The roles

Each player gets a role at random. It says how much they earn each round (Income), how much it costs them to live (Cost of Living) and how much they must save to reach each goal at the end.

Role	Class	Income	Cost of Living	Get By 0 (otherwise −4)	Live Well +8	Thrive +12
Multinational CEO	upper	18	6	50	57	63
Specialist surgeon	upper	15	5	31	37	43
Small business owner	middle	10	4	25	29	37
Secondary school teacher	middle	7	2	14	18	25
Office worker	middle	6	2	7	10	17
Precarious freelancer	working	6	3	19	23	31
Delivery rider	working	5	2	15	19	26
Student	working	4	1	12	15	21

Spare roles

They are not dealt at the start. They go to players who change class at the Midlife Crossroads (round 4): they hand in their role, take the spare for their new class and keep their money and tokens. There is **one per class**: if it has already been taken, whoever comes later keeps their own role.

Role	Class	Income	Cost of Living	Get By	Live Well	Thrive
Landlord	upper	16	5	26	40	52
Nurse	middle	8	3	35	40	44
Waiter	working	5	2	24	28	32

Who plays, by table size

Players	Upper / middle / working	Roles left out
8	2 / 3 / 3	—
7	2 / 2 / 3	Office worker
6	2 / 2 / 2	Office worker and Precarious freelancer

The services change your sums

Health ≥ 4: your Cost of Living goes down by 1.

Education ≥ 3: if you are middle or working class, you earn 1 more.

Social Shield ≥ 3: if you are working class, you pay no Cost of Living.

How to read your role

- Each round you **receive your Income** and **pay the tax and your Cost of Living**. Whatever is left, you save.
- If you can't pay, you hand over everything, drop to 0 and get an **Exclusion token** (−5 points at the end, and the country's Tension goes up by 3).
- At the end, your savings give you points according to the **highest goal** you reach: Get By, 0; Live Well, +8; Thrive, +12. If you don't even reach Get By, −4.
- Your money is **secret**: only you can see it, until the final count.
- The goals are set so that **every role has a similar chance**: the CEO needs far more money than the Student to thrive.

In the app, each student sees their role, money and what they will receive and pay that round: when voting on the table's device or, with phones, in ‘My life’.

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