



Rulebook (Release 10.0) by Richard T. Saunders

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## What's Happening?



“Hey dude, this is CherryPit Jones! We could really use your help! Our local CO-OP market is drowning in debt and the giant corporation MondoMart is threatening to take us over!

The city has given our CO-OP just a few weeks to clean up its act. We need to raise money to pay back taxes and legal fees, or the city will sell the CO-OP and its assets to MondoMart to pay off our debts. How can we survive?

As the CO-OP owners (all of us are **HIPPIES** 🙌), we have invited some like-minded business types to help us save the store. These folks, the so-called **BIZZIES** 📁 (BUSINESS people: pronounced like “bizz-ees”), will have to work with us to save the CO-OP. Together, we will run it as a business (and keep it groovy), but we gotta try a bunch of crazy things! However, the city’s deadline is quickly approaching, so our group will have to try some pretty gnarly methods to keep the CO-OP both profitable and groovy! We may even have to open the CO-OP to non-members!”

## Introduction & “How Do We Win?”

*CO-OP: The co-op game* is a cooperative (of course) card game for 1-5 players (ages 12 and up, but younger kids can play with their parent’s help). It will take about 45-60 minutes to play.

Each player takes the role of a single **BIZZIE**  character or a **HIPPIE**  character, with each character having a distinct special ability. Generally, **BIZZIES**  are skilled at business, while **HIPPIES**  maintain the VIBE.

For a 1-player game, the solo player will work 2 characters and the game plays just like a 2-player game.

This is a cooperative game, which means all players work together and win or lose as a group! The game is finished **ONLY** after the **GAME OVER!** Happenings card has been played: after roughly 2 weeks!

*(In game terms, 1 day=1 Happenings card)*

In order to win the game, the following two conditions (for intro scenario) must be satisfied when the game ends:

1. All players have positive VIBE (*Groovy* or *Awesome*)
2. The CO-OP has at least +\$10. This money is needed to pay back taxes and lawyer fees to stop the **MONDO-MART TAKEOVER**. Note the CO-OP starts in debt!

At the end of the takeover day, players either win or lose.

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“Hey dude, there can be some singing in the game. If you don’t like to sing, put the **Lon F. Continuous Groove** card into effect as a *house rule*. Lon doesn’t like singing games either.”

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## Components: Sheets/Cards/Markers

- 1 rulebook (this thing!)
- 1 double-sided Money Chart (“the books”).
- 5 double-sided Calendar Cards for Days of Week (Mon–Fri)
- 2 double-sided Scenario sheets
- 7 double-sided Character sheets
- 3 Icon/Game Summary sheets

- 4 Location Cards (Warehouse, Storefront, Park, Yoga Studio)
- 4 COOPERATE cards (1 action area, 3 action cards)
- Main Cards: 27 Goods, 90 Groove cards, 54 Happenings
- In game MINI-EXPANSION: 8 Groove, 8 Happenings, 3 COOPERATE. Expansion cards marked with 🌀.
- 1 green MONEY marker (for the Money Chart)
- 6 blue gem VIBE markers (for Character sheets)
- 1 Happening Dude🔪 marker
- 7 standees (1 for each character)

NOTE: All cards marked with 🌀 are for advanced games using the in-game MINI-EXPANSION. *For the first few games, don't use 🌀 cards!*

## Set-Up

Each player should take a Character sheet for the character they wish to play. *For the first few games, don't use the 🌀 characters!*

Character Name	Character Type	Ability
CherryPit Jones	HIPPIE👉	NEVER BUMMED: <i>Always upbeat, VIBE never negative</i>
Sunshine Freespirit	HIPPIE👉	INSPIRATIONAL DANCE: <i>Inspires other players for VIBE</i>
Henry Hall	BIZZIE👜	NEGOTIATOR: <i>Skilled at dealing with distributors</i>
Leigh Galbrief	BIZZIE👜	LAWYER: <i>Can deal with other lawyers and the Police</i>
C.P. Junior	HIPPIE👉 & BIZZIE👜	HUSTLE: <i>Can play 2 cards per turn</i>
Weldon Rumproast	neither	NEITHER: <i>Neither HIPPIE nor BIZZIE: his power &amp; his curse</i>
Hugh Sellum	choose at game start	SALESMAN: <i>He can sell goods to anyone</i>

Note the character type in the bottom left corner of the Character sheets: This is important because a lot of cards only affect HIPPIES👉 or only affect BIZZIES👜.

NOTE! For a 4–5 player game, *Leigh Galbrief* can be invaluable!



“Hey dude! Try to have at least one **HIPPIE** 🙌 and one **BIZZIE** 🛒! Without a **HIPPIE** 🙌, VIBE goes bad quickly. Without a **BIZZIE** 🛒, the store has trouble operating. Like life, balance is important.”

Each Character sheet has an individual VIBE track representing that player’s VIBE. Remember, *all* players need positive VIBE to win! Positive VIBE is *Groovy* or (even better) *Awesome*. Negative VIBE is *Dreary* or (even worse) *Bogus*. *OKAY* is just okay (neither positive nor negative). On the negative side of VIBE, whenever a player’s VIBE goes to *Bogus*, that player immediately loses their special ability; this effect lasts until the VIBE increases past *Bogus* again. On the positive side of VIBE, whenever a player’s VIBE marker moves to *Awesome*, that player immediately gains a Groove card.

Consult picture below. Letters correspond to steps in set up: A 2-player set-up (of difficulty *Medium*) is shown.



- a. Take out and place a Scenario sheet (for the first few games, use the MONDOMART TAKEOVER!). Note that the Scenario may change a few set-up rules!
- b. Put the COOPERATE Action Area card out, then choose 3 COOPERATE action cards and put them face-up to form the COOPERATE action area. These cards are

group activities players can COOPERATE on! (Put extra COOPERATE cards in box). *For the first few games, use Warehouse Run, Drum Circle and Car Wash.*

- c. Put the Money Chart near the COOPERATE action area. Put the MONEY marker on the Money Chart. Flip chart to the appropriate side: For 1–3 players, start on -\$10. For 4–5 players, start on -\$13.
- d. Under the Money Chart, build a calendar of 5 days (Mon-Fri) using the Days of the Week cards. (*For the first few games, don't use the ☺ days*).
- e. Place the Location cards *Storefront, Park, and Yoga Studio face-up* (NOT CLOSED) under the Day of the Week Calendar within reach of all players. Leave space to the right (or below) the Storefront for Goods.
- f. Find the Goods cards and shuffle them. Place them *face down* somewhere everyone can reach. Start a Goods discard deck next to it. If you ever run out of Goods cards, shuffle the discard & start a new deck.

Choose the game difficulty: **Easy, Medium, or Hard.** Based on the difficulty, draw the proper number of starting goods for the WAREHOUSE and STOREFRONT.

	Starting Goods in Storefront	Starting Goods in Warehouse	Happenings Card Modifier
Easy	3 goods	5 goods	+2 (2 extra)
Medium	3 goods	3 goods	0 (no extra)
Hard	1 good	3 goods	-1 (1 less)

- g. Place a line of Goods *face-up* to the right of (or below) the Storefront.
- h. Place the Warehouse *face-up* (NOT CLOSED) near the COOPERATE cards. Leave space next to the Warehouse for a line of Goods cards. Place a line of Goods *face-up* to the right of (or below) the WAREHOUSE.
- i. Each player places their Character sheet in front of them. Take the appropriate standee as well. First time

players (or younger kids) might consider *Sunshine Freespirit*, as she is easy to play.

- j. Each player take a 1 VIBE marker and put it on *Dreary* on his Character sheet.
- k. Find and shuffle the Groove cards. Deal each player 5 Groove cards *face-up*. This is also the *hand limit*.

Place the Groove cards *below* your Character sheet (as shown in the Set-Up picture)—Groove Cards in this area are in *your hand*. When you play Continuous Groove cards from you hand, place them above your character sheet to show they are *active*.

Remember that this is a cooperative game, so all Groove cards in player's hands are public knowledge.

- l. Take the rest of the Groove cards and put them somewhere where all players can reach them. Start a Groove discard deck right next to it. (If you run out of Groove cards, shuffle the discard & start a new deck)
- m. Find the Happenings cards and put the **GAME OVER!** Happenings card to the side. Shuffle the rest.

Exactly one Happenings card is revealed every day, so the number of Happenings cards represents the number of days until the game over! (NOTE: game length can be extended by certain Groove cards) Depending on the number of players, the days until the **GAME OVER!** comes up is different.

- 1 or 2 Players: 14 days = 14 Happenings Cards
- 3 Players: 9 days = 9 Happenings Cards
- 4 Players: 7 days = 7 Happenings Cards
- 5 Players: 5 days = 5 Happenings Cards

Adjust number of Happenings based on difficulty: **Easy:** +2 cards, **Medium:** 0 cards, **Hard:** -1 card

**For Example:** A 2-Player *Easy* game gets  $14 + 2 = 16$  Happenings Cards. This represents the 16 days until the **GAME OVER!** is reached.

Randomly take the proper number of Happenings cards (16 in the example above) and place them face-down *on top* of the **GAME OVER!** card. *Important:* Take the rest of the Happenings cards (a much larger amount) and put them face-down *under* the **GAME OVER!** card. Use *all* Happenings cards to make the deck! *And keep the GAME OVER! slightly offset in the deck so all players can see where it is!*

You have just created the Happenings deck: Cards on top are the number of days in the game. The **GAME OVER!** Happenings card is the *end of the game*.

Put the Happenings deck to the left of the Day of the Week Calendar. Leave space for a discard deck.

- n. Every day, a different person draws and reads the Happenings card: this is the **Happening Dude** 🎨 (or Dudette). Give the **Happening Dude** 🎨 marker to whomever most recently shopped at a CO-OP market (or **HIPPIE** 🙌 store). NOTE: the **Happening Dude** 🎨 is NOT necessarily the first player! *Players are allowed to play in any order they want!*

Keep Game Summary cards handy ... *And give it a start!*

## Overview (Everyone Read!)



“Hey dude! Thanks for helping! The *Money Chart* shows how much money our CO-OP has. And yeah, we start the game with negative dollars ‘cause the CO-OP is in debt, man!

When we sell Storefront goods to customers, we are making money. When we buy goods for the Warehouse, we may go further into debt. It’s *okay* to lose money, as long as we are investing in the future with nice goods to sell to our customers. At least, that’s what **BIZZIES** 📦 tell me.

The *Groove cards* are full of goodness, man. The Groove cards can be lots of neat-o things: customers, distributors, *Random Acts of Kindness*, and groovy stuff in general.

The *Happenings cards*, unfortunately, are usually bad stuff. Stuff like losing VIBE, MondoMart lawyers messing with us, and worse, man! Luckily, there's only Happenings once a day.

At the start of every day, *Stuff Happens!* A Happenings card is played which may or may not affect all players. Some Happenings only affect **HIPPIES** 🙌, some only **BIZZIES** 🧺, and some everybody. *Can't stop fate, man.*

After a Happening is played, we'll each have a chance to play a Groove card and get the business going; we sometimes work together in a group activity. To make the deadline, we're gonna have to sell goods to EVERYONE who comes in! Not just members! Man, some **HIPPIES** 🙌 are not gonna dig that ...

At the end of each week (5 working days), we'll replenish the store's supplies by moving goods from the Warehouse to the Storefront. The end of the week is the *only time* we can ever move goods from Warehouse to Storefront (unless we have a *Hand Truck* or a *Warehouse Run*).

That's the basics: See **How To Play** for more details."

## How to Play

CO-OP starts on the first day of the work week: Monday.

The game is broken up into days, with each day described below. It will take a certain number of days (depending on the difficulty and number of players) for the game to run its course (see *Set-Up*). The basic gameplay boils down to three things per day:

### DAY:

1. *Stuff Happens!* Play a Happenings Card
2. *Players' Turn:* Each player has 1 *action*, usually playing a Groove card
3. *End of Day Maintenance:* Clean up

At the end of the day, if the **GAME OVER!** Happenings card hasn't been played, go to the next day.

## Stuff Happens!

“Bad News Everyone!”

The **Happening Dude** checks the current day on the Calendar for weekly stuff: if something is on the calendar for today, do what it says. (*This is only for days marked ☹*).

The **Happening Dude** then draws the top Happenings card from the Happenings deck and reads it aloud to everyone. Everyone does what it says. That Happenings card is then placed on the today’s date (leftmost open empty space on the Calendar). It is placed *face-up* so everyone can see the Happenings card currently in play.

When the **GAME OVER!** card is drawn from the top and read aloud (*actually drawn*, not just revealed), finish the rest of the day; the players will still get their turn (*one last chance!*), but the game is over at the end of that day.

Players are always allowed to see how many cards before the **GAME OVER!** Happenings card comes out.

## Players’ Turn

“Dude! Rock on! We get to do something now!”

Each player gets a turn to play one *action* after Stuff Happens! The players, as a group, decide *per turn* the player order. This is an important group decision, as some actions support other actions, but only if played in the proper order!

A player may do **ONLY ONE** of the following 5 *actions* on their turn: **WORK**, **FROLIC**, **MEDITATE**, **COOPERATE**, **SHARE**. *OPTIONAL*: Each player moves their standee to the appropriate Location to show which action they are taking.

-  **WORK**: “Go do something”. (Move to Storefront)  
Play 1 Groove card, then Draw 1 Groove card
-  **FROLIC**: “Cheer yourself up”. (Move to the Park)  
Spend the entire turn and gain 1 VIBE (limit OKAY) to him/her self only. You can’t cheer yourself above

*OKAY*, as you really need something extraordinary to be *Groovy* or *Awesome*: this is the only VIBE gain that has the *OKAY* limitation. You do not get to draw a card, but you can say “Wheee!” if you like. (Note that Sunshine has an improved **FROLIC**).

-  **MEDITATE**: “Contemplate the Universe and expand your options”. (Move standee to the Yoga Studio) You may draw up to 2 cards. *If you have no cards in your hand, or you discard a card, you may draw up to 3 cards.*
-  **COOPERATE**: “Get together with your buddies outside the store and do something as a group!” (Move standee to COOPERATE card)  
In the COOPERATE Action Area are 3 COOPERATE action cards: one of these may be activated only if multiple players (2 or more) use the COOPERATE action in the same day. As a group, choose one of the unused actions to activate, then flip the card over after it’s used. *Note that other COOPERATE “opportunities” may come from the Happenings deck!*
-  **SHARE**: “Hey, can we help each other out?” (Move your standee next to the standee you wish to share with) The player who performed the SHARE action may trade/share any number of groove cards (from hand only) with one other player.

After a player has performed his/her action, he/she **MUST** discard down to the hand limit (5 Groove Cards).

NOTE: It’s important that the *Storefront*, *Park & Yoga Studio* Location cards are physically near all players so it’s easy to move standees there.

## End of Day Maintenance

*“At the end of the day, we clean up and then go home.”*

Unless otherwise noted on today’s Happenings card, the **Happening Dude**  flips today’s active Happenings card on the calendar *face-down* to show its effects have expired. *KEEPS HAPPENING cards don’t flip at end of the day!*

If it’s currently the end of Friday, the weekend is upon us!

A couple of things happen over the weekend:

1. *Clear the Calendar*: We cleanse our spirit! Clear all Happenings (and possibly Groove) cards from the calendar and put them into the proper discard. The calendar is now empty. At the start of the next day, the next Happenings card should be placed on *Monday*.
2. *Move Goods*: move any number of Goods cards you want from the Warehouse to the Storefront. Just remember that the Warehouse has a limit of 9 goods and the Storefront has a limit of 5 goods.

This is the only way goods can move from the Warehouse to the Storefront (except for the *Hand Truck* or *Warehouse Run*). It takes “all weekend” to move goods.

Each player takes his standee back “home” to his character sheet.

Move **Happening Dude**  marker clockwise to the next player ... and start the next day.

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“Hey dude, if you are having trouble keeping track who has/hasn’t played per day, use the standees! That’s what they are for! We want players to go in any order they want per day!

But it can get tricky to keep track of when that order is different every day! This is exactly what the character standees are for. Once the standee has moved to a Location, the player knows they’ve acted for that day. You may choose not to use the standees in a 2-Player game, as it’s easier to remember who’s gone per day.

At the end of the day, all standees move back to their character sheets to show they are ready to go again!”

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## Cards

There are five types of cards: Groove cards, Happenings cards, Goods cards, COOPERATE action cards, and Location Cards. Groove cards are played by the players. Happenings cards are put in play by the game (by the **Happening Dude** ). Goods cards move as merchandise

gets bought. COOPERATE action cards are activated by multiple players. Locations are destinations for standees.

*Groove cards:* There are 4 types of Groove cards:

### 1. INSTAGROOVE ⚡!

These cards are played on the player's turn, usually in a  WORK action. The effect(s) happen immediately.

The INSTAGROOVE is then discarded to the Groove discard.

### 2. CONTINUOUS GROOVE ∞

These cards have to be put into play (usually in a  WORK action) to be useful. The cards are placed in front of the player (not in their hand) and stay around to be activated/used later in the game (Once a CONTINUOUS GROOVE card has been played, it *does not* count against the hand limit).

*For example:* The Groove card **Community Spirit** will stop the bad effects of a Happenings card **Neighborhood Complaint**, *but only if* it was put into play on a previous turn before the Happenings card came out. If **Community Spirit** is just sitting in a player's *hand*, it has NOT been put into play!

Many CONTINUOUS GROOVE cards prevent the bad effects of Happenings: think of them as *shields* which the player can put out to prevent bad things.

### 3. CUSTOMER 🛒

These cards are customers coming into the CO-OP. A player usually plays a CUSTOMER in a  WORK action.

When a CUSTOMER is played, the CUSTOMER buys appropriate goods (if available) from the CO-OP. First, the purchase amount is added to the CO-OP's Money. *Move the MONEY marker up! The CO-OP just made money!* Second, the purchased good(s) are taken from the Storefront: move the Goods cards from the Storefront to the Goods discard.

- If a CUSTOMER is played when there aren't enough goods to satisfy, that CUSTOMER is discarded and no money changes hands.
- If a CUSTOMER is NOT a member of the CO-OP, it will say on the card, and there will be consequences.

The CUSTOMER is then discarded to the Groove discard.

*CUSTOMERs only buy goods from the Storefront, never the Warehouse.*

#### 4. DISTRIBUTOR 🚚

These cards represent DISTRIBUTORS who players contact to obtain goods for the Warehouse. A player usually plays a DISTRIBUTOR card in a  WORK action.

When a DISTRIBUTOR is played, the CO-OP buys goods from the DISTRIBUTOR. The DISTRIBUTOR is paid from the CO-OP's Money, so the CO-OP just lost money: update the MONEY marker. Then, add the proper number of goods to the Warehouse: take the top cards from the Goods deck and move them to the Warehouse. In case you are allowed to choose some Goods (i.e., Henry), you are allowed to look through both the discard and the deck for any goods you want.

The DISTRIBUTOR is then discarded to the Groove discard.

*Goods bought from a DISTRIBUTOR only go the Warehouse, never the Storefront.*

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*Happenings Cards* ★: One Happenings card is played per day and its effects typically last one day, but **KEEPS HAPPENING** cards effects last until the end of the week.

*Goods Cards* 📺: These cards are put into play to represent goods that get bought. Every goods card is tagged with one (or more) types:

Edible🍴, Fair Trade🔗, Knick-Knack🔪, Music🎵, Organic🌿

Each CUSTOMER has preferences listed on their card. If the right type of good is not in the Storefront (for that particular CUSTOMER), that CUSTOMER can't buy goods!

For CUSTOMERS that buy multiple goods, *all* purchased goods must match CUSTOMER preferences, or no money changes hands.

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*COOPERATE* action cards: These cards require multiple players to use their action to activate. Once an action has been activated, it is *flipped* and usually can't be used again for the rest of the game.

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*Location cards*: These cards are just destinations for the standees for particular actions. Sometimes, a Location card flips (to CLOSED) to show that action is not available for that day.

## Scenarios

After you have played a few times, you can vary the game by trying one of the other Scenarios; the base game comes with 4 Scenarios (where MONDOMART TAKEOVER! was the first).

Each Scenario changes the Set-Up and win conditions slightly, but the CO-OP basically plays the same: the group works together to accomplish some goals before time runs out. At the end of the **GAME OVER!** day, the players need to accomplish the goals from the Scenario, or they lose.

Of course, the MondoMart still messes with the CO-OP during these scenarios; that's just what they do.

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“Hey dude, if you are having trouble getting customers, there's a couple of things you can do! For one, you can 🧑🏿🧑🏿🧑🏿 **COOPERATE** on the **Drum Circle**.

Or 🧑🏿🧑🏿🧑🏿 **MEDITATE!** A helpful tactic, especially near the end of the game, is to cycle through cards. You can't do anything else on a turn when you 🧑🏿🧑🏿🧑🏿 **MEDITATE**, but it allows you to draw more new cards, increasing the chances of getting a CUSTOMER *next* turn.”

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## In game MINI-EXPANSION! ☯

Included with the game is the first expansion: *CO-OP Expansion: the CO-OP Expansion*. There are new cards: 3 COOPERATES, 8 Groove, 8 Happenings. All expansion cards are marked with a ☯ in the lower left corner. Note that the back-side of character sheets (all but Hugh) and the Days of the Week all have the ☯ indicating those are part of the expansion.

The expansion makes the game a little harder: some Happenings cards are worse, it's harder to get Customers, some COOPERATE actions are less useful, and the expansion characters are harder to play. Only after you feel comfortable with the game should you add in the expansion. You can always remove the expansion easily.

## Clarifications

1. Do I draw a card every turn?

No! The number of cards drawn depends on the action you take. If you  **WORK**, you draw 1 card (after you play). If you  **MEDITATE**, you get to draw 2 cards (3 if you have none or you discard a card). You normally don't get a card if you lose your turn,  **FROLIC**,  **COOPERATE**, or  **SHARE**.

2. Can we end the game early if we have enough Money and VIBE?

Nope. You have to wait for the grinding wheel of bureaucracy to advance. MondoMart may still have some surprises for you!

3. What if I have to go over some limit in the game? For example: I have 8 Warehouse goods and I buy 3 more?

There are many places where you might reach a limit (Money Chart, VIBE, Warehouse, Storefront) one way or another. In general, you move as far as you can, then stay at the limit. So, in this case, the Warehouse would fill up at 9 goods (and no more), so that the other 2 goods are lost.

Of course, if a goods location is empty, there aren't goods to be moved/bought! Customers *can't* buy 0 goods!

4. What do we do if there's a conflict or confusion with the rules?

In general, the rules on the cards supercede the generic rules of the game, but if there is still confusion, everyone votes. In case of ties, the owner of the game resolves the issue.

5. Do you *REALLY* have to flip over the Happenings cards at the end of the day? It's pretty obvious which Happenings card(s) are active! Flipping is annoying!

The first time you play, it looks like ALL Happenings cards are active unless you flip them appropriately. When you are familiar with the game, it's clear just the last Happenings card is active; you can skip the "flip the active Happenings card" step in **End of Day Maintenance** and just mentally note which ones are active.

## MetaGame Notes

This game is meant to be silly! Show your **HIPPIE**  peace sign or your **BIZZIE**  briefcase and ham it up!

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*This game was created using Open Source software, like a **HIPPIE**  would. All software runs under Ubuntu Linux. Graphics files have been edited with GIMP. The cards and rules are stored in text files, created with Emacs. The text files are under revision control with hg (Mercurial). The text files are compiled to  $\LaTeX$  (with tikz) via a Python script. The  $\LaTeX$  files are processed with LuaLaTeX into PDFs. ImageMagick converts/refines those PDFs. The result is this game!*