CHAPTERS

A LIBRARIES AND ARCHIVES GAME

Turn the page, build your dream library...

OVERVIEW

The year is 2025. It has been 30 years since
the National Library Board (NLB) was formed,
serving both readers young and old, and those
on a knowledge and information quest.

Come journey with us and discover the
vast range of NLB's features over the years.

Chapters: A Libraries and Archives Game is a game
where 2 to 4 players use library and archives features
to build a library or archives and invite friends over
to win as many Hearts ♥ as possible!

The National Archives of Singapore was transferred from the
National Heritage Board to NLB in 2013! Subsequently, when we talk
about 'libraries' in this rulebook, we refer to both libraries and archives.

INTRODUCTION

BOX CONTENTS

57 Feature cards

4 Reference cards

1 Closing Time card

24 Friend cards

1 MOLLY card

4 Site cards

21 Event cards

1 MOLLY meeple

27 Enhancement cards

12 NSFL Event cards

1 Rulebook

GLOSSARY OF ICONS

Icon	Label
🔺	Category
🔺 (triangle)	Content
⬡	Programme
🟧	Space
❤️	Hearts
🔍	Feature
👤	Friend
⭐	Event
🚌	MOLLY
🔍+	Build a Feature
👤+	Invite a Friend
⭐+	Play an Event
🚌+	Call MOLLY
✦	Number of Events in deck
📕	Draw
🗑️	Discard
🔁	Swap
🔀	Shuffle
🚫	Cancel

HOW TO WIN

Each Friend has a unique effect! Get the best combination of Friends and Features to win the most Hearts ❤️!

Friends can only be invited if your Library meets their **Category requirements**.

Build Features in your Library to gain **Categories!**

Preferred Category

Friend Type
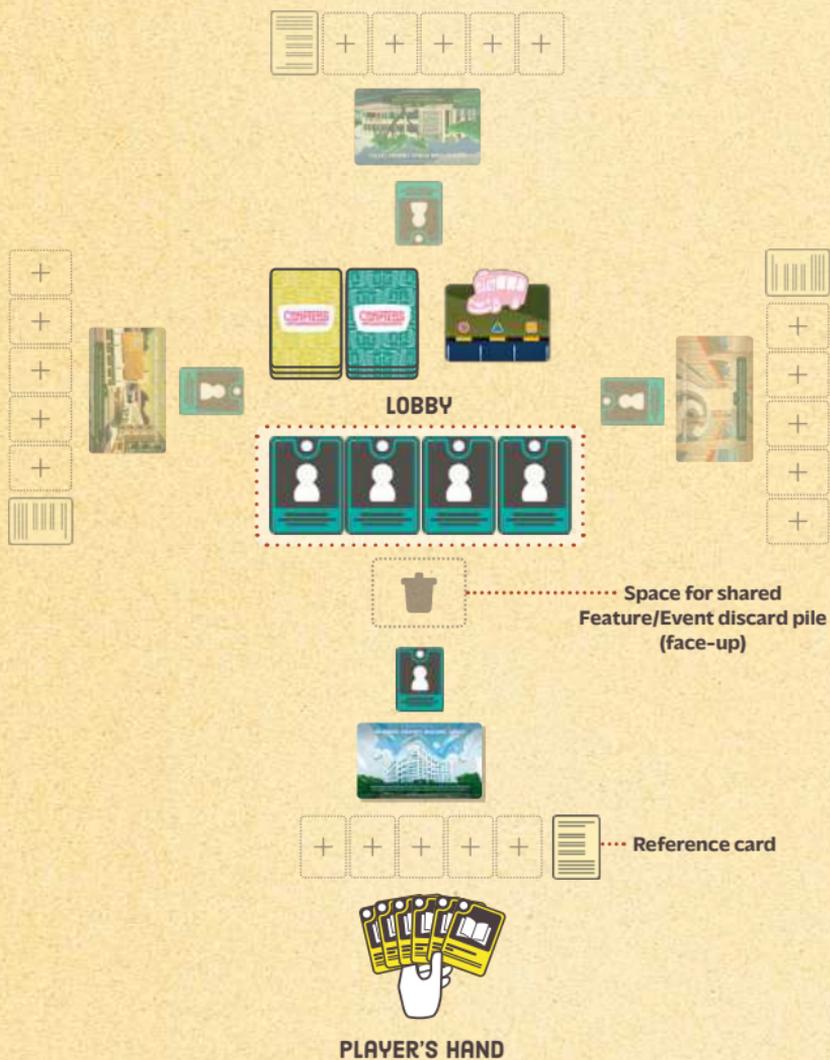
Category requirements to invite this Friend

CONTENT

INFOPEDIA

FRIEND
EXPECTANT TOURIST
Gain 2 ❤️.
Gain another 2 ❤️ if you have at least 2
TRAVELLER in your Library.

3

1

Effect

FEATURE
INFOPEDIA (2006)
Discover snippets about Singapore's people and places in this e-encyclopedia with legit info triple-checked by librarians.

Friend card

Feature card

BASE GAME SETUP

LOBBY

Space for shared
Feature/Event discard pile
(face-up)

Reference card

PLAYER'S HAND

YOUR LIBRARY

Friend row

Site card

NATIONAL LIBRARY BUILDING (2005)

Feature row

Feature deck

Friend deck

CHAPTERS

CHAPTERS

MOLLY card & meeple

LOBBY

FOR YOUR FIRST GAME

1

Randomly deal **one
Site card** to each player.
Place it borderless side up*.

the side with no ability

2

Shuffle the Feature and Event cards to form a
Feature deck. Place the deck in the middle of the table.

If you're playing with modules, refer to the
setup rules for each module **on page 20**.

3

Shuffle the Friend cards to form a **Friend deck**.
Place it alongside the **Feature deck** and on top of the **Closing Time card**.

The Closing Time card is not part of the Friend deck and
should always be at the bottom.

Remove 10 cards for a 2-player game, and 5 cards for a 3-player game.

4

×4

Place 4 cards from the Friend deck face-up in the
middle of the table to form the **Lobby**.

5

Place the **MOLLY card** and
meeple in the middle
of the table.

✓ If you are playing with young children or older seniors, we recommend you play the base game with the **Casual Mode** (see page 19).

6
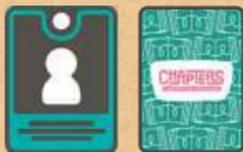
x6 ···· Deal 6 cards from the Feature deck to each player.

(You may wish to skip Steps 7 and 8 if this is your first time playing.)

7

x2 ····

Deal 2 cards from the Friend deck to each player.

8

Each player chooses **1 of the 2 Friend cards** to start the game with and places it face-up in their Friend row.

Tip: Choose the Friend you think you can score the most Hearts 💜 with!

Shuffle the **Friends not chosen** back into the Friend deck.

9

Give each player a **Reference card**.

You're ready to play!

The player who received the **Queenstown Public Library card** is the first player. If no one received it, the player who last visited a library or archives is the first player.

HOW TO PLAY

Starting with the first player and going clockwise, players take **an action per turn** until the end of the game.

At the end of their turn, players **draw a card** from the Feature deck (or **3 cards** instead if Call MOLLY was the only action they took). If they have more than 6 cards in their hand, they must **discard down to 6 cards**.

If the Feature deck runs out of cards at any point during the game, shuffle the Feature/Event cards in the discard pile to form a new Feature deck.

Each turn, players must take **one of the 4** actions:

ACTION
A   BUILD A FEATURE 🔍+

Place a **Feature card** from your hand into your **Feature row**.

Feature limit
Each Library can have up to **5 Features** (unless a card states otherwise)

While your Library is at your Feature limit, you may
build over a Feature you have previously built
by placing a new Feature on top of it.

FEATURE CARDS

Each Feature card provides one of
3 Categories for your Library:

Space ■, Programme ●, Content ▲

SPACE

FEATURE
**LIBRARY IN
YOUR POCKET (2009)**

*A treasure trove all in your pocket, and we
aren't talking about your spare change.*

PROGRAMME

FEATURE
**10,000 FATHERS READING!
(2007)**

Dad jokes: optional. Dad storytime: essential.

CONTENT

FEATURE
BIBLIOASIA (2005)

*History doesn't repeat itself, but it does publish
quarterly. Dive into Singapore's history and
heritage one issue at a time.*

At their core, libraries and archives are about
enabling discovery both in the present and future.
In order to build a reading society and knowledgeable
nation, NLB needs to evolve with the times.

This means coming up with new and innovative
ways to get people reading, learning and discovering.
The hope is that by building experiential and inspiring
spaces, generations of Singaporeans will continue to
benefit from and love our libraries and archives.

INVITE A FRIEND 👤+
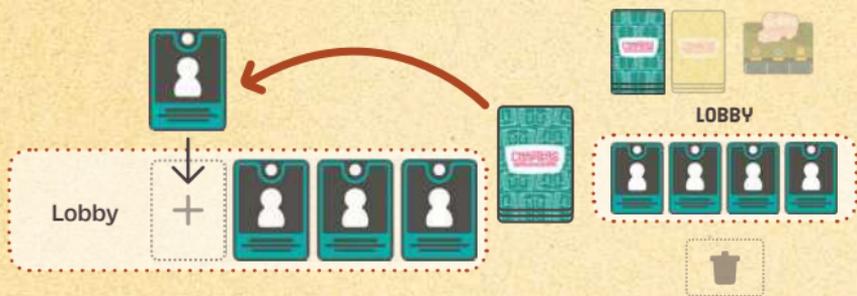
1 Take a **Friend card** from the Lobby.

LOBBY

×1
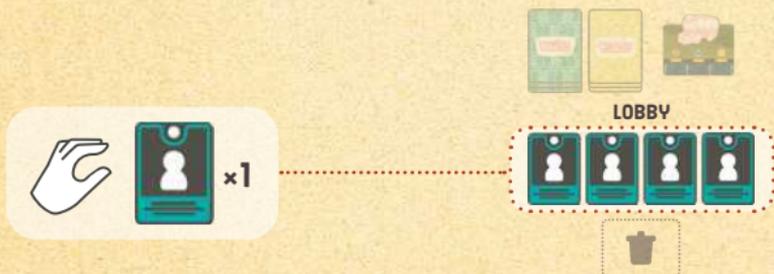
2 Place it in your **Friend row**.

Friend row   +
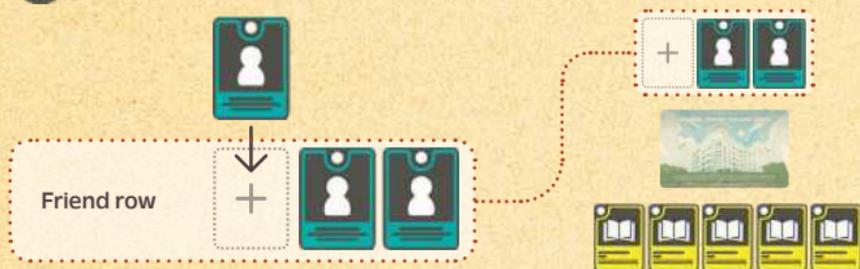
3 Immediately **refill the Lobby** with a Friend card from the top of the Friend deck.

Lobby   +

LOBBY

- ✓ Each Friend has Category requirements which must be met by your Library to be invited.

- ✓ Players can have any number of Friends in their Library unless an effect states otherwise.

- ✓ Invited Friends will stay in a player's Library, even if the player no longer meets the Friends' requirements in a later turn, unless an effect states otherwise.

FRIEND CARDS

There are **24** unique Friend cards.

6 cards per Friend Type

`SPECIALIST` `EXPLORER` `TRAVELLER` `BUDDY`

Friend Type
Each Friend Type has a broad set of effects – refer to the player reference card.

FRIEND
SOCKET HOARDER
Gain 1 ♥ for every 2 Programme ◉ in the Libraries of players to your left and right (sum then divide by 2, rounded down).

FRIEND
CURIOUS EXPLORER
Gain 4 ♥ if you have PROGRAMME, SPACE, and CONTENT in your Library excluding this card.

FRIEND
RUNNING CHILD
Gain another 1 ♥ if you have at least one EXPLORER in your Library.

Effect

Category requirements to Invite this Friend

Preferred Category (also indicated by the colour of the card's background)

8 cards per Preferred Category

`PROGRAMME`
`SPACE` `CONTENT`

Friends are important: they keep our lives vibrant and interesting. In NLB, our patrons are our friends— we want them to come spend time, grow, and build memories with us.
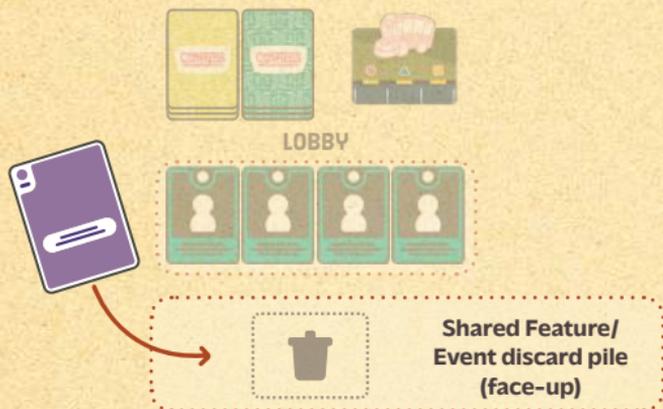
PLAY AN EVENT ★+

1 Play an **Event card** from your hand.

×1

2 Resolve its effect then place it into the **discard pile**.

LOBBY

**Shared Feature/
Event discard pile
(face-up)**

EVENT CARD

Events have powerful effects.
If used at the correct time, they can tip
the balance of the game in your favour!

Number of
Events in deck

WEEKEND STUDY DATE

Discard 🗑 2 cards.

Invite a Friend 👤+ –
Your Library may meet 1 less of that
Friend's 👤 Category ♣ requirements.
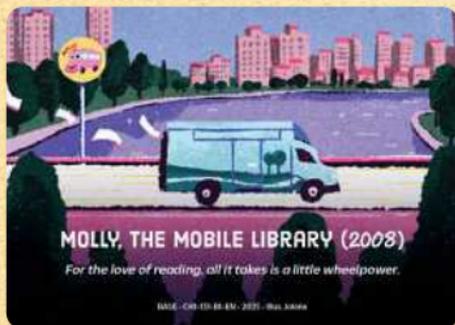
BASE - CHI-006-BI-EN - 2025 - Illus. Denise

Effect

There is always something
happening in our libraries and
archives, sometimes predictable,
sometimes not, but one thing's
for certain—they often require us
to respond or change how we do
something. Who says libraries and
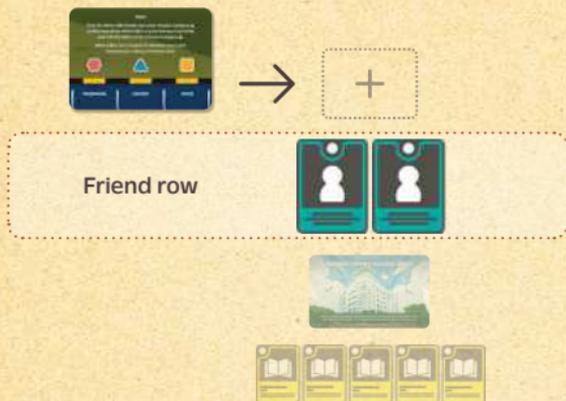archives are boring spaces?

ACTION

D

## CALL MOLLY 🚌 +

MOLLY CARD
FRONT

MOLLY CARD
BACK

MOLLY, THE MOBILE LIBRARY (2008)
For the love of reading, all it takes is a little wheelpower.

MOLLY

Park the MOLLY 🚌 meeple over your chosen Category ♣ on this card. While MOLLY 🚌 is in your Library, it provides your Library with 1 of the chosen Category ♣.

MOLLY 🚌 is not a Feature 🔍, and does not count towards your Library's Feature limit.

| PROGRAMME | CONTENT | SPACE |

1 **Place the MOLLY card above your Friend row.**

Friend row

2 Place the MOLLY meeple on the Category you want MOLLY to provide.

MOLLY

Park the MOLLY 🚌 meeple over your chosen Category ♣ on this card. While MOLLY 🚌 is in your Library, it provides your Library with 1 of the chosen Category ♣.

MOLLY 🚌 is not a Feature 🔍, and does not count towards your Library's Feature limit.

CONTENT   SPACE

✓ While MOLLY is in your Library, it provides your Library with 1 of the chosen Category. You may only change the Category MOLLY provides if you Call MOLLY again.

✓ You may Call MOLLY again even if you already have MOLLY. (E.g. to draw more cards at the end of your turn or to change the Category that MOLLY provides.)

✓ Players who only use this action during their turn draw 3 cards from the Feature deck at the end of their turn, instead of one.
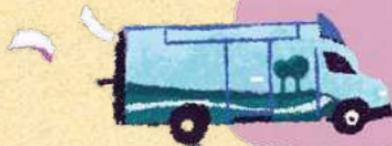
Who does not love a library on wheels? Our beloved mobile library bus, MOLLY visits underserved populations to ensure that everyone, especially children, have access to library materials. It's our way of making sure no one gets left behind.
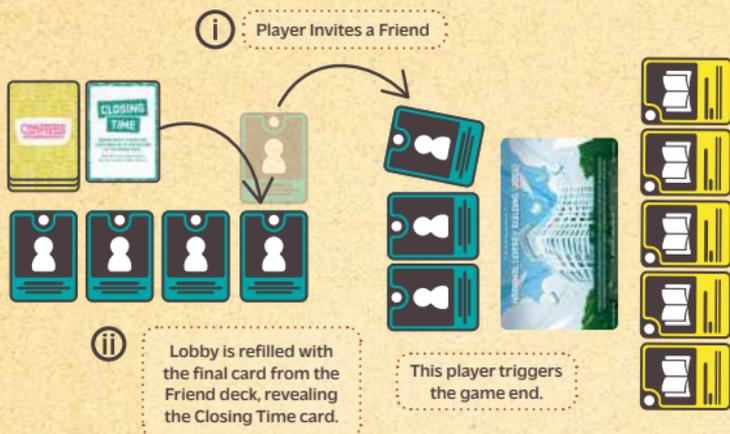
CHAPTER 4:
ENDING THE GAME

A player triggers the game end when the Friend deck is empty at the end of their turn, revealing the Closing Time card. The game ends when **all** players (including the player who triggered the game end) take one final turn.

> Players count the Hearts ❤ gained from Friends in their Library. The player with the most Hearts ❤ **wins**:
> ✓ If there is a tie, the player with the most Friends wins.
> ✓ If still tied, both players share the victory.

1 Once the final card in the Friend deck is placed into the Lobby during a player's turn, revealing the Closing Time card, that player triggers the game end.

(i) Player Invites a Friend

(ii) Lobby is refilled with the final card from the Friend deck, revealing the Closing Time card.

This player triggers the game end.

2 **All players** take a final turn and the game ends.

CHAPTER 5:
CASUAL MODE

These family-friendly rules reduce the amount of text to read and the level of strategy required. We recommend this variant if you are playing with **young children or older seniors**.

Follow the same rules as in the base game, except:

✓ Skip **Steps 7 and 8** of setup.

✓ Ignore the effects on Friend cards. The winner is the player with the most Friend cards. If tied, the tied players share the victory.

CHAPTER 6:
EXPAND YOUR SHELVES

Play with these modules to tailor your gameplay.
Each module brings a new layer of complexity, chaos,
or clever strategy. Choose your challenge!

MODULE 1: NSFL EVENTS

If you enjoy a more chaotic gameplay and increased
player interaction, this module is for you!

For
**CHAOS
GREMLINS**
of the
reading room!

MODULE 2: SITE ABILITIES

For
**CURATORS
OF
CLEVERNESS**

We recommend this for those who are sufficiently
familiar with the base game and want a higher level
of strategy. If you enjoy experimenting with unique
powers, this one is for you.

MODULE 3: ENHANCEMENTS

We recommend this for those who are very familiar
with more complex card games! If you want an even
higher level of strategy and asymmetry between
players' Libraries, this module gives you the tools to
turn your Library into a finely-tuned engine.

For
**MASTER
PLANNERS**

MODULE 1: NSFL EVENTS

Brace for bookish mayhem.
These Not-Safe-For-Libraries Events turn the quiet
Library into a battleground of sabotage and surprises.

HOW TO PLAY
Add all NSFL Event cards to the Feature/Event deck.
Follow the same rules as in the base game.

MODULE 2: SITE ABILITIES

Give your Library a signature twist.
These cards grant unique abilities that shake up
strategy and create asymmetric gameplay.

HOW TO PLAY
Flip the Site card to the **bordered side** (the side with an ability).
Follow the same rules as in the base game except Steps 7 and 8
of setup (do not start with a Friend card).

MODULE 3: ENHANCEMENTS

Unlock advanced strategies with Enhancements that attach to Features for powerful, Library-defining effects.

HOW TO PLAY
Follow the same rules as in the base game except:

1

Skip **Steps 7 and 8** of setup (do not start with a Friend card).

2

Shuffle the Enhancement cards to create the **Enhancement deck**.

3

Reveal 3 cards face-up from the Enhancement deck in the middle of the table to form the **Enhancement market**.

4

At the end of your turn, either **draw 2 cards** from the Feature deck, or **a card** from the Enhancement market/deck. (4 cards and 2 cards, respectively, if Call MOLLY was the only action you took.)

5

Refill the Enhancement market immediately after a card is taken.

6

Discarded Enhancements form their own discard pile, separate from the Feature and Event discard pile.

ENHANCEMENT RULES

Enhancements can only be built when
taking a **Build a Feature** action:

✓ When **Building a Feature**, you may tuck an **Enhancement card** from your hand underneath it.

✓ Enhancement effects are only active **after** the Enhancement is built, not while it is being built.

Once played, Enhancement effects
remain active in a player's Library unless:

✓ The Enhancement and the Feature it is tucked under is **discarded**, **swapped**, or **built over** by another Feature with an Enhancement.

✓ If a Feature with an Enhancement is built over by a Feature without an Enhancement, the original Enhancement still remains in play.

STACK

Card effects that target a Feature will also affect the Feature(s) it has built over and the Enhancement(s) tucked under it. Together, they function as **a stack**.
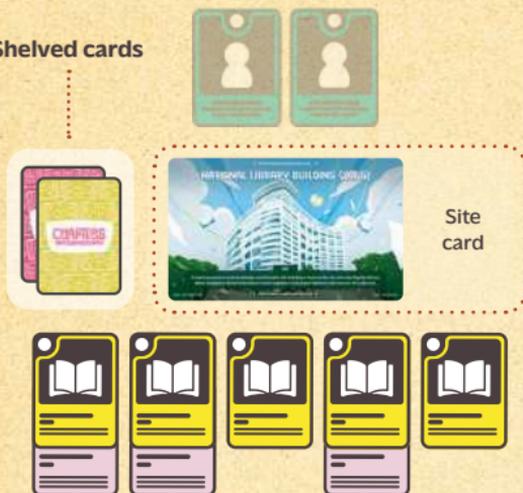
**Stack
(Features + Enhancements)**

SHELVING

When a card effect states "Shelve a card", place **any card from your hand** face-down to the left of your Site card. At the end of the game, for every 2 Shelved cards, you gain 1 Heart ♥.

Shelved cards

Site card

DRAWING

If a card effect says "draw a card" without specifying
a source, the player may choose to draw from the
Feature deck, **Enhancement deck,** or **Enhancement market**.

Enhancement
deck

Feature
deck

ENHANCEMENT MARKET

FAQS

DEFINITIONS

What area does "Library" refer to?

It refers to a player's entire play area, which includes their built Features, invited Friends, Site card, tucked Enhancements, Shelved cards, and any other cards due to a Site ability.

Whose turn does "each turn" refer to?

It refers to the turn of the player whose card's effect is being activated.

BUILDING

Can I build over an existing Feature while my Library is not at my Feature limit (5 in the base game)?

No.

Do Features that have been built over contribute Categories or to end-game scoring?

No.

FRIENDS

When Inviting Friends, do I need to meet the Category requirements of the Friend I am inviting?

Yes.

When swapping Friends, do I need to meet the Category requirements of the Friend I am receiving?

No.

How do I calculate the Hearts ❤ gained from Traveller Friends?

Sum the number of Friends/Features in the Libraries of players to your left and right, then divide that sum by 2, rounded down. In a 2-player game, count your opponent's Friends/Features twice.

· ·

EVENTS

Do I draw a card or 3 cards at the end of my turn when I play the *Spotted a trending influencer* Event?

A card, as you take the Play an Event action to activate the Event's effect. Hence, Call MOLLY is not the only action you took.

· ·

DISCARDING

If a card tells me to "Discard X cards" (e.g., "Discard 2 cards"), where do I discard from?

Unless explicitly stated on the card, discard from your hand.

Can I look at what is in the discard pile at any time?

Yes.

When do I discard cards down to my max hand size (6 in the base game)?

At the end of your turn.

· ·

NSFL

Does the player whose action was cancelled still get to draw a card at the end of their turn (or 3 cards if the only action they took was Call MOLLY)?

Yes.

For *Punggol Regional Library*'s Site ability, if I Invited a Friend as my action, do I refill the Lobby before guessing?

Yes.

· ·

ENHANCEMENT

When playing the Enhancement module, how many cards do I draw at the end of my turn if Call MOLLY was the only action I took?

Either draw 4 cards from the Feature deck or 2 cards from the Enhancement deck/market.

What does "While this Enhancement is in your Library" refer to?

It refers to being in your Library once you build it, until it and the Feature it is tucked under are swapped, discarded, or built over.

For *Children's Biodiversity Library by Singapore Oceanarium's* Enhancement effect, what does "an action the previous player took during their last turn" refer to?

This refers to any action that the previous player took in their last turn (i.e., Build a Feature, Invite a Friend, Play an Event, or Call MOLLY). It does not need to be the same specific sub-action, such as building over an existing Feature or building the Feature with an Enhancement.

For *Curiocity: Places and Perspectives (B)*'s Enhancement effect, must my Library meet the requirements of the Friend to be Invited before or after I discard 2 Features from my Library?

After.

For *LAUNCH*'s Enhancement effect, do I need to show the top 2 cards of the Friend deck to other players?

No.

Can I swap a Friend that is rotated due to *StoryGen*'s Enhancement effect?

Yes.

Does the *Here for the aircon* Event effect affect the Friend that is rotated due to *StoryGen*'s Enhancement effect?

Yes.

When do I rotate the Friend that is rotated due to *StoryGen*'s Enhancement effect to its original orientation?

At the start of the next turn of the player who activated that effect.

For *Storygen*'s Enhancement effect, must I choose a Friend that has not been chosen before?

No. You just cannot select the same Friend that you chose on your previous turn. For example, if you chose Friend A, then Friend B, you could then choose Friend A again. However, you would not be able to choose Friend B right after having chosen Friend B.

- -

MODULES

Can I play with more than one module at once?

We do not recommend playing with more than one module at a time, as modules were balanced with that in mind. However, feel free to do what is fun for the group you're playing with and make your own house rules!

If you've good rules to share, do use the feedback form at the end of the rulebook to let us know and we can post it as a suggestion on our website.

CREDITS

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(We hope the inclusion of surnames now helps people know that
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Our (very many) NLB volunteers, the friends
we roped in, and volunteers from the
Singapore Department of Statistics

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making a card game, trusting the team, and giving us
space for the craft

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supported Chapters. It takes a village to produce a game!

AN INITIATIVE BY

nlb 30

For the latest on rules,
FAQs, and other updates,
visit our **website**!

https://go.gov.sg/skapwov

Thoughts?
Questions? Feedback?
We'd love to hear from you.
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