

Heirloom is a card game for two about the relationship between parent and child. The two must work together to help each other achieve success...or not. One plays as an adult, starting with developed traits, a career, and expectations for their offspring. The child, at the same time, has desires of their own. At the end of the game, the adult will die, and the child will take his place, creating a child with traits based on their life so far, creating a never-ending cycle.

Adults must use their accumulated wealth and time to shape their child into everything they dreamed of. Children aren't everything, though, and parents also need to live fulfilling lives to succeed. The child, on the other hand must do what their parents want, and need to request money from parents to play cards, but are also free to act out in ways that hurt the parents if they're too restrictive.

Throughout the game, both players must think not only about the present session, but also the future. A free spirited child will be more creative, making it easier for them to become an artist, but that will make it more difficult to raise an intelligent child. Making these tough decisions about future games are the heart of Heirloom.

Over the course of their life, if they are successful, families may obtain heirlooms. These meaningful objects are passed down from one generation to the next, providing a consistent story to a family line. The first player to acquire an heirloom can write their name on it, permanently changing the game itself.

Heirloom is a game that never ends. The child from one game becomes the adult for the next, persisting even when the game is put away. How do you feel about endowing your offspring with undesirable traits when you might not be the player to raise them? Heirloom explores this question in a way that no game has before.

#### Setup:

- One player assumes the role of Adult, taking any cards from the tableau of the previous child, along with their Character card, Career card, and any inherited money. To start your very first name, deal 8 random cards to the Adult in front of them, and 2 coins.
- The adult takes additional savings equal to the money shown on their career.
- The other player creates a new Child, selecting a new Character card and writing a name on it, in permanent pen.
- The Adult turns all cards in their tableau to the "Adult" side.
- The goal deck is shuffled, and three goals are dealt to each player.
- The Adult passes any Genetic Trait cards to the Child's tableau (with the "Gene" symbol facing the Child)
- Shuffle the traits deck, draw 5 cards from it, placing them face up between both players

## Gameplay

- The Adult takes the first turn, starting by taking or losing money based on the income cards in their tableau. They then take one action on their turn, from the following choices:
  - Buy a card from the center row, and add it to the Child's tableau. To do this, they must pay an amount of money equal to the circled value on the card
  - Move a card from their tableau to the Child's. Only one "heirloom" card may be given to the child each game.
  - Go to work, taking 2 Money from the bank, and adding one random card to their Child's tableau
- The Child then takes an action:
  - They may buy a card from the center row. To do this, they must first request the money from their parent, if it costs money. Once the money is in their hands, the child may spend it however they choose.
  - If a child can take no actions, they meander and take a random card from the top of their deck into their tableau
- At the end of a round:
  - All remaining cards in the center row are discarded, and 5 new ones replace them
  - If the child meets the requirements for overcoming any unfavorable traits, they may be discarded

## End of Game

- After the 8th card is played in the Child's tableau, the game ends.
- Each player looks at their Goal cards, and sees which are accomplished by the child. They add the success value of these to their scores.
- The Adult then adds or subtracts success points equal to the sum of the success points in the child's tableau
- A player wins if they have 10 or more points.
- The Adult transfers any remaining money to the child, and the Adult expires. Destroy the Adult character card.
- The Child then becomes the Adult. If you're all done playing for now, mark the inheritance on the new Adult card, and bundle it with any trait cards for use in the next game.