

We've



G O T

Issues

DELUXE EDITION



30-60



10+



2-6

SCORING CHEAT SHEET

Singles



..... **100** points



..... **50** points

Three-of-a-Kind

Any three matching dice rolled at once is worth **100** points times the face value of the matching dice. The exception is three 1's, which is **1,000** points.

Additional matching numbers (Four-of-a-Kind, etc.) then double the point worth of the previous matching set.

Example: Four 4's is worth **800** points. Five 4's is worth **1,600** points.

GAME RULES

OVERVIEW

In We've Got Issues, players take turns coping with the effects of the cards they draw while trying to accumulate the most points through dice rolls.

COMPONENTS

- 6 Playing Dice (purple)
- 1 Stolen Die (white)
- 35 "Issue" Cards
- 29 "Event" Cards
- 5 Orange Tokens
- Rule Book

Too Much Reading?

Watch the How-to-Play video at:

IssuesTheGame.com



SETUP

At the start of the game, shuffle the deck and set it in the middle of the play area. Have a pen and paper handy for scorekeeping. Determine which player goes first and hand them the six purple dice. Set aside the orange tokens and white die.

TURN OVERVIEW



- 1** *Draw a card from the deck*
- 2** *Determine rule changes from card(s) drawn*
- 3** *Roll all playing dice*
- 4** *Set aside at least one scoring die*
- 5** *Roll remaining dice*

Repeat step **4** and **5** until **!**

6 *End your turn*

- *Record your turn score*
- *Turn your Issues dormant*
- *Next player's turn*

! *Special Conditions*

- *At any point if you roll and get no scoring dice, lose all points accumulated that turn. Proceed to step 6.*
- *Bank your score at any point in-between rolls once reaching at least 350 points. Proceed to step 6.*
- *All your dice are scoring. You may continue your turn (at your current score) by re-rolling all the dice again.*

TURN IN-DEPTH

1 Draw a card from the deck

The deck is made up of Issue and Event Cards, which modify the way you roll or change other rule conditions. If a card is drawn and has no effect on the turn, discard it and draw another. If the deck runs out of cards, reshuffle the discard pile and continue playing.

2 Determine rule changes from card(s) drawn

Issue Cards

An Issue Card's effects are only active on the turn it is drawn. An Issue's severity is based on how many of that Issue Card you have. 1 card is Mild, 2 is Severe and 3 is Crippling. Only one level of severity is active at a time. Stack Issues of the same type together to designate its severity.

At the end of your turn all non-Crippling Issues become dormant, which is signified by turning the card(s) sideways.

*After you finish a turn with an Issue in its Crippling stage, instead of becoming dormant **discard** all the copies of that Issue.*

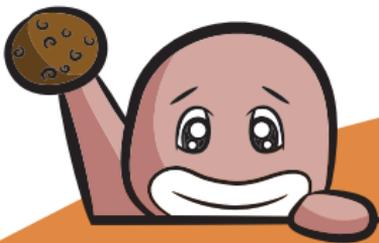
Keep non-Crippling Issue Cards (do not discard them) once they've become dormant. Dormant Issues do not affect your turn.

However, a newly stacked Issue becomes active for that turn and follows the current level of severity. After the turn ends, the entire stacked Issue becomes dormant. Example: You have a dormant Hoarding Card but draw another Hoarding during this turn, now you have an Active Severe case of Hoarding.

Event Cards

Event Cards create rule changes for the player and do not stack, they are resolved before a player takes their turn.

After an Event Card takes effect it is discarded.



3 *Roll all playing dice*

On a standard turn, you will roll six dice at once (the purple dice). Determine if there are any Scoring Dice (look at the cheat sheet on page 1).

You may roll with extra or fewer dice depending on rule changes from active Issue Cards.

Example, Hoarding decreases the number of dice you can roll with.

4 *Set aside at least one scoring die*

You must set aside at least one scoring die each roll! Once a scoring die has been set aside, it remains out of play and cannot be swapped out.

If you roll multiple scoring dice, only one is required to be taken with each roll. For example, if you roll two 1's and one 5, only one of these dice are required to be set aside.

! *If a roll consists of no scoring dice at all, you lose all your points gained that turn and your turn is over.*

5 *Roll remaining dice*

- !** *If you score with all your dice in one or more rolls of a single turn, you may then roll all the dice again and continue to score additional points. Keep in mind your entire turn score is still at risk until you bank.*
- !** *Some cards give you a Second Opinion, allowing you to “take back” a roll. Continue playing the turn as if the previous roll never happened. You can use a Second Opinion to undo a losing roll and bank the points instead of rolling again.*

6 *Ending your turn*

- !** *Bank your score at any point in-between rolls once reaching at least 350 points. If you have not reached 350 points, you must continue rolling with the remaining dice.*

*Banking your points ends your turn. Record your banked points on the score sheet. *Note, points can go negative!*

All of your non-Crippling issues become dormant (turn them sideways). Crippling issues (3 stacks) are discarded. Give the playing dice to the next player and they begin their turn.

WINNING

Continue play until one person achieves 7,500 points or more. The remaining players have one turn left to try to beat (or tie) this score before the game ends. If anyone manages to do so, all other players will have an additional turn to match this new score. This cycle continues until a potential winning score remains unbeaten for an entire round.

Adjust points needed to win for different play times.



SAMPLE TURN

Let's say you currently have a dormant Hoarding Card, which means it doesn't affect your turn.

But... you draw another Hoarding Card this turn. So you play with a case of Severe Hoarding, which means you use 2 less dice during your turn.

1st Roll



Set Aside

200 points

2nd Roll



Set Aside

50 points

3rd Roll



Set Aside

50 points

*Since all the dice are scoring, you can re-roll them all.

4th Roll



Set Aside

1,000 points

You decide to stop since your 1,300 turn score is at risk (with only one die left), and gain a bonus 1,000 point reward from successfully overcoming Severe Hoarding.

WHY WE MADE THIS GAME

Psychological disorders are very real and fundamentally change how people live. We wanted to show that mental health should be taken as seriously as any other ailment, and that people can function and live fulfilling lives while coping with a psychological disorder.

There are any number of valid approaches to the problem we have taken on. As game developers, we chose to create an experience to try and make our point. The simple metaphors of randomness and arbitrarily imposed rules are at the core of the We've Got Issues experience.

We wanted to drive home the fact that anyone can manifest a psychological disorder at any time, and that they are coped with, not cured. We want to be the reason for players to Google search issues they haven't heard of before. We want our players to cheer one another on as they each stare down the odds. People with issues are in dire need of more support from friends and family, and we want them to know that it's not all seriousness all the time. We sincerely hope our game reflects these values in its design.

AWARENESS CARDS

The Deluxe Edition also comes with an Expansion Deck of Awareness Cards! You can choose to play with them if you'd like, but we recommend learning how to play the original game first before adding in the expansion deck.

Whenever a player is unable to bank, that player draws an Awareness Card.

- ❗ *Awareness Cards can be kept hidden from other players.*
- ❗ *Awareness Cards are not affected by Individual and Group Therapy.*
- ❗ *Card use condition and requirements are shown at the bottom of each card.*
- ❗ *After an Awareness Card is played, discard it into a separate pile.*
- ❗ *If the deck runs out of cards, reshuffle the discard pile.*



SAMPLE USAGE

On your turn you fail to bank any points, so you draw an Awareness Card.

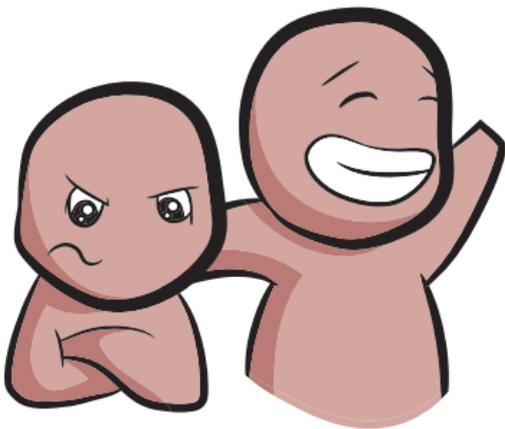
The card you draw is “Project”



At the start of the next player's turn, you decide to use this card, which forces them to play with one of your Issues at a severity level of your choosing.

You have Bipolarity, and you force that player to play at Mild severity.

This means that 5's won't count as scoring die for them this turn.







Game Design

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Special Thanks

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