

## WINNING

After all players have had a chance to be the Contestant, the player with the most scoring chips wins the game.

## FOR 3 OR 4 PLAYERS

When playing with 3 or 4 players the cards are dealt out somewhat differently.

The Contestant deals out one Lifestyle category card at a time to each of the players. There are two options for what players can do with the first card they are dealt in each category:

**If a player wants that card to be in their hand, they can keep it.**

- or -

**If a player does not want that card to be in their hand, they can discard it. The Contestant then replaces that card with one from the top of the deck. This second card must be accepted and is now part of that player's hand.**

**All players repeat this until they all have complete Lifestyle hands with all five categories.**

The Contestant now chooses to have all players "Show the **BEST**" or "Show the **WORST**."

If "**BEST**" is chosen, all players should then try to develop a hand that would represent the very best living situation for the Contestant. If "**WORST**" is chosen, all players should then try to develop a hand that would represent the very worst living situation for the Contestant. After all players have played their Get A Life cards as described in Step 5, play continues with Step 6.

## VARIATIONS

**For a longer game**, you can continue playing until each player has been the Contestant twice or three times. The Contestant can also deal out four Get A Life cards to each player for them to play three, or any number of Get A Life cards the players agree upon.

**For a shorter game or when playing with many players**, you may choose to have each player assemble a Lifestyle hand as described in Step 1. In this variation, all cards remain concealed, no Get A Life cards are dealt, and each player's Lifestyle hand cannot change. Instead, play continues with Step 7.

### Trade Variation

After players assemble Lifestyle hands as described in Step 1, players get about two minutes to try to adjust their Lifestyle hands through negotiated trades with other players. After two minutes, play continues with Step 6.

### Lifestyle Reveal Variation

At the beginning of a round, each player chooses which two Lifestyle cards to reveal. For the rest of the game, those Lifestyles must remain face up for that player, even if another player trades a face down card for one of them.

## CREDITS

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**THE GAMES  
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**THE GAME OF SECOND CHANCES**

# GET A LIFE

## CONTENTS

**125 LIFESTYLE cards in 5 categories:**

**25 Orange Accommodation cards**

*Your dwelling...from a mud hut, to a castle.*

**25 Green Location cards**

*Your place in the world...from the Sahara, to Sydney.*

**25 Red Occupation cards**

*Your job...from a dishwasher, to a rock star.*

**25 Blue Transportation cards**

*Your ride...from a tricycle, to a private jet.*

**25 Pink Companion cards**

*Your roommate...from a pet tarantula, to your spouse.*



**30 GET A LIFE cards**



**8 BEST | WORST cards**



**16 scoring chips**



## OBJECT

Welcome to the game Get A Life, where your friends will put together the best... or the worst... new lifestyle tailored just for you! Players build hands of five Lifestyle cards to represent your new life. When it's your turn to be the 'Contestant', you award points to the players who presented the BEST... and WORST... new lifestyle for you.

## HOW TO PLAY

(for 5 to 8 players; see below for 4 or fewer)

The youngest player is the first Contestant. Shuffle each of the five decks of Lifestyle cards, laying each deck face down in the middle of the table. Then:

1. All players – except the Contestant – assemble a Lifestyle hand by taking one card from each of the five Lifestyle decks.



2. Players look at their cards (keep them secret!) then place all five face down in front of them.

3. Deal three of the Get A Life cards to each player.



4. The Contestant announces two Lifestyle categories, and players flip the cards they have in those two categories face up on the table in front of them. Players hold the three Get A Life cards in their hand and their remaining Lifestyle cards stay face down on the table. During the game, face up Lifestyle cards always stay face up, and likewise for face down ones. Players may always look at their own face down cards or even pick them up and hold them in their hand. Only the two face up must remain face up and on the table.



5. Starting with the player to the left of the Contestant, players choose to play or discard one of their three Get A Life cards when it is their turn to act.

*Note: After a Get A Life card has been played, each player should still have one Lifestyle card of each category.*

6. Play continues clockwise until each player has used or discarded all of their Get A Life cards.

*Players use these Get A Life cards to adjust their hand so that it will represent either the very best living situation for the Contestant, or the very worst living situation for the Contestant of all the hands.*

7. Once all Get A Life cards have been played or discarded. Each player secretly chooses a side of their **BEST** | **WORST** card, which are then simultaneously revealed. The side they choose to reveal declares whether they are trying to present the **WORST** or the **BEST** life for the contestant.



8. Starting with the player to the left of the Contestant, each player presents their Lifestyle hands to the Contestant by flipping their cards face up one at a time. Players may simply show their five cards, or can also describe | spin | pitch their hands to try to convince the Contestant that their Lifestyle hand represents either the very best or the very worst living situation for the Contestant. Players can also say what makes the living situation they're offering better – or worse – than what another player is offering.
9. The Contestant then chooses which player has the **BEST** lifestyle for them. That player gets one scoring chip. The Contestant also chooses which player has the **WORST** lifestyle for them. That player also gets one scoring chip. If only one player declares either **BEST** or **WORST**, they automatically get a scoring chip.
10. To start the next round, Discard the Lifestyle cards that have been played. The player to the left of the Contestant becomes the new Contestant, and play continues from Step 1.

