truth Hurts [x3]

Following a lengthy conversation with the Routing Administrator, Mr. Althos, Velvet learns that public citizens are simply pawns in an intergalactic corporate scheme to control the masses. Velvet becomes sad as she realizes that Jasper and Tiadl, as well as the other Celestron workers, will likely never have the chance to make better lives for themselves.

HAPPINESS -5

When drawn, this card allows the player to draw 1 DIVIDEND card. The player can only hold 1 DIVIDEND or COALITION card at a time. If the player already has a DIVIDEND card, they may choose to either keep it or replace it with the drawn card.

15. C7

The Night District P1 [x3]

The Routing Supervisor realizes Velvet's ambitions and invites her to a night out with the other Celestron supervisors. Velvet is flattered, and imagines that they will welcome her. Instead, they shun and tease her, telling her that she will never be welcome among them, and she leaves in tears.

HAPPINESS -4

16. C8

The Night District P2 [x3]

Velvet, Jasper, and Tiadl explore the Night District together. Their friendship strengthens and they make unforgettable memories. Velvet realizes that she has a support system greater than just Celestron. She is no longer alone.

HAPPINESS +8

17. C9

Unlikely Reunion [x3]

One morning, Velvet decides to leave early and walk the way to work alongside the thousands of physical laborers. In a remarkable twist of fate, she ends up

walking next to her parents. She recognizes them, but they do not recognize her. She decides not to introduce herself. They seem happy, and knowing this is enough... for now.

HAPPINESS +5

18. C10

Promotion (Conditional) [x3]

In recognition of her feats, year after year, Velvet is promoted to “Routing Supervisor” by the department’s administrator. The administrator, Mr. Althos takes a liking to Velvet and begins to mentor her. He informs her that she can rise to even greater heights if she has the courage, but first she must “invest in herself” and take the first step toward private citizenry.

HAPPINESS + 4

If Velvet has already been promoted to “Routing Supervisor,” she is promoted instead to Routing Administrator, and Mr. Althos, the former administrator, moves further up the ladder.

HAPPINESS +7

19. C11

The Debt Collector (Conditional) [x3]

Velvet takes out a loan to purchase a residence in the City Center, where all the supervisors and higher-ups live. But when she cannot pay it back, debt

collectors ransack her home and steal all her valuables, including certain memorabilia her parents had left her with before she never saw them again.

HAPPINESS -6

If Velvet has already undergone body modification surgery, the debt collectors salvage the organs from her body to pay back the loan she took out for the surgery, leaving only her brain behind, connected to BCI. Through the interface, she is still able to think, feel, and browse the internet... but not much else.

HAPPINESS -9

20.C12

The Unravelling [x3]

Velvet undergoes body modification to become beautiful (or has already) but the surgery comes undone only days later. She experiences excruciating pain, at the end of which, her disfigured body is removed from company grounds. Velvet wakes up in a hospital room only to realize she has lost everything she ever worked for...

HAPPINESS -8

When drawn, the player must draw 1 DIVIDEND card. While this card is in the player's possession, they may not hold a COALITION card. If the player already has a DIVIDEND card, they may choose to either keep it or replace it with the drawn card.

21. C13

My Protégé [x3]

Velvet is chosen to facilitate the routing procedures of a very important vessel, the Celestron President's ship. Before he meets with the board, President Xephlin speaks privately with Velvet and tells her that she has the potential to become someone very important to the company. But to do so, she will need to change her appearance. While this troubles Velvet at first, Mr. Xephlin offers to "sponsor" her in the near future and she becomes excited at the thought of moving up.

HAPPINESS +3

When drawn, this card allows the player to draw 1 COALITION card. The player can only hold 1 COALITION or DIVIDEND card at a time. If the player already has a COALITION card, they may choose to either keep it or replace it with the drawn card.

22. C14

Friendly Banter [x3]

During lunchtime, Velvet's work is interrupted by a conversation between Jasper and Tiadl, who, like her, stayed behind in the workroom rather than going to the cafeteria. At first, she is annoyed because she has a lot of work to get through, but she decides to stop working and join the conversation. They talk about office rumors, love affairs (Jasper and Tiadl's), and political conspiracies. Velvet enjoys herself and feels as though she has gotten closer to the two.

HAPPINESS +4

Faction Cards

23. F1

Sleeper Cell [x2]

Velvet is recruited to the DIVIDEND organization as a sleeper cell. She retains a position within the Celestron Corporation but as a spy for the anti-corporate revolutionaries. The difficulties Velvet has endured at Celestron further motivate her to help bring about its destruction.

HAPPINESS +3

For every card with negative HAPPINESS in the player's hand, this card gains 3 Happiness at the end of each turn. For every card with positive happiness in the player's hand, this card loses 2 HAPPINESS at the end of every turn due to guilt. If the game ends with the destruction of Arcadia-6, Velvet becomes a martyr and the final HAPPINESS of this card is multiplied by 2.

If the player has the card "THE UNRAVELING" in their possession or the second effect of "THE DEBT COLLECTOR" active, the above effect is doubled and (canonically) Velvet receives a new body from DIVIDEND.

24. F2

Maxim [x2]

A mysterious figure called "Maxim," claiming to represent DIVIDEND, appears before Velvet. He offers to "save" her, freeing her from her mortal suffering and turning her into an Intelligent Android, like him. Maxim also informs her of the

plan to destroy Arcadia and offers to take care of the people she cares about most when that time comes. She cannot refuse.

As an AI, Velvet moves past the suffering she endured as a human and finds new sources of joy in completing the tasks she is given and watching over the people she cares about until the time of Arcadia's destruction arrives.

HAPPINESS + 10

The negative Happiness of any cards in the player's hand becomes +1. The effects of positive Happiness remain. This card gains 1 Happiness at the end of each turn.

If the game ends with DIVIDEND's defeat, Velvet is terminated, and this card's happiness becomes 0. The above effect, however, remains.

25.F3

A New Beginning [x2]

Velvet makes contact with an anonymous figure from DIVIDEND and negotiates safe passage to a far-off world for her and two other people in exchange for all of her memories of her time at Celestron. If the player has drawn "THE UNRAVELING," DIVIDEND (canonically) also supplies Velvet with a new body.

Velvet seeks out her parents and reunites with them. Together, the three travel to a verdant world called "Cambria," thousands of light-years away, where they join a small, tightly-knit community of farmers. There is not much technology on Cambria, so Velvet uses her logistical skills to create weather charts and track crop yields for the community. She is happy.

HAPPINESS + 20

After the memory extraction process, Velvet's recollection of the past becomes vague. **The +/- HAPPINESS value of all continuity cards is cut in half.** If the game ends in Arcadia's destruction, Velvet never learns of this. **If the game ends in DIVIDEND's defeat, a Coalitionary force seeks her out and brings her to trial for her crimes against Celestron. This card loses 15 Happiness.**

26. F4

Ultra Promotion [x2]

A devastating DIVIDEND attack cripples Celestron Tower, killing many of the company's executives as well as its high-ranking administrators. In an effort to quickly fill the open positions, Velvet is promoted to CEO of the Celestron division on Arcadia-6. If "THE DEBT COLLECTOR" has harvested her organs (uh oh), the company restores her body. Originally, this was a temporary placement, but the Celestron High Board looks favorably on Velvet and grants her the opportunity to receive the highly coveted Kiyomi modification treatment.

She is now expected to serve the position indefinitely.

HAPPINESS + 15

Unfortunately, however, Jasper was also killed in the attack. While Velvet did not realize it at first, his death takes a great toll on her mentally and once the high of her promotion fades, the grief and guilt of her ascendancy get to her. **At the beginning of each turn after the turn this card was drawn, this card loses 3 Happiness.**

If the game ends in COALITION victory, Velvet sees justice for Jasper, and this card gains 6 HAPPINESS.

27. F5

Relocation [x2]

If “THE DEBT COLLECTOR” has harvested Velvet’s organs, Mr. Althos pays for her treatment, through which she eventually receives new home-grown organs.

Velvet moves up the company ladder under his mentorship. Eventually, the Celestron President takes notice of Velvet and sponsors her body modification through the premium corporate channels. She receives a Kiyomi-type body and an offer to relocate to Diadem, the Coalition capital world, where she will serve as a diplomat.

Diadem is a beautiful world, very different from the metropolitan Arcadia-6. There, she receives a vast estate.

HAPPINESS + 5

After 3 turns with this card in the player’s possession, after the first turn this card was drawn, Velvet’s friends and family join her on Diadem, with Jasper and Tiadl serving as her works assistants and her parents living in their own wing of her estate. This card gains 10 HAPPINESS.

If the game ends with Arcadia’s destruction before the 3 turns are up, this card loses 15 HAPPINESS, as Velvet must live with the pain of losing her loved ones.

28. F6

Looking Back [x2]

Velvet's life never amounts to much. Her body modifications ultimately fail and she goes through a long rehabilitation period. If she went through any other health complications ("THE DEBT COLLECTOR") she eventually gets through those as well thanks to the miracles of science fiction medicine and life-lasting personal debt. That said, she remains scarred, physically and emotionally.

But when Velvet looks back on her life, she doesn't remember her past ambitions. Instead, she remembers the time she spent with Jasper and Tiall. And the 50 good years she had with her parents after eventually tracking them down. 40 years ago, she said goodbye to them. Three years ago, it was Jasper. Last year, Tiall. It was a good life. And now, at the ripe old age of 117, she says goodbye to the world.

HAPPINESS + 20

Corporate-related cards with positive HAPPINESS ("PROMOTION," "A NEW YOU," "PERFORMANCE REVIEW," and "MY PROTEGÉ") now have 0 HAPPINESS. If the game ends with the destruction of Arcadia-6, Velvet never lives this life. This card's final HAPPINESS becomes 0. The above effect is nullified as well.