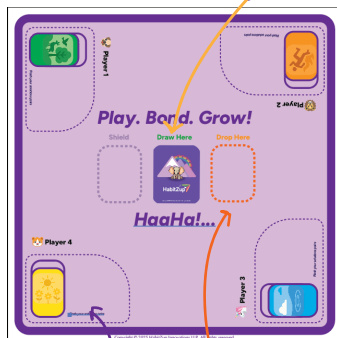


How To Play

1. Roll out the Mat.
2. Shuffle the cards and place them in 'Draw Here'.
3. Each player takes their turn:

Pick a card to **start your turn**



On your turn you can

- Make solution pairs with your cards.
 - When you make one, place your solution down on the mat, visible to all.
- OR
- Play an action card. When played, it performs the action written on it.
 - Play the action card in the drop pile.

OR

Need not do anything. Say 'Zup' to end your turn & wait for your next turn to make more solutions or play action card..

Player with maximum number of points when the draw pile is empty wins the game.

Let's Play. Bond. Grow!



Welcome to

HabitZup

Let's Play. Bond. Grow!

Contents

72
1

HabitZup Play
Cards
HabitZup Play
Mat

and tons of
LOVE!
Now start playing!



@habitup

Scan to Watch 'How To Play' on  it's the best way to learn!



Got feedback?
We're all ears!

bepositive@habitup.com
+91 97407 90018

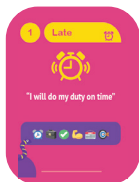
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Types of Cards

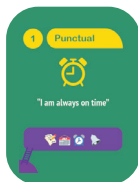


21 Challenge Cards

Represent the problems we have in life. We can solve these by finding direct solutions, getting external help or putting in our self-effort.

21 Clue Cards

Are solutions to the above problems. Cultivating habits towards these qualities solves problems.

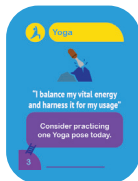


4 Miracle Cards

Sometimes, miracles happen. We get help from outside- e.g., Friend's Support, Guru's Guidance etc. Using these too, we can overcome problems.

6 Support Cards

Are tools that we use, putting our own effort, to solve the problems. E.g., Breathing, Yoga etc.



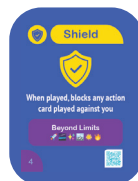
14 Action Card

Add fun to the game! Help you make solutions, or delay others from making solutions.

The power of each action card is written on each of the cards.

7 Shields

Protect you. When played, cancel the effect of any action card played on you.



Videos on each action card

Goal of the Game

Solve ^{Life}Puzzles

yep, that's it :)

The game is modeled to mimic our real life - where we're faced with challenges and must find solutions.

Solve puzzles by matching a **challenge card** with either

clue card OR **miracle card** OR **support card**

OR by matching a

clue card with **miracle card**

How To Play

See Back

Winning the Game

Each type of solution pair has different points.

Player with maximum number of points when the draw pile is empty wins the game.

Points for Solution Pairs

→ 2 pts
 → 3 pts
 → 3 pts
 → 5 pts

But if the numbers on the problem and solution card match,

→ 10 pts