

GLASS CEILING



This handbook sets out the rules of play for **Glass Ceiling**, a 1-4 player game about being female in the 21st Century.

We hope you will enjoy the experience of fighting against life's little injustices and deciding exactly who you want to be!

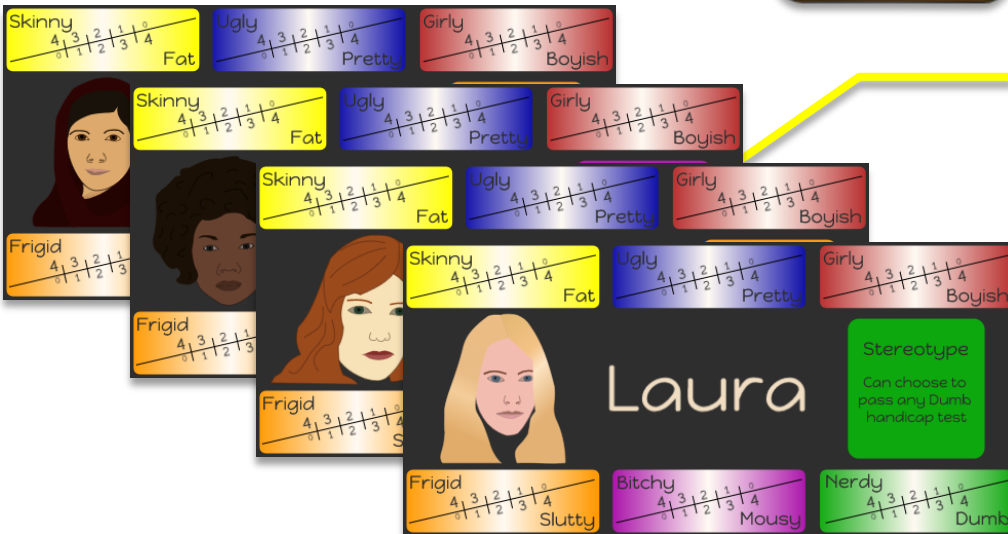
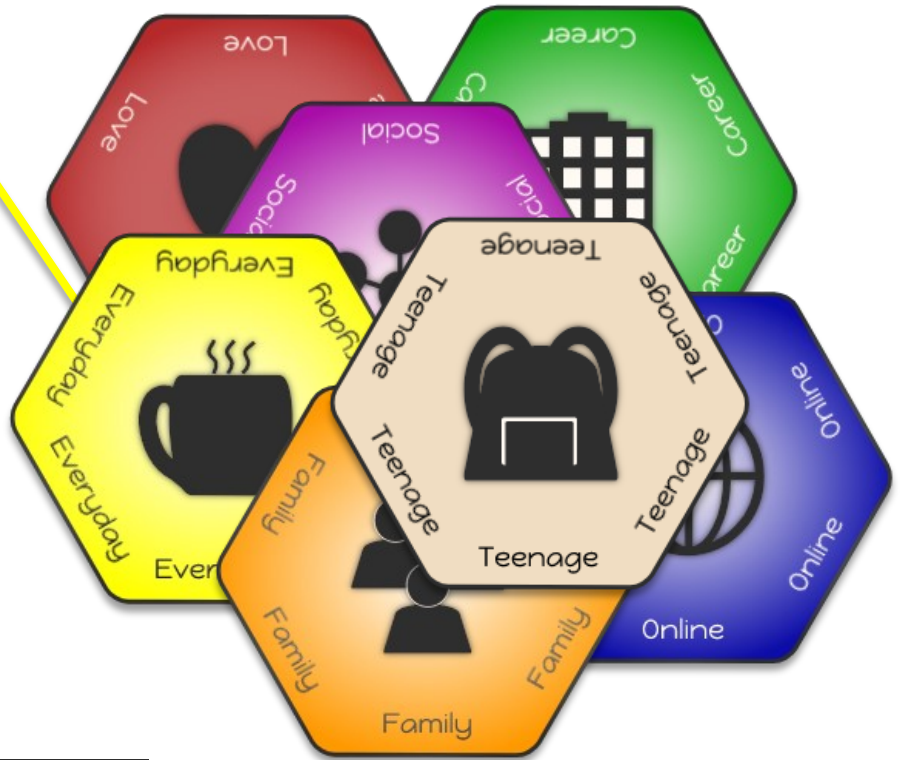
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Toireasa Studios

COMPONENTS

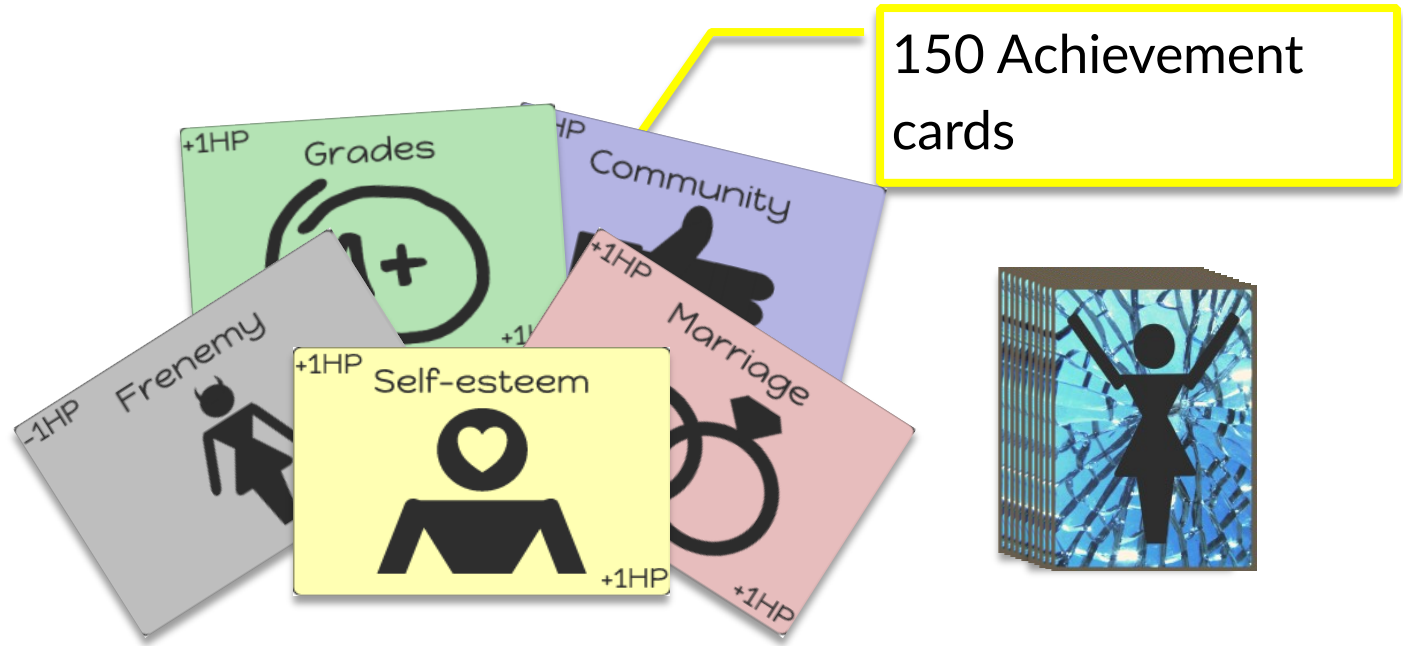
7 Hexes make up the board



4 Character cards

3 d4 dice
1 d6 die

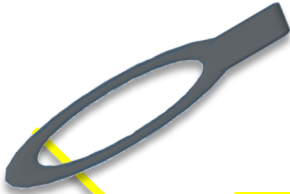




150 Achievement cards

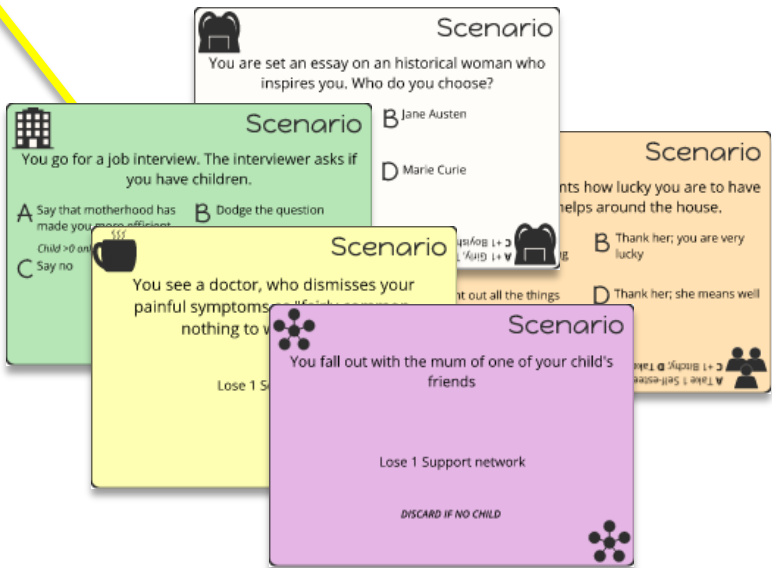
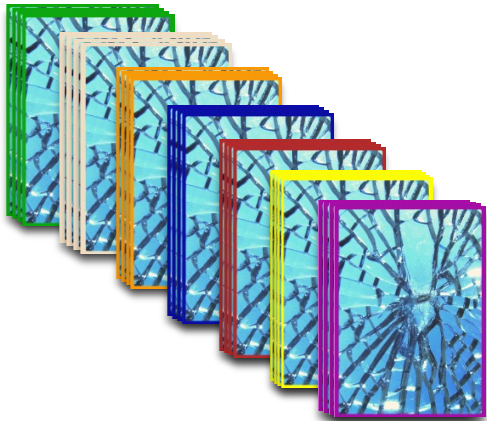


4 playing pieces



24 Handicap markers

420 Scenario cards, divided into 7 decks



OBJECTIVES

HOW TO WIN

Your aim is to win Happiness Points, by earning Achievements from Scenarios.

Achievements which deduct Happiness Points are best avoided!

You win the game by achieving one of the conditions below.

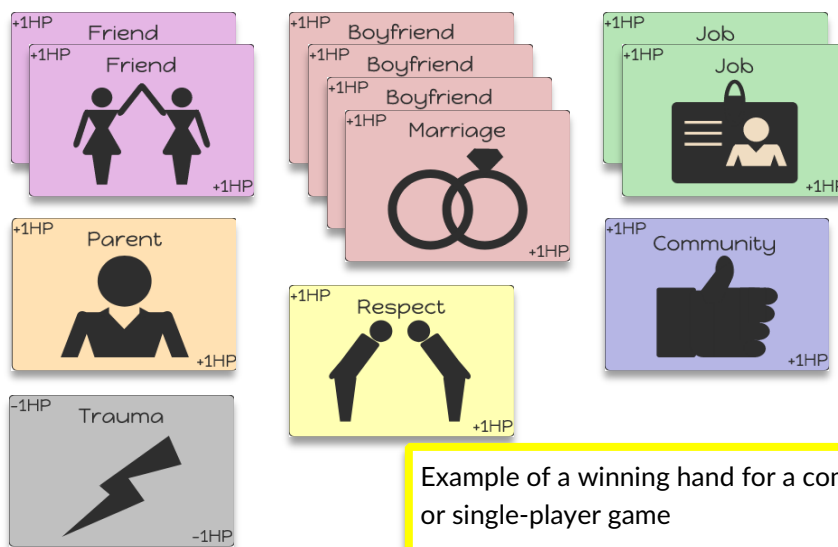
Competitive multiplayer

The 1st player to earn 10 Happiness Points, deducting any negative points, wins the game.

If two players earn 10 Happiness Points in the same round, the winner is the player with the fewest negative points.

Single player

Earn 10 Happiness Points to win, deducting any negative points.



Cooperative multiplayer

You can agree to pool your points to win as a team, if you have the right number of total points depending on the number of players.

Two players need a total of 16 points, three players a total of 24 points, and four players need 32 total points.

HOW TO LOSE!

If any one of the Adulthood Scenario decks is empty before you have earned enough Happiness Points to win, the Glass Ceiling has proven too tough for you to break through, and all players lose.

SET-UP

GETTING STARTED

The play area

Place the 7 Hexes in the middle of the play area, with Teenage in the middle and the other 6 hexes arranged randomly around it.

Place the Achievement deck next to the board; there is no need to shuffle it.

Shuffle the 7 Scenario decks. Cut each deck to the appropriate size, dependent on the number of players.

Place the Teenage deck next to the board and put the other 6 decks aside for now.

Required deck sizes

Deck	1 player	2 players	3 players	4 players
Teenage	6	12	24	36
Career	10	20	30	40
Everyday	10	20	30	40
Family	10	20	30	40
Love	10	20	30	40
Online	10	20	30	40
Social	10	20 </td <td>30</td> <td>40</td>	30	40



Example board as set up for two players



Players

Each player should carry out the following set-up actions.

Select one of the available Character cards at random and place it in front of you on the play area. Note your Character's Stereotype.

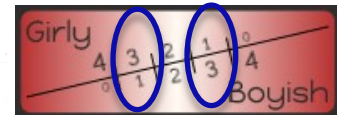
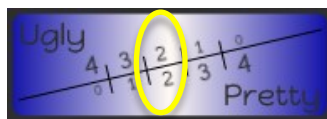
From the Achievements deck, select 2 Parent cards and place them to the right of your Character card.

Roll the 3 d4 (four-sided) dice. Using 3 Handicap markers, set values on your Character card as shown on the dice. For values of 1 or 3, you can choose which direction to favour.



This roll allows the player to choose whether to have Skinny/Fat and Girly/Boyish Handicaps as 1/3 or 3/1.

The player must have Ugly/Pretty as 2/2.



Using 3 more Handicap markers and your Character card, set the values of Frigid/Slutty, Bitchy/Mousy, and Nerdy/Dumb each to 2-2.

Skinny vs **Fat** (marker on 4)

Ugly vs **Pretty** (marker on 2)

Girly vs **Boyish** (marker on 1)

Frigid vs **Slutty** (marker on 2)

Bitchy vs **Mousy** (marker on 2)

Nerdy vs **Dumb** (marker on 2)

Stereotype
Can choose to pass any Frigid handicap test

+1HP Parent

+1HP Parent

Player set up as Malala at start of game, as if dice rolls were 4, 3 and 3

Choose a Meeple (playing piece) to represent you and place it on the Teenage Hex. Finally, for a multiplayer game, roll the d6; the player with the highest roll takes the first turn.

PROGRESSING TO ADULTHOOD PHASE

When there are no Teenage Scenario cards left, the game moves into the Adulthood phase, which requires the following additional setup actions.

Set aside the used Teenage Scenario deck.

Place the 6 Adulthood Scenario decks (Career, Everyday, Family, Love, Online, and Social), each next to their respective Hex.

Each player must now convert any Achievements they have gained during the Teenage phase.

Keep all of these Achievements:

- Child
- Pregnancy
- Parent
- Sibling
- Memories
- Negative cards

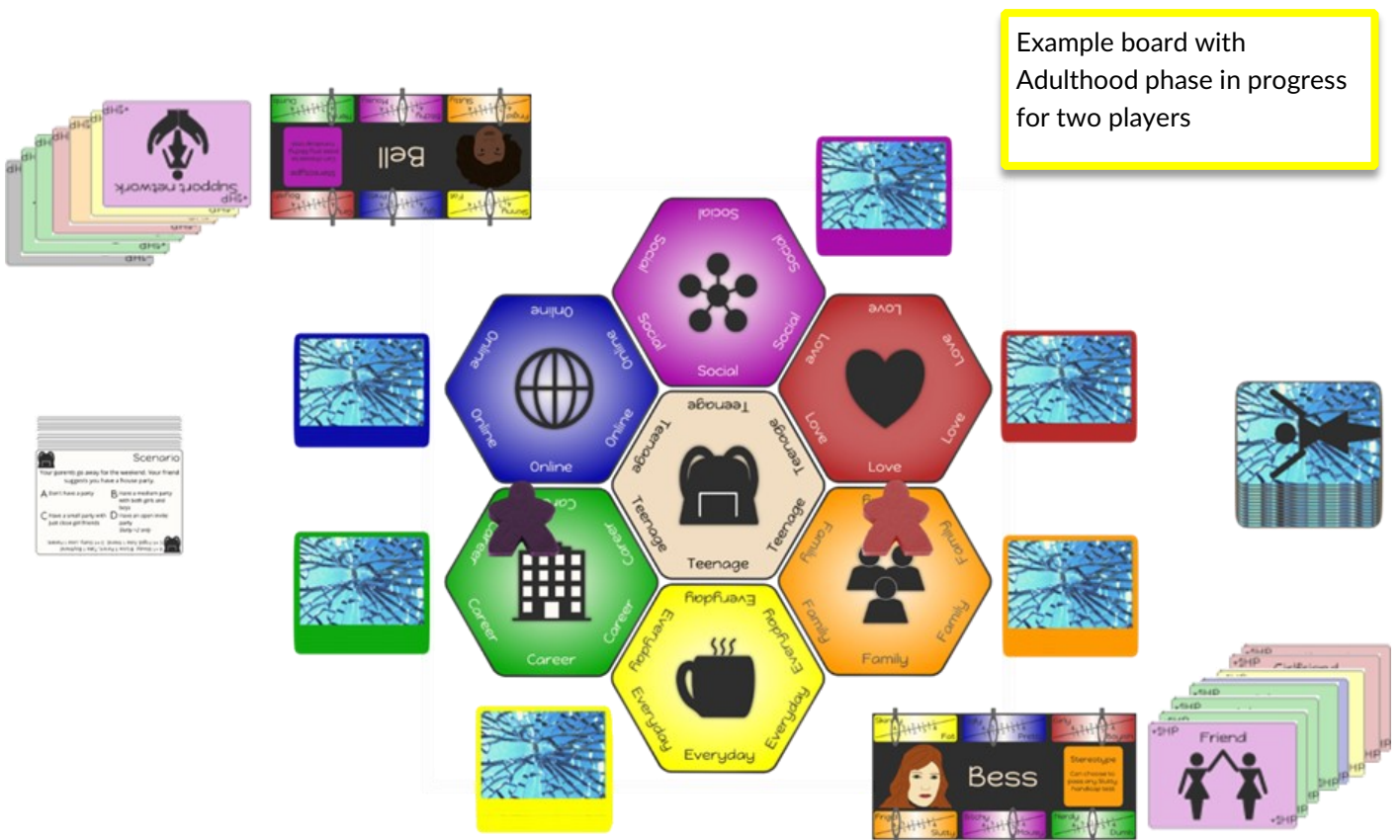
If you have three or more of any these Achievements, keep 1 and discard the remainder:

- Friend
- Self-esteem
- Respect

If you have 3 or more Grades cards, discard them all and take a Degree card. With 2 cards or fewer, discard all.

If you have 3 or more Boyfriend or Girlfriend cards, you can choose to discard them all or to keep 1 and discard the rest. With 2 cards or fewer, discard all.

If you have at least 1 Fame card, keep 1 and discard the rest.



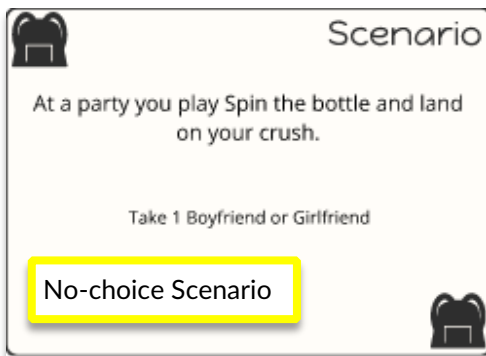
GAMEPLAY

TEENAGE PHASE

The first phase of play is the Teenage phase. The player with the highest d6 roll goes first (Player 1).

Taking your turn

The next player clockwise (Player 2) takes the top card from the Teenage Scenario deck and reads it aloud.

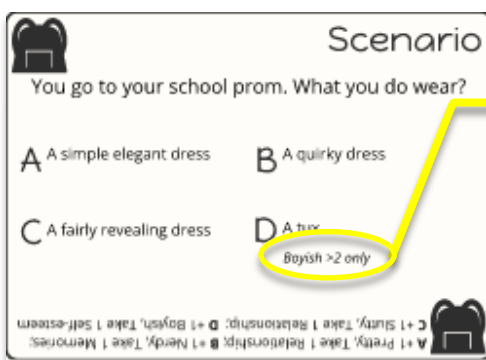


Cards with no choices

If the Scenario card gives an immediate result, Player 1 applies that result by taking or discarding the appropriate Achievement cards, and/or changing their Handicap(s) the specified amount by moving the Handicap marker(s).

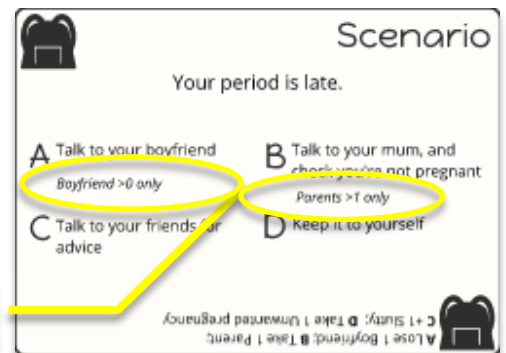
Cards with choices

If the Scenario card gives options, Player 2 reads out the options, including any restrictions. Restrictions will be marked with the required Handicap or Achievement and the number required to access that option.



Handicap restriction

Achievement restrictions



Player 1 must then choose an option from those available with their current set of Handicaps and Achievements.

Once Player 1 has made their choice, Player 2 announces the result, and Player 1 must apply the result by taking or discarding the appropriate Achievement cards and/or changing their Handicap(s) the specified amount by moving the Handicap marker(s).

The turn now passes clockwise to Player 2.

ADULTHOOD PHASE

If you have the correct number of cards in the Teenage deck, all cards will have been drawn when all players have had 6 turns.

Once this happens, set up the board ready for Adulthood Phase (see Progressing to the Adulthood phase on Page 7).

Play then continues with Player 1.

Taking your turn

At the start of a turn in this phase, the player rolls a d6 to determine the number of Hexes they must move. They can choose to move clockwise or anti-clockwise.



Example of movement in Adulthood phase:
Player 1 (green) has rolled a 2. She can therefore move 2 places clockwise to the Online Hex or 2 places anticlockwise to the Love Hex.



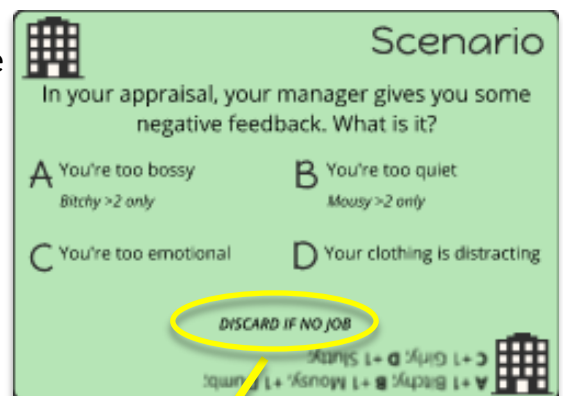
The Hex the player lands on determines from which Scenario deck the card is drawn.

As before, the next player clockwise takes the top card from the appropriate deck and reads it.

In the Adulthood Scenario decks, some cards indicate that they must be discarded under certain conditions.

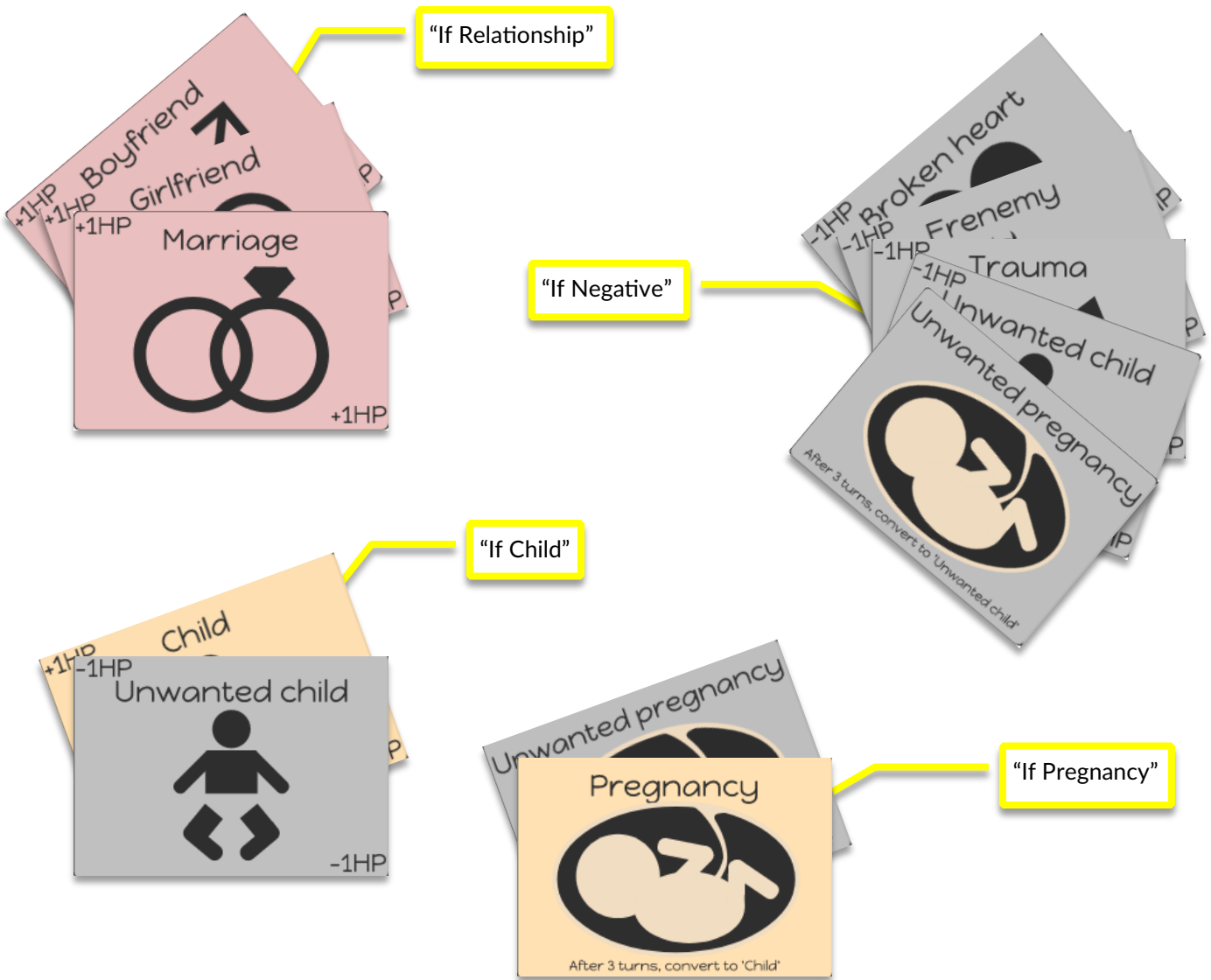
For example, 'Discard if no Job' means the player must have at least one Job card to encounter the Scenario.

If a drawn Scenario card must be discarded, draw another card. Continue until a card is drawn that does not need to be discarded.



Discard condition

Some Discard conditions could apply to several similar Achievements.



As in the Teenage phase, the player chooses their preferred option if they are given a choice, and applies the result by changing Handicap(s) and taking or discarding Achievements as directed.

The turn now passes clockwise to Player 2.

SPECIAL RULES

Stereotypes

Character Stereotypes allow the player to choose a Scenario option which would not otherwise be available to them with their current Handicaps.

Example of using a Stereotype:

Player 1, playing as Bell, has drawn the Teenage Scenario shown here.

Her Bitchy Handicap is set to 2, but because of her Stereotype she can pass any Bitchy test and can therefore select Option A.

She cannot add any more to her Nerdy Handicap, but takes 1 Grades Achievement card.

Scenario

Which extracurricular activity do you join?

A Debate
Bitchy > 2 only

B Hockey

C Choir

D Volunteering

A +1 Nerdy, Take 1 Grades; B +1 Skinny, Take 1 Grades; C +1 Fat, Take 1 Friend; D +1 Mousy, Take 1 Grades

Skippy 4 3 2 1 0 / 0 1 2 3 4 **Fat**

Ugly 4 3 2 1 0 / 0 1 2 3 4 **Pretty**

Girly 4 3 2 1 0 / 0 1 2 3 4 **Boyish**

Stylish 4 3 2 1 0 / 0 1 2 3 4 **Slutty**

Bitchy 4 3 2 1 0 / 0 1 2 3 4 **Mousy**

Nerdy 4 3 2 1 0 / 0 1 2 3 4 **Dumb**

Bell

Stereotype
Can choose to pass any Bitchy handicap test

Pregnancy

Pregnancy and Unwanted pregnancy are temporary Achievements. As indicated on the cards, these are converted to Child or Unwanted child Achievements respectively after three turns.

A player can only have one Pregnancy card at a time.

Pregnancy cards do not earn Happiness Points.

Adjustments for single player games

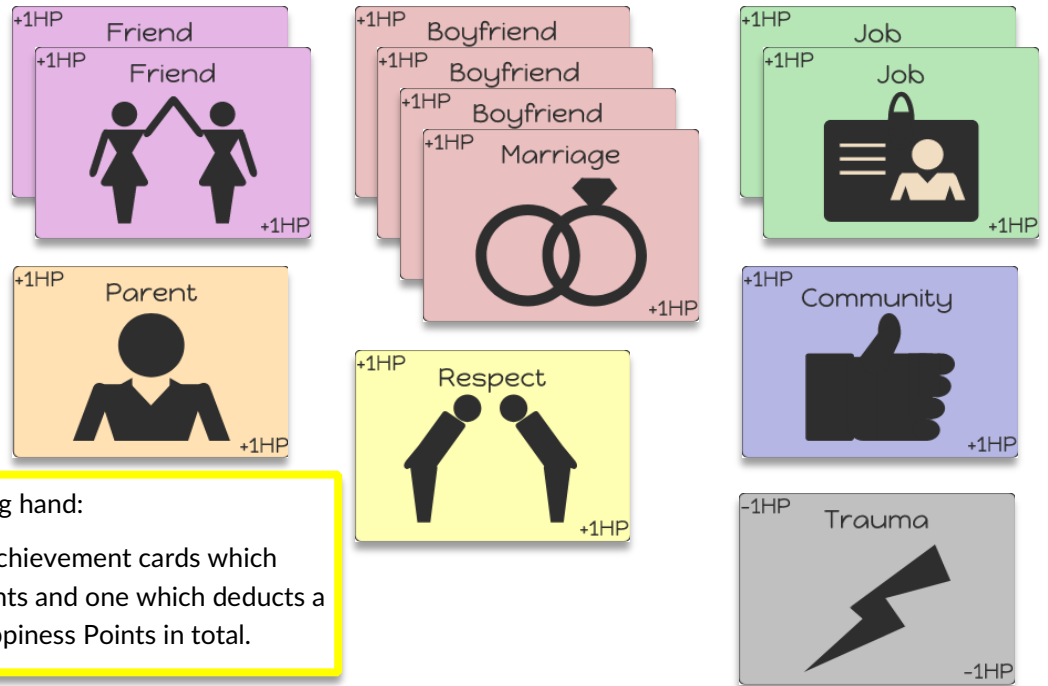
If playing single-player, take your Scenario cards yourself. Be sure not to read the results before you've made your choice though – some might consider that cheating!

WINNING

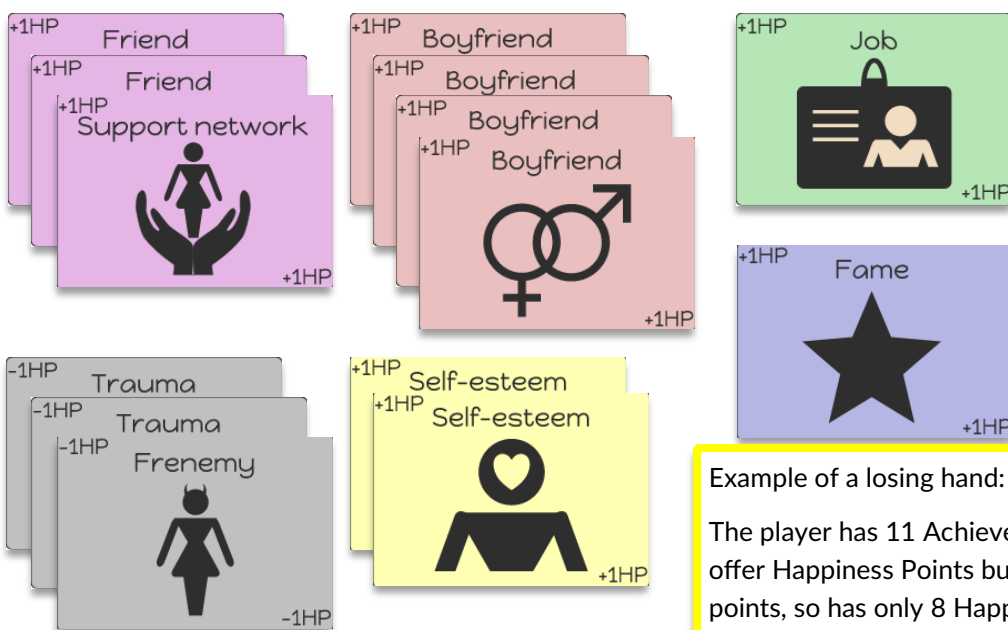
If at any time, a player has gained 10 Happiness Points, they can declare this.

This score must deduct any negative Happiness Points from Trauma, Broken heart, Frenemy, and Unwanted child cards.

In a multiplayer game, the current round is then completed to offer a fair chance to all other players. If by the end of the round, more than one player has achieved a winning total, the player with the fewest negative cards is declared the winner.



Example of a winning hand:
The player has 11 Achievement cards which offer Happiness Points and one which deducts a point, so has 10 Happiness Points in total.



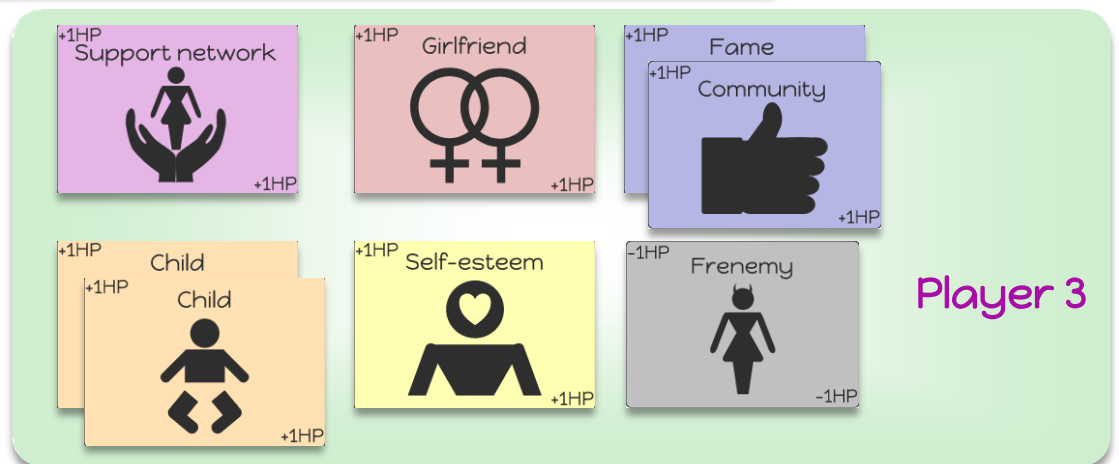
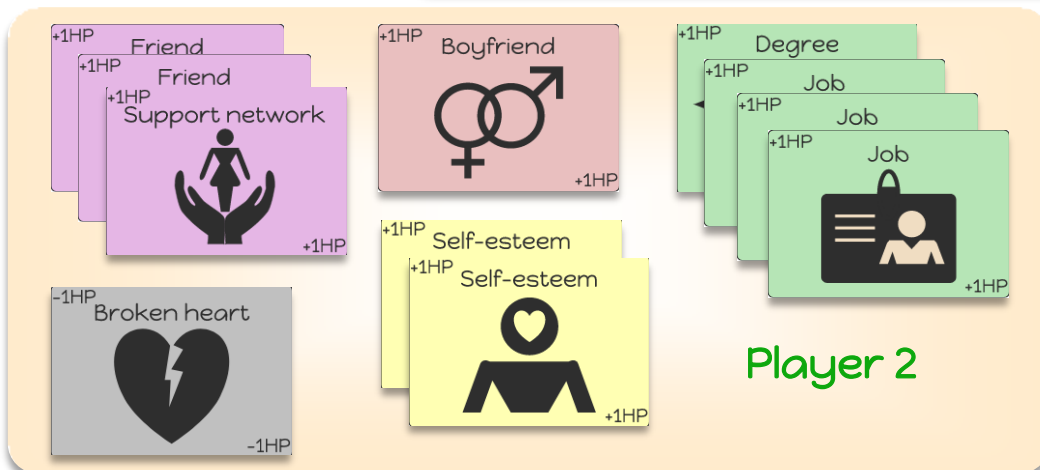
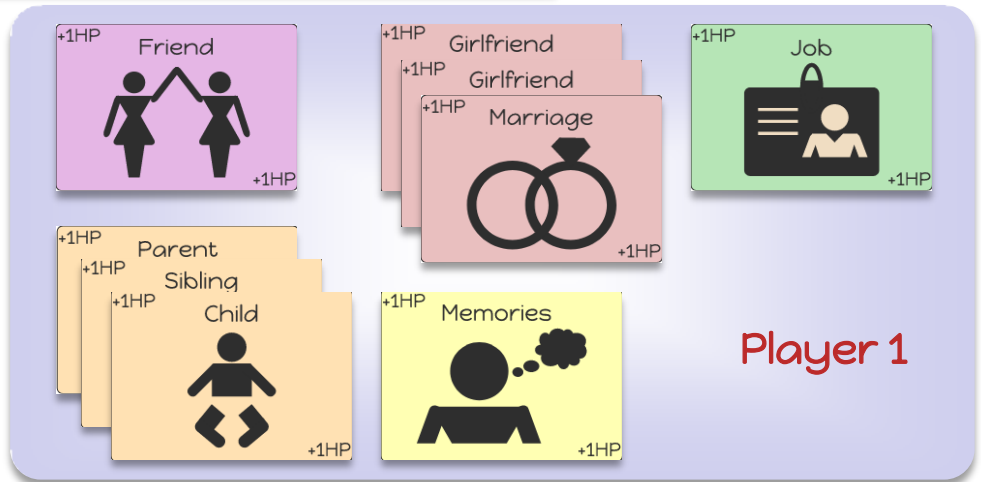
Example of a losing hand:
The player has 11 Achievement cards which offer Happiness Points but 3 which deduct a points, so has only 8 Happiness Points in total.

If playing with multiple players, you can at any time agree to pool your Happiness Points to reach a team total that can win the game.

The team total needs to be 16 points for two players, 24 points for three players, or 32 points for four players, i.e. an average of 8 points per player.

Example of a winning group hand:

Player 1 has 9 Happiness Points, Player 2 has 9, and Player 3 has 6. None can win on their own, but they have 24 Happiness Points combined and so can win the game together.



When the last card is taken from any one of the Adulthood Scenario decks, the player(s) lose(s) to the game.

FAQS

Q. What if I run out of cards of a certain Achievement?

A. We suggest you take an Achievement card of which there are plenty left and put a post-it note on it to say it's something different. Please let us know if this happens at www.tessaradwan.com/contact and we will send you additional cards.

Q. How do I get rid of an Achievement that offers negative points?

A. You probably can't! There are a small number of Scenarios with an option that allows this, but just like in life, once you have baggage, you're likely to be stuck with it.

Q. Do multiple Boyfriend cards mean the Character has several Boyfriends?

A. Not necessarily – it's more likely to mean a higher quality of relationship. The same applies to Girlfriends, Children, Parents, Siblings, Friends, and Jobs – although some could just as easily mean multiples too.

Q. Can we advise each other on which option to choose in a Scenario?

A. Absolutely – collaboration is just as valuable as competition in this game. But if you're the player holding the card, don't give advice if you have taken a sneaky peek at the results.

Q. What if multiple players reach ten points in the same round?

A. In this case, the player with the fewest negative Achievements wins.

Q. What if one player has 10 points but the group has the right points for a cooperative win?

A. The player with the 10 points can choose whether to win alone or as part of the group

Q. What if my Handicap is maxed and I get more points to that Handicap?

A. Nothing happens, as you can't have more than 4 points in a Handicap.

CREDITS

Glass Ceiling was conceived and designed by Tessa Radwan.

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