

# Level Up

## RULES

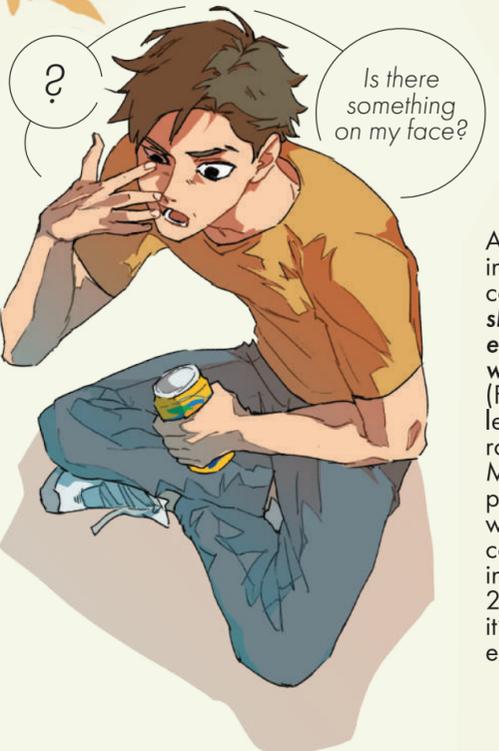
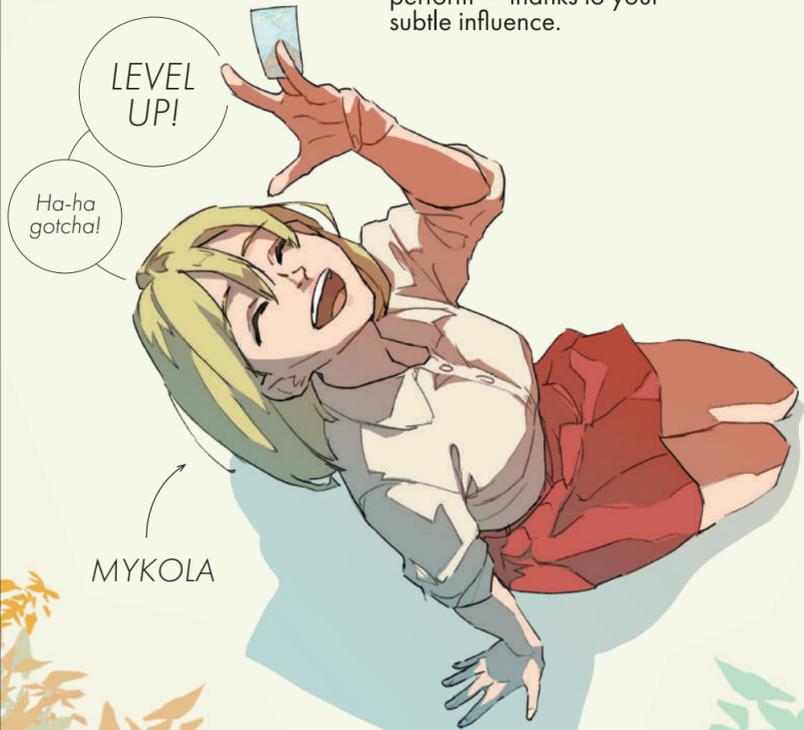
Whether you're playing a game, grabbing dinner, chatting with friends, or just scrolling your phone — «Level Up» runs right alongside whatever you're doing. Sneakily complete tasks, influence others, and level up your communication skills — all without interrupting whatever your group is doing.

**Players:** 2 to 10 is the sweet spot — but you can easily play with more. Just grab a few extra tokens and bags if needed. The only real limit is how many awesome people you can gather in one room!

## GETTING STARTED

Gather your friends and give each player a bag and three random task tokens.

That's it — the game has begun! Throughout the evening, players (including you) will try to complete as many tasks as they can. But here's a twist: every task is meant for **SOMEONE ELSE** to perform — thanks to your subtle influence.



A player who tries to influence another to complete their task **should not directly explain or reveal what their task is.** (For the sake of clarity, let's give this player a role — let's call them **Mykola**. So now, each player is "Mykola" when attempting to complete their task, and in this game, there are 2 to 10 Mykolas. Yes, it's weird, but it helps explain the rules.)

Tasks should be completed naturally — through casual conversation, subtle hints, gentle nudges, or clever manipulation. When **another player (not Mykola)** completes the action described on Mykola's token (for example, **not Mykola** touched his nose) — and it was clearly **influenced by Mykola** — the player proudly shouts "**Level Up!**", signaling that they've successfully completed a task and leveled up their social skills.

**However: if the task is completed by chance or coincidence — without any influence from Mykola — it doesn't count. No level, no glory.**

After completing a task, Mykola discards the used token and draws a new one. At all times, each player should have **three task tokens** in their bag.

Players should stay alert — if they think someone (looking at you, Mykola) is trying to trick them, they might avoid doing certain things on purpose.

## SCORING POINTS

Are you **really** going to count points like a hardcore eurogamer or a point-salad addict? We were sure this was about good times with friends — not a tactical showdown. Then again, who are we to judge?

FOR THOSE WHO LOVE NUMBERS AND HAVE A SCRAP OF PAPER NEARBY:

- **Mykola completes a task without being suspected** — 3 points.
- **Mykola completes a task, but someone suspects them** — 1 point.
- **Someone accidentally completes the task without Mykola's influence** — 0 points, but Mykola can still try to complete it later and earn points.
- **If another player figures out your task, says it out loud, and refuses to do it** — -1 point, and you must **discard that task and draw a new one.** (Let's be real — this rule's kind of a buzzkill. But hey, the people wanted it, so here we are.)

To **level up**, you need **3 points** (or as many as the group agrees on). The **Mykola with the highest level at the end of the game — wins!**

FOR THOSE WHO AREN'T INTO NUMBERS AND JUST WANT TO HAVE FUN

- If **Mykola completes a task** — that's **+1 level**.
- If someone accidentally completes Mykola's task without any influence — no level up for Mykola. (*But hey, no one knows it was their task... So they can still try again later!*)
- If a player **figures out what Mykola is trying to do** — also no Level Up. *But don't give up — just circle back to the idea later when no one remembers.*

FOR THOSE WHO WANT TO SPICE THINGS UP WITH SOME DRINKS

Keep track of levels as in either method above, **but with a twist:**

- If **Mykola levels up on someone**, that person (we could've called them "Mykola 2", but we're almost done with the rules but we're almost done with the rules) **has to finish their drink.**
- If **someone correctly guesses Mykola's task out loud**, then **Mykola finishes his drink.**

## END OF THE GAME

The winner is **Mykola with the highest level!** From now on, everyone should address you by your official title — based on your final level (only if you're into that, of course)

## «LEVEL UP» TITLES

1. **Rookie** — You're just beginning your journey in the world of persuasion.
2. **Trickster** — You already know how to nudge people into doing what you want.
3. **Chatterbox** — You talk so much, people don't even notice when they do your bidding.
4. **Diplomat** — A master of compromise and subtle influence.
5. **Demagogue** — You twist your words so cleverly, no one can quite pin you down.
6. **Convincer** — You can prove anything — even that the sun is just a big lightbulb.
7. **Amateur Psychologist** — You read people like open books.
8. **Social Engineer** — You use logic, emotion, and context to get what you want.
9. **Eminence grise** — You get people to do things for you without even hinting.
10. **Master of Influence** — You make people believe your idea was theirs all along.
11. **Conversation Hypnotist** — Your voice is your most powerful tool.
12. **Political Strategist** — You plan five moves ahead at all times.
13. **Grandmaster of Social Games** — No one can tell when you're playing and when you're not.
14. **Genius of Socialization** — You have no opponents, only helpful allies.
15. **Grand Magister of Influence** — You control the game without saying a single word.
16. \_\_\_\_\_
17. \_\_\_\_\_
18. \_\_\_\_\_
19. \_\_\_\_\_
20. **Mykola.**

P.S. Levels 16–19 are blank **on purpose** — a space for creativity! The first Mykola to reach one of these undefined levels earns the right to invent their own title and **officially add it to the game's rules.**

## CREDITS

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