Immediate Bonuses

Move the indicated Mood Counter one step to the right and gain the corresponding bonus.

Move the indicated Mood Counter one step to the left and gain the corresponding bonus.

Move a Mood Counter one step to the left or to the right and gain the corresponding bonus.

Move a Mood Counter 2 steps to the right and gain the 2 corresponding bonuses.

Place a Mood Counter in the Passive Bonus space, without gaining any bonus when moving it.

Place a Mood Counter in the central space of its Track and gain the bonus twice (2 VEP or 2 Willpower Tokens). You cannot choose a counter that is already in the central space.

Gain the indicated amount of VEP.

Gain one Willpower Token.

Gain one Motivation Token from those available in the general supply.

Gain 2 Motivation Tokens from those available in the general supply, of the same type or different.

Overcome a Frustration on one of your Tracks, i.e. flip the Frustration Token and place it on the opposite end of the same Track.

Return one overcome Frustration Token to your personal supply and gain 4 VEP.

Advance the Personal Fulfillment Counter one step and gain the corresponding bonus.

Play a Parent Card from your hand, gain its bonus, and draw another from your deck.

Gain a Stop Bonus that is not a Character type.

This bonus allows you to draw a Trait Tile from the deck, play a tile from your hand in the first free slot to the left of your board, or play a Mimic Trait Token on a tile played by another player.

Add a Character Token you don't have at level 0 of your Friendship Track, or advance a token you already have to a free space on the next level (from 1 to 4), gaining the corresponding bonus.

Advance a Character Token on your Friendship Track from level 4 to a free space on level 5, or from level 5 onward (up to level 7), gaining the corresponding bonus.

Place a Presence in the building of a Location where you don't have one, or move one if all 4 are placed.

Gain the indicated Memory Token.

Passive Bonuses

These bonuses always apply when the counter is in the corresponding space:

When you gain a Friendship Bonus with a specific Character, you may choose any other Character instead, whether they are on your Track or not.

When you gain a Stop Bonus that is not a Character type, you may choose any other non-character bonus instead.

When you have to spend Motivation Token(s) you may spend any type. If you spend more than one, all must be of the same type.

Each time you have to advance the Personal Fulfillment Counter, advance it one additional step. When removing more than one Interest Token from a Location, you only gain one additional step.

When you gain the Friendship Bonus, you may use it as if it were the Intimacy Bonus.