



Mindful Fun for the GenZ

Contents:

- 21 Positive (Green)
- 21 Negative (Pink)
- 4 Miracle (Yellow)
- 6 Support (Blue)
- 12+2 Strategy Action (Orange)
- 7 Elements (Light Indigo)

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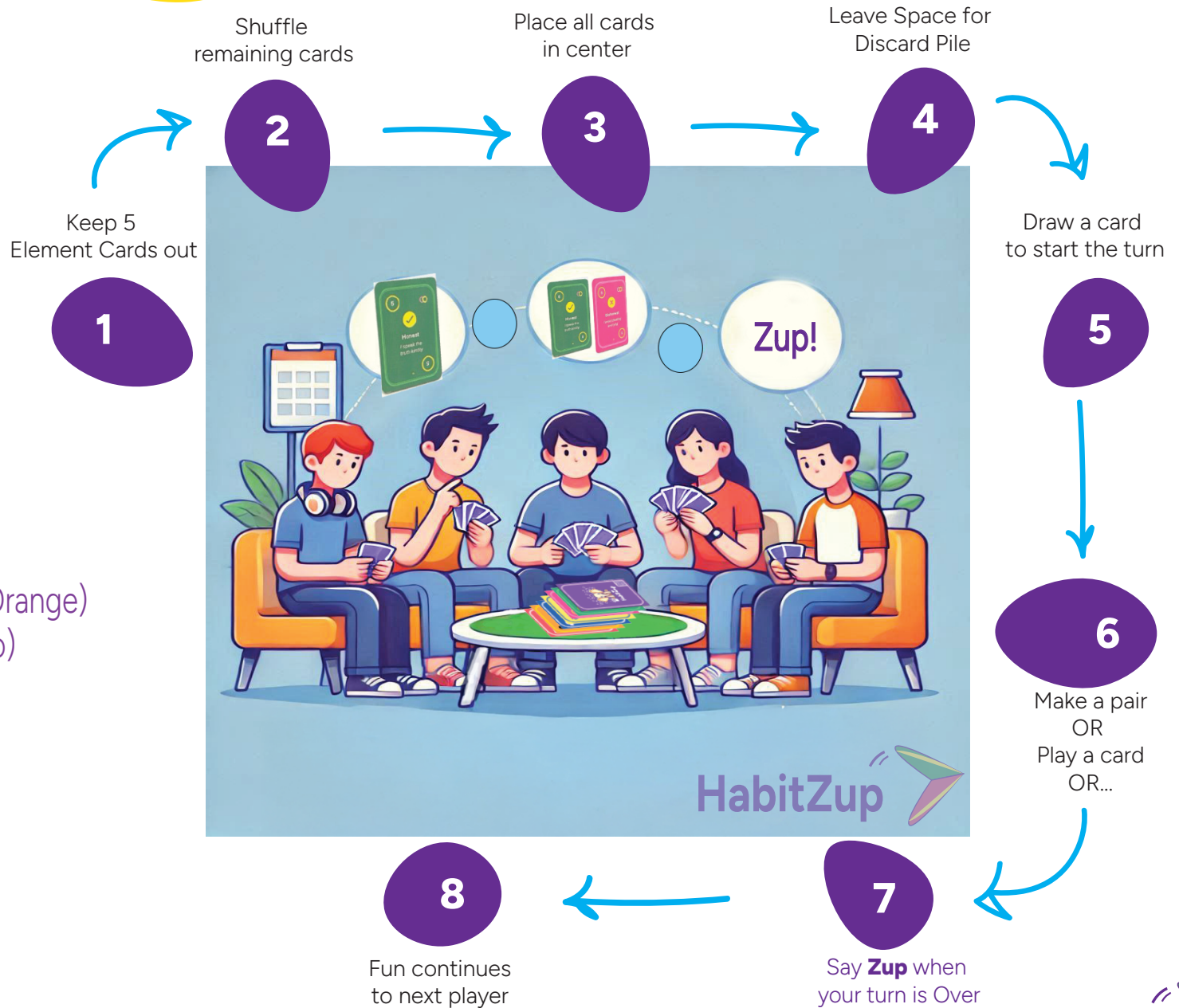
iRaa
our elephant



**New!
2025**

How to play?

2-6 Players



GOAL of the game

Overcome negative qualities.
Cultivate positive qualities.

HOW? Match the **negative**
(pink) card

1. With a **positive** (green) card
2. With a **miracle** (yellow) or **support** (blue) card

The game ends when all cards
are played.

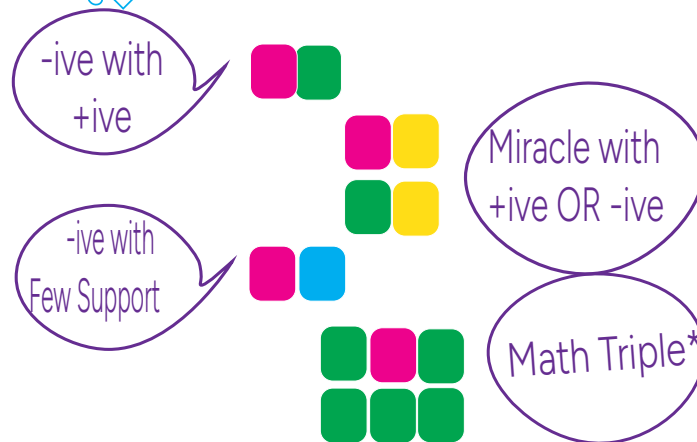
Player with the most number of
pairs at the end of the game is
the first winner!

Thank you for taking the leap with us—
you didn't just deal with us;
you shuffled the future of family fun into
something positive.

We believe HabitZup will stack the deck
of stronger family bonds, and
we can't wait to hear about the smiles and
laughter it brings into your home!

Your trust is the blessing for us, and
we look forward to helping your friends and
family play their cards right too!

Possible Pairs



*Add/Subtract/Multiply/Divide
up the numbers on the cards.

Making a pair

- After forming a pair, the player
 - Follows the instruction on the card.
 - Reads the affirmation written on the card.
 - Explains how the negative quality is overcome
- **If the explanation is okay, the player can take a card from any player.** Player's pair is approved :)
Player can give one compliment or a kind feedback to that player before taking the card.
- Else, player has to give the green or blue card to any player.

Strategy and Action Cards

The game includes **14 Action (Orange) Cards**, designed for fun and challenge! These cards allow players to delay other players from forming pairs, get cards from others!

For Example:

- Use *Swap card* to exchange all cards from a player
- Use *Undo card* to reverse the previous player action
- Similarly for Restart, Reset, Skip, Discord, Mix, Draw, Request and etc.,

Get a Shield

After forming 3 pairs, collect one of the **7 element cards**. Use the element card to shield against strategy or action cards.