



Introduction/Syllabus

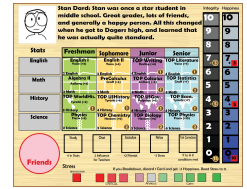
You play as a hyper-competitive student at the most competitive high school in the nation, Dagers College Prep. You've set your sights on getting into the highest ranked university in the world, Gluiveya University. However, you have rivals! You must not only be an extraordinary student, but bully and defeat your rivals at everything.

Goal: Have the most resume points at the end of the game.

Players: 2-4

Components

Player board: Each player has a player board that keeps track of important information throughout the game.



Event cards: Event cards represent the developments that occur within Dagers High. The event cards are split into the 4 different years at Dagers.



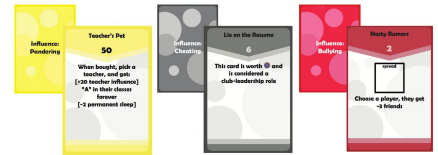
Teacher board: The teachers of Dagers High are represented on the teacher board.



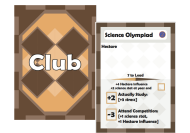
Achievement cards: Achievement cards are special cards that can be obtained through special event cards or actions.



Influence cards: These cards represent special actions and skills a character may acquire throughout the game.



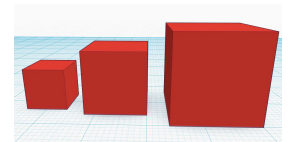
Club cards: Club cards represent the various activities that players will want to fill their resume with to impress college admission officers!



Grade Chips: Grade chips are double sided pieces that keep track of whether a certain class is an "A" or a "F".



Counting cubes: Every player gets a set of small, medium, and large cubes that are used to keep track of things in the game. Small cubes are worth 1, medium cubes are worth 3, and big cubes are worth 5.



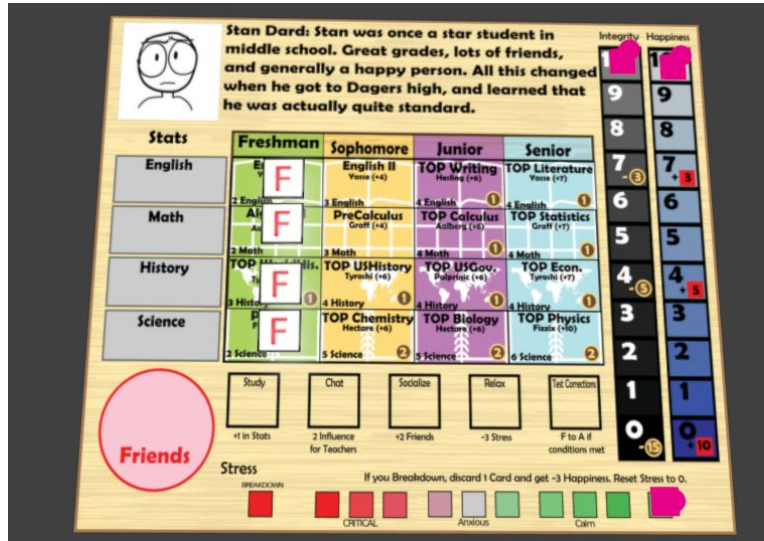
Sliding markers: Sliding markers help keep track of the stress, integrity, and happiness that a character will lose or gain throughout the game.



FUN Chips: These chips keep track of every player's FUN Score.

Image Coming Soon

Set up



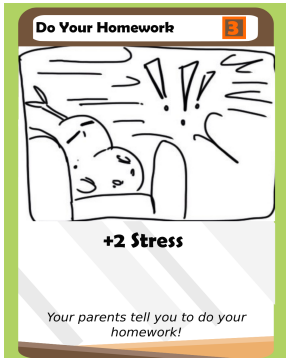
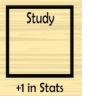
1. Give each player a player board and a set of plastic pieces.
2. Each player places a Grade Chip “F” side up on each Freshman year class.
3. Each player places three sliders found in their set of pieces on their board on the stress, happiness, and integrity tracks. This way, every player should begin with 0 stress, 10 integrity, and 10 happiness.
4. Shuffle the freshman event deck (the cards with the roman numeral I) and deal 5 cards to every player.
5. Shuffle the club deck. Draw clubs equal to the number of players from the Club deck and place them face-up in the middle.
6. Place the teacher board so that all players can access it.

The Turn

Players take turns going in a clockwise direction. The first player can be determined by selecting the person who most recently attended high school, or through some other random means. A turn consists of 5 phases:

1. Pass phase
 - a. The player may choose to pass. If they do, end the turn without playing a card.
 - b. Players that pass will not be able to take another turn until the end of the year. Once all players have chosen to pass, the year ends.
 - c. If a player has no cards in hand, they pass automatically.
2. Event phase
 - a. The player chooses a card in their hand and plays it. The text on the event card resolves. They then gain Sleep Points equal to the number written on the upper right of the card.
3. Main Action phase

- a. The player spends their Sleep Points to choose actions to execute (symbolized by a square, like shown to the right). Each action costs 1 Sleep Point.
 - i. Players may not take the same non-basic action (any actions on influence cards) more than once per turn.
- b. The player may choose to use teacher abilities or claim club leadership.
 - i. There is no limit on the number of teacher effects that can be activated, or on clubs that can be claimed during this phase.



Example turn: John Smith chooses not to pass. He then plays the event card, “Do Your Homework!” and gains 2 Stress. He then takes the action, “Study”, and chooses to increase his Math Stat by 1, while spending 1 Sleep Point. He then chooses to spend his remaining 2 Sleep Points socializing, thus giving John 4 Friends. This ends the Main Action phase. John does not want to use any Teacher Abilities or claim Club Leadership, so he ends his turn.

Keeping track of things

In order to keep track of sleep points, we recommend placing counting cubes on an event card when played, and moving them onto the action squares as those actions are taken. This way, players will be less likely accidentally forget how many sleep points they have! Counting cubes are also used to keep track of how many Friends, Teacher Influence, and Stats.

Years

The game is split into 4 years: Freshman, Sophomore, Junior, and Senior year. When all players have passed their turn, the year will pass and the next one will start. When the year changes, the event deck must be switched to the appropriate year. Every player must then place 4 new grade chips “F” side up on the player board to reflect the new year. Keep any old grade chips on the board.

Every player then takes the following in any order of their choice: yearly club effects, low happiness penalties, and any other end-of-year abilities. Players then are dealt a new hand and continue play. At the end of Senior year, the game ends.

Obtaining Resume points

Getting into college isn’t easy! Players must prove themselves worthy by getting good grades, leading clubs, getting teacher recommendations, doing well on the FUN, and writing senior essays.

End Game Scoring

The game ends once everyone has passed their turn senior year. Total everyone's resume points. The person with the most wins! The following are all sources of RP:

1. FUN scores
2. Senior Essays
3. Teacher Recs
4. Grades
5. Club Leadership
6. Some Influence Cards

Tie breakers:

1. The player with the most club leadership roles.
2. The player with the most "A" grades.
3. Gluiveya has made a special exception and accepted multiple players!

Stress and Breakdown

Stress is tracked through the Stress meter on the player board. Be careful: a player that exceeds 10 Stress will enter Breakdown! Upon entering Breakdown, immediately discard a card and lose 3 Happiness. The Stress slider is then moved to 0, and continues to gain Stress in the case of overflow.

Breakdown can happen during any phase on any player's turn. Note however that a passed player is not affected by event cards played by other players.

Discarding Without Cards

Each time a player must discard a card but has no cards in hand, they instead take a 7 RP penalty. Keep track of this by placing another player's counting cube on the character's picture. Because this is a significant penalty, it is to one's advantage to avoid discarding cards!

Friends

Friends are an important resource! They help players lead clubs and purchase Influence Cards. Whenever a player gains Friends, add them to the Friend Pool, unless otherwise stated. Players can never have less than 0 Friends.



Integrity

Integrity represents academic honesty. By being academically dishonest, one can get an unfair advantage. However, if a player's Integrity drops too much, they will lose resume points. The amount of Resume Points lost is written on the Integrity track. Integrity can never be recovered, so spend it wisely!



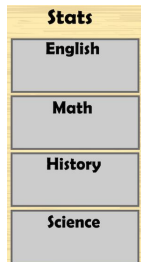
Happiness

Happiness represents how happy one is. Players start the game with 10 Happiness but may lose Happiness as time goes on. At the end of every year, players gain Stress if their Happiness is too low. The amount of Stress they gain is written on the Happiness track.



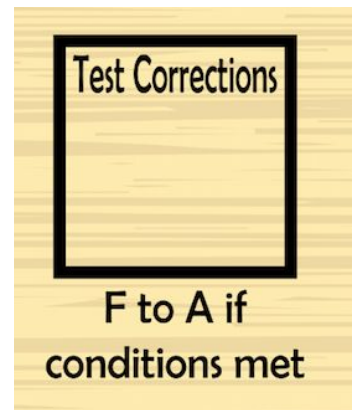
Stats

Students have several Stats that they can study throughout the year that are found on the upper left side of the player board. The stats are Math, English, Science, and History.



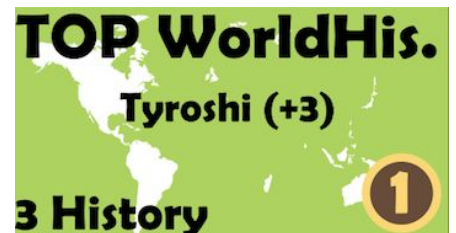
Test Corrections

Test corrections is a unique and important action. When test correcting, the player chooses a class on their board with a "F" grade where they have Stats equal or greater than the stat requirement. They then flip the grade chip to an "A" and lose the appropriate amount of Stats. They then gain the Teacher Influence bonus listed directly under the class name. A player may not take this action if they cannot validly correct any class. A player may not correct a class from a year other than the current one.



TOP Classes

TOP, or Teenage Opportunity Program, are special classes that are more difficult than others. However, they are also worth additional resume points, and often come with higher Teacher Influence bonuses. For example, TOP World History would give an additional 1 RP for having an A for a total of 2 RP.



Influence Cards

Influence cards represent special abilities that players can obtain. Influence cards either give a one-time instant effect or provide a special action that is kept for the rest of the game. Influence Cards can be drawn through Event Cards and the Tyroshi Teacher Ability. When an Influence Card is drawn it is placed face-up for any player to claim in a pile of drawn Influence Cards. A price is listed on each influence card directly under the title of that card, which must be paid to obtain it. Influence cards can only be obtained by the turn player, and a player may obtain any Influence Card that has been drawn but not claimed by another player.

Achievement cards

Achievement cards are special cards that become relevant later in the game. At the start of Junior year, the achievement Take FUN allows players to take the standardized test, the FUN, in hopes of gaining resume points. At the start of Senior year, the achievement Write Essay allows players to write college essays that will also gain them resume points.

The FUN

After the beginning of Junior year, players may take the FUN. Note that players can also take the FUN Senior year. The FUN is a standardized test that costs a Sleep Point and Stats to take. The first time a player takes the FUN, they must spend 5 Stats. Players only spend 3 Stats for any later attempts. When taking the FUN, a player rolls a 6-sided die. On a result of 6 or higher, the player will get a score of 36, which is worth 10 RP. A die result of 5 is a 35, and is worth 8 RP. A die result of 4 is a score of 34, and is worth 4 RP. Any other die result constitutes failure and no reward.

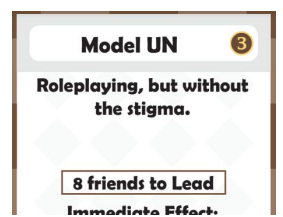
Writing Essays

After the beginning of Senior year, players may write Essays. In order to write an Essay, players must spend 1 Sleep Point and 2 English Stat. If they do so, they can draw an Essay card from the Essay deck face-up. Essays have a RP value and can have a special ability associated with them. At the end of the game, each player must choose 2 of their Essays to submit. They get the RP value written on those essay cards.

Club cards

Extracurriculars are an important part of building up a resume. By leading clubs, students can gain RP.

Leading clubs: The turn player may choose to lead an available club by spending the required number of Friends. They then obtain the Immediate Effect bonus. In this example,

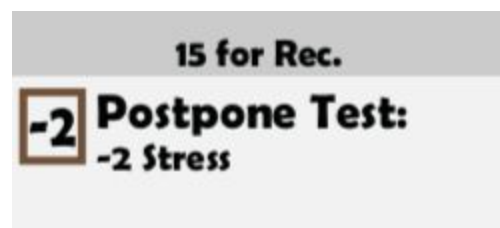


Model UN requires 8 Friends to lead, and would give the turn player 6 Hesling Influence for obtaining it. That player also gets the RP value written in the top right corner of the club card. At the end of each year, the player who owns a club will obtain the yearly effect written on the card.

Drawing Clubs: Whenever a club is drawn, it is placed in the center. It must be purchased in order to then be obtained. This represents the fact that clubs are easy to start, but getting people to join them is much more difficult!

Teachers

Teachers write recommendation letters as well as help students with their various abilities. The turn player can use teacher abilities by spending Teacher Influence that is written inside a brown box as shown to the right. In this example, by spending 2 Teacher Influence in



this teacher, the turn player can reduce their Stress by 2. In order to obtain a rec, the turn player can spend 15 Teacher Influence during Senior Year to get the RP value written in the top right corner of each teacher. Multiple players may obtain a rec from the same teacher, but a player may not obtain two recs from one teacher. Players can obtain a maximum of 2 recs.

Special Case Rules

- Players cannot play an event card that would put their Teacher Influence, Integrity, or Happiness below 0. However, they CAN play an event card that would reduce their Stress, Stats, or Friends to below 0. In this case, just set the Stress, Stats, or Friends to 0 and resume playing.
- Other players may play an effect that causes another player to lose more Integrity or Happiness than they have. In this case, set that player's Integrity or Happiness to 0 and resume playing.
- A player that passes their turn is no longer affected by event cards played by other players. Anything on their player board, or any of their Teacher Influence will not be changed if an effect is played, positive or negative.
- Classes from a previous year cannot be corrected.
- An effect that affects multiple players will affect the turn player first, and then affect players going clockwise. This could be relevant in cases where the effect calls for a decision to be made. Players who have passed do not participate in these effects.