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## Plotki \* Gossip

### An expansion for the game CV

Note: This expansion is not a complete game.  
The base game CV is also required to play.

#### Box contents:

- 26 cards



12 fate cards



12 gossip cards



2 goal cards

- 16 tokens

- notepad

- instructions



{ In the box there is also a deck of 26 cards in Polish.  
These cards are not needed to play. }

This expansion enhances gameplay with two new types of cards: gossip and fate. Gossip cards can be played into opponents' CVs to hinder them. Fate cards are bought with good luck and bad luck symbols.

## Goal of the game

The goal of the game is the same as in standard CV: to get the most points by collecting sets of cards.

## Game preparation

Prepare the game as in standard CV. In addition:

1. Sort the gossip cards into 3 stacks according to their backs and shuffle them into their respective decks: early adulthood, middle age, old age. Shuffle all decks.
2. Shuffle the fate cards and turn 2 of them face up near the board. The others form a face-down fate deck.
3. Shuffle the 2 new goal cards into the goal deck.

## Sequence of play

The game proceeds as in standard CV. Players can, however, gain two new types of cards: fate and gossip.

### Gossip



Gossip cards are in the early adulthood, middle age, and old age decks. When a gossip card appears during play, a player can buy it by paying its cost as usual. However, the purchaser can then place it in their own CV or in any opponent's CV.

Gossip cards are placed in front of their owner, forming a stack. A new gossip card must be placed on top of the CV's gossip stack, and only the top card is active. It goes into effect right after the current player's turn ends. Some cards have the word "**immediately**". They take effect immediately upon receiving the card.

Gossip cards count toward the limit of 2 cards which a player can obtain in their turn. Gossip cards can not be lost as a result of bad luck (misfortune). Gossip cards count when checking whether a player should receive social assistance. Every gossip card is worth 2 victory points at the end of the game.



## Fate cards

Two fate cards are always face up at the start of a round. In a player's turn, the player can gain one of them. A fate card's cost is always good luck and bad luck symbols. Fate cards are taken during the "select cards" phase. Therefore if a player buys a fate card using bad luck symbols, then those bad luck symbols are used and are not counted when checking whether the player suffers misfortune. E.g. if a player rolls 3 bad luck symbols, in standard CV this would mean misfortune (loss of a card), but if the player spends some bad luck to buy a fate card, then the misfortune does not happen.

Fate cards go into the CV in a stack like other types of cards. A newly acquired fate card must be placed on top of the CV's fate stack. It goes into effect right after the player's turn ends. Some fate cards have the word "**immediately**" in their effect. They take effect immediately upon receiving the card.

Fate cards do not count toward the limit of two cards which a player can buy in one turn. Fate cards can not be lost as a result of bad luck (misfortune). Fate cards are part of the CV for purposes of checking whether the player should receive social assistance. Fate cards do not give their own victory points, but might help fulfill a victory point goal.

During the "cleanup" phase, unpurchased fate cards are shifted left in their own 2-card queue and new fate cards are dealt to replace purchased fate cards. Only 2 fate cards are available for purchase at the same time.

If no player bought a fate card during a round, i.e. both fate cards remain, then discard the left card from the game, move the right card to the left, and deal a new right card from the fate deck.

## Scoring

Points are counted as in the original CV game. Players also receive 2 points for every gossip card in their CV.

## Card descriptions

### **89-92. Hypochondriac, liar, fool, simpleton.**

The indicated card type costs one symbol more. When buying that type of card an extra of a chosen cost symbol must be paid.

**Example:** *To buy a card costing a health and a knowledge, a player must pay 2 health and 1 knowledge, or 2 knowledge and 1 health.*

**93. Workaholic.** The player who receives this gossip card must immediately discard all their event cards.

**94. Latecomer.** This player gets one fewer re-roll of the dice each turn.

**97-100. Loner, old-timer, bankrupt, overweight.** These gossip cards prevent their owner from gaining in any way any cards of the specified type. These cards count as 2 gossip cards during final scoring.

**101. Coaching.** Immediately after receiving this card, the owner can freely rearrange their CV stacks.

**102. Night owl.** The player gets one more re-roll of the dice each turn.

**103. Catharsis.** Immediately after receiving this card, the owner can switch their personal life goal card with another of the life goal card visible on the board.

**104. Friends in high places.** Immediately after receiving this card, the owner can take any

work card for free from the discard pile and add it to their CV.

**105. Slacker.** The owner of this card does not have to pay the additional cost of cards with cost symbols (with a red line across them).

**106. Midlife crisis.** Immediately after receiving this card, the owner can take any vehicle card (scooter, used car, yacht, sports car) for free from the discard pile and add it to their CV.

**108. Disability.** When buying a health card, the card owner must pay an extra of one symbol. When buying a knowledge card, the card owner pays one symbol fewer.

**109. Amnesia.** The owner may not play event cards.

**110. Neurosis.** The player must immediately re-roll all happiness dice results until they are not happiness. These rerolls are automatic and do not count as a player's voluntary rerolls.

**111. Insomnia.** Every turn, the owner has 1 more bad luck symbol, but may reroll the dice any number of times.

**112. Anxiety.** The owner may not reroll their dice if they rolled any bad luck already.

**113. Spontaneous.** A player who fulfills this goal at the end of the game receives 2 points for every fate card in their CV.

**114. Multi-talented.** A player who fulfills this goal at the end of the game receives 3 points for each trio of health, knowledge and relationship cards in their CV.