

F-LIFE®

A CARD GAME ABOUT ADULTHOOD

HOW TO PLAY

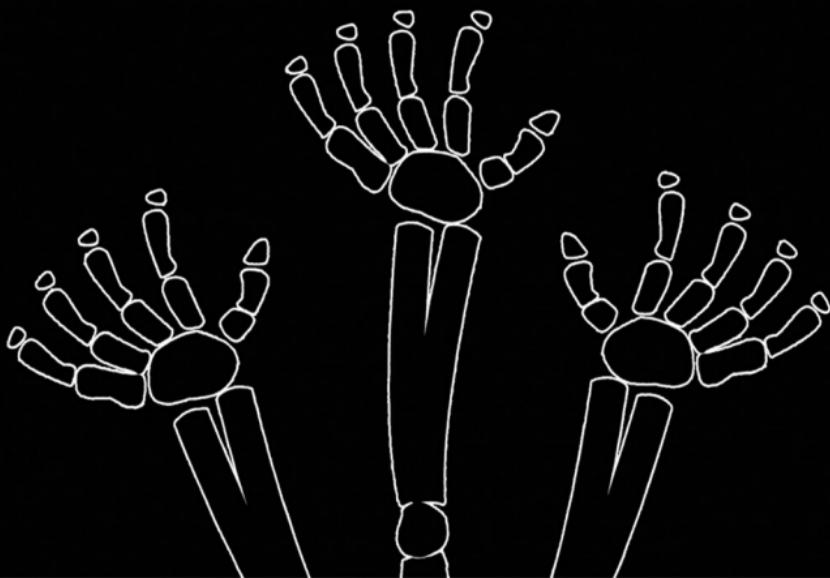


HOW TO WIN

**GAIN AS MUCH MONEY
AS POSSIBLE BEFORE
YOU DIE.**

**WHICHEVER PLAYER HAS
THE MOST MONEY AT THE
END OF THE GAME, WINS.**

**THE GAME ENDS WHEN
ALL PLAYERS HAVE DIED.**



COMPONENTS

- 380 CARDS
- 12 DECK DIVIDERS
- 1 CARD INSERT
- 1 TURN TRACKER TOKEN
- 4 PENCILS
- 4 ERASERS
- 1 PENCIL SHARPENER
- 4 DRY ERASE MARKERS
- 4 DRY ERASE MISTAKES
- I'VE MADE FORMS
- 50 PAPER MISTAKES I'VE MADE FORMS



STARTING YOUR LIFE

Players should read over the Card Rules and clarification sections at the back of the instruction manual before playing this game for the first time.

Separate all cards into their decks and shuffle them before playing.

Players start by choosing a Name, Gender, and Sexual Orientation.

Players keep track of everything throughout the game using the Mistakes I've Made paper forms or laminated dry erase forms.

EDUCATION

Each player decides if they want a GED, High School, or College education.

Players write the following on their Mistakes I've Made form depending on their chosen education.

GED graduates start at Age 16 with: \$0.

High School graduates start at Age 18 with: -\$10,000.

College graduates start at Age 22 with: -\$40,000.

DEBT

College and high school graduates start with a negative amount of money.

Going into debt is considered normal in this game, and there are no consequences for being in debt.

If you are in debt and have to pay a player or can't afford something, you still pay anyway and go further into debt.

TURN ORDER

The turn order is determined by the education level chosen by the players.

A college graduate goes first, and the turn order continues clockwise.

If there are no college graduates, then a high school graduate goes first. If there are no high school graduates either, start with a GED graduate.

If there are multiple players with the same education level and should start first, we recommend using one of the following methods to decide:

- The player who bought the game goes first, as the rest of you are poor or parasites.

- Engage in a fist fight. Winner goes first.
- Holding your breath contest. Player who doesn't pass out wins.
- Player who does the most amount of shots in 1 minute goes first.
- Player that chugs a beer fastest goes first.
- Any player who has ever had a threesome goes first. Unless his name is David. Then we all know he is lying.

Players may use the included middle finger turn tracker token to keep track of the current player's turn.

THE FIRST TURN

On each player's first turn, they draw one Bond, Backstory, and Job card.

The Bond card is drawn and left face-down on the table without looking.

The Backstory card will assign each player with their own unique backstory that may affect their starting attributes.

This card is kept in front of them throughout the game, and the Backstory deck can be placed aside.

JOBS

Players, in turn order, draw a Job card but do not collect the salary mentioned on the card. You only gain your salary when instructed to do so.

Players are required to keep the first Job card they draw that matches their education level.

For example: If a player has chosen a college education and draws a Job card that requires a college education, they must keep it.

However, if they draw a Job card that requires a different level of education, they discard it and draw again.

The player keeps their Job card in front of them throughout the game.

The next player shuffles all of the Job cards and starts drawing in the same manner as the previous player.

Once every player has a Job, shuffle the deck a final time.

If a player draws any cards that affect their salary, they keep those cards near their Job card for future reference.

When players become unemployed, they discard all cards that altered their salary and their Job card.

PLAYING THE GAME

In turn order, the first player draws a "What's Next" card and follows the instructions on the card.

If instructed to draw an F-Life card, the player draws from the pile that corresponds to their education status.

For example: A High School graduate draws from the High School F-Life deck.

Once the player has followed all the instructions on the card(s) drawn and has no other actions to perform, their turn ends.

Turn order continues clockwise.

PERSONALITY POINTS

Personality Points are tracked on the "Mistakes I've Made" form. These points can be determined by your backstory, drawn cards, and other factors.

Certain cards can add or subtract points, and some cards allow you to utilize your Personality Points against other players.



At the end of the game, players may receive a cash bonus. Details regarding these bonuses can be found in the Personality Points Bonuses section of the rulebook.

AGING

Players track their age using the "Mistakes I've Made" form. They cross off each age number as they pass it.

For example: If a player is age 20, they would cross off each number that comes before it (19, 18, 17, etc.).

Players do not collect their salary when they age.

When a player reaches an age number that has an underline, they immediately draw a Kidney Stone card after the current player's turn, regardless of turn order.

Kidney Stone cards are only drawn at ages 40, 50, and 60.

After resolving the actions on the Kidney Stone card, the game resumes where it left off with the next player's turn.



In the example below you can see that this player is currently age 24.

<u>AGE:</u>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33
	34 35 36 37 38 39 <u>40</u> 41 42 43 44 45 46 47 48 49
	50 51 52 53 54 55 56 57 58 59 <u>60</u> 61 62 63 64 <u>65</u> 66
	67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83
	84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

If a card said "+2 years of age", then that player would be 26 as shown here:

<u>AGE:</u>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33
	34 35 36 37 38 39 <u>40</u> 41 42 43 44 45 46 47 48 49
	50 51 52 53 54 55 56 57 58 59 <u>60</u> 61 62 63 64 <u>65</u> 66
	67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83
	84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

RETIREMENT

Once a player reaches or surpasses the age of 65, they enter retirement.

Players in retirement now draw a Retirement card at the beginning of their turn instead of a "What's Next" card.

The Retirement deck also includes cards that result in death. When a player dies, they enter the graveyard.

Some cards will also kill you at a specific time in the game.

For example: if a player is age 70 and draws a card that gives them cancer, then on the "Mistakes I've Made" form, they circle age 75.

When they reach age 75, they die.

Each death card is unique and has its own set of rules.

Additionally, there are cards available that can prevent death or life-threatening illnesses.

THE GRAVEYARD

When a player dies, they enter the graveyard and are considered out of the game.

Players in the graveyard discard any Personality Cards they have and continue playing by drawing a graveyard card on their turn.

Players in the graveyard no longer age.

Living players can't use cards on a dead player unless specified.



FINISHING THE GAME

Once every player has died and the game ends, players now total their assets to determine the winner.

Purchases, Bond cards, and other possessions are converted to money. The player with the highest amount of money wins!

If players have purchased any possessions, they are sold for the amount shown on the card.

For example: the "Buy A Shack" card is worth \$5,000. The player who purchased it would receive \$5,000.

Players cash in any remaining Bond cards and add their values to their total. Additionally, players receive a bonus if their total amount of Personality Points is positive.

In the example shown below, this player has 2 Luck, 4 Intellect, and -3 Street Smarts. These values are added together, resulting in a total of 3 Personality Points

PERSONALITY POINTS:	LUCK: <input type="text" value="2"/>
INTELLECT: <input type="text" value="4"/>	STREET SMARTS: <input type="text" value="-3"/>

Using the bonus structure on the next page, this player would receive a cash bonus of \$10,000.

If a player ends the game with a negative amount of Personality Points (for example -3), then they would not have received a bonus.

PERSONALITY POINT BONUSES

- 1 Total Personality Point: +\$4,000**
- 2 Total Personality Points: +\$6,000**
- 3 Total Personality Points: +\$10,000**
- 4 Total Personality Points: +\$15,000**
- 5 Total Personality Points: +\$20,000**
- 6+ Total Personality Points: +\$25,000**

COMPETITIVE BONUSES:

Peasant Bonus: Poorest Player Draws 5 Bond Cards

Royalty Bonus: Richest Player Draws 2 Bond Cards

Short Life Bonus: First Player Dead Gains \$30,000

Survivalist Bonus: Last Player Alive Gains \$60,000

Polygamy Bonus: Most Spouses Gains \$40,000

Full House Bonus: Most Children Gains \$40,000

STD Bonus: Most STDs Gains \$10,000

THE END

At this point, you will most likely regret a decision you had made, or feel unlucky with the life you had.

Hell, maybe you're a sore loser who is currently blaming everything on that one thing that player did.

Or that card that fucked you over.

No.
You just suck.
That's life.
Deal with it.



CARD RULES

BACKSTORY CARDS - These are drawn once at the start of the game. These give players a backstory and may have positive or negative affects.

BANKRUPTCY CARDS - At any point during the game, a player may declare bankruptcy. Refer to the card for instructions. Keep this card for the remainder of the game.

BOND CARDS - These cards are drawn facedown and placed in front of the player. These are only revealed or "cashed" when instructed. The cash values can be either positive or negative.

F-LIFE CARDS - There is an F-Life card deck for each education. When a player is instructed to draw an F-Life card, they draw from the F-Life deck labeled with their education.

GRAVEYARD CARDS - These cards are drawn when a player dies and enters the graveyard. They are held in the player's hand and kept secret from other players. Any number of these cards can be used during the player's turn.

CARD RULES

JOB CARDS - These cards are drawn once at the start of the game and when instructed. They give players their salary and sometimes more.

KIDNEY STONE CARDS - These cards are drawn at ages 40, 50, and 60. These are marked with an underline on the Mistakes I've Made form.

PERSONALITY CARDS - These are held in the player's hand and are kept secret from the other players. Any amount of these cards may be used at any time.

RELATIONSHIP CARDS - This deck contains cards that can give players STDs, children, spouses, and much more. You can also have multiple spouses, STDs, etc.

RETIREMENT CARDS - These cards are drawn when a player enters retirement. This deck contains cards that can kill players.

WHAT'S NEXT CARDS - These cards are drawn at the start of a player's turn. If a player enters retirement, they no longer draw from this deck.

RULE CLARIFICATIONS

ADDICTIONS, ILLNESSES, & STDs:

Addictions, illnesses, and STDs are not the same. For example if you draw an "All Illnesses In Play Are Cured" card, it does not cure an STD.

AGING:

Players age up only when they are instructed to do so. Once a player reaches the age of 100, they die immediately.

ALL PLAYER CARDS:

Certain cards affect all players. For example, if a card states "All Players +1 Year of Age and Draw a Bond Card," it means that every player ages by 1 year and draws a Bond card.

COLLECTING YOUR SALARY:

Players only collect their salary when instructed. Players do not collect their salary every year.

Players do not collect their salary when drawing a Job card unless specifically instructed to do so.

RULE CLARIFICATIONS

HOW MANY PLAYERS CAN PLAY:

The minimum number of players required to play this game is 2 or more.

If you only have the base set, it is recommended to play with 2-4 players. However, if you purchase expansions, it becomes easier to accommodate additional players.

Hypothetically, it is possible to play this game with 100 or more players.

We recommend having additional expansions for a larger player count to minimize the need for frequent deck shuffling.

This allows for better gameplay and enhances the game for every player involved.

MULTIPLE JOB CARDS:

If a player is instructed to "Draw a Job Card" at any point, they replace their current job with the newly drawn one. A player can only have one job at a time, or no job if they are unemployed.

RULE CLARIFICATIONS

UNEMPLOYMENT:

When players become unemployed, their current job salary is cut in half.

This reduced amount becomes the salary they collect when they receive a Collect Your Salary card.

For example: If a player receives the You're Fired card that states Current salary cut in half. You are now unemployed, they would write down half of the salary shown on their Job card on the Mistakes I've Made form in the Unemployment box.

If a player receives a card that tells them to cut their salary in half or fires them while unemployed, they should ignore the effect, discard the card, and continue playing as normal. The gameplay should proceed without implementing the specific instructions on those cards.

This calculation should be based solely on the original salary listed on the Job card and should not include any bonuses or changes to the salary from other cards.

NEW WAYS TO PLAY!

**Checkout the following game modes
for new ways to play F-Life!**

DEATH DO US PART:

When a player gains a spouse, they enter retirement. That player can only die from reaching the age of 100. Drawing any card that has the potential to kill a player, including cards like cancer, does not affect the player in retirement.

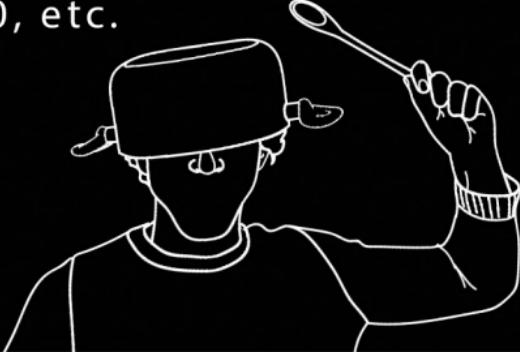
PERSONALITY POWER:

When a player draws a card that would normally result in gaining or losing personality points, they instead draw a personality card.

Personality cards are free to use and do not require any cost. However, players can only use one personality card at a time during a player's turn.

JR. MATH:

If you're stupid and want to make calculating your salary easier, remove all of the 0s on numbers. So \$1,000 would be \$1, \$20,000 would be \$20, etc.



NEW WAYS TO PLAY!

TIME FLIES:

Everytime a card is drawn that adds years of age, double it. This counts for cards that affect all players as well.

For example, if you drew a card that said +1 Year of Age you would +2 Years of Age instead.

If a player draws a card that says All Players +2 Years of Age, it would be All Players +4 Years of Age.

YOUR CREATIONS:

You are encouraged to come up with your own house rules.

Feel free to experiment and change things up.

These new ways to play are just a few examples of how you can switch up the gameplay.



**IF THIS GAME
OFFENDS YOU,
GO FUCK YOURSELF.**

**LIKE THIS GAME AND
WANT MORE?**

**WE KNEW YOU WOULD,
SO WE MADE A BUNCH
OF EXPANSIONS!**

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