



Introduction/Syllabus

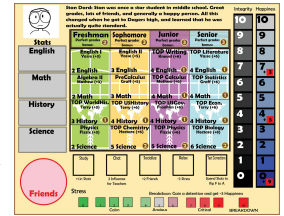
You play as a hyper-competitive student at the most competitive high school in the nation, Daggers College Prep. You've set your sights on getting into the highest ranked university in the world, Docufide University. However, you have rivals! You must not only be an extraordinary student, but bully and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

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

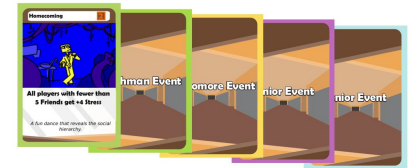
Players: 2-4

Components

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



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



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



3 Achievement cards: Achievement cards are cards that are put into play through special event cards. The “Take FUN” Achievement is put into play at the start of Junior year.



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



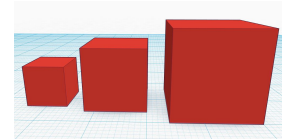
24 Club cards: Club cards represent the various activities that players will want to fill their resume with to impress college admission officers!



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



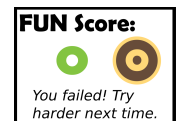
Counting cubes: Every player gets a set of small, medium, and large cubes that are used to keep track of things in the game. Small cubes are worth 1, medium cubes are worth 3, and big cubes are worth 5.



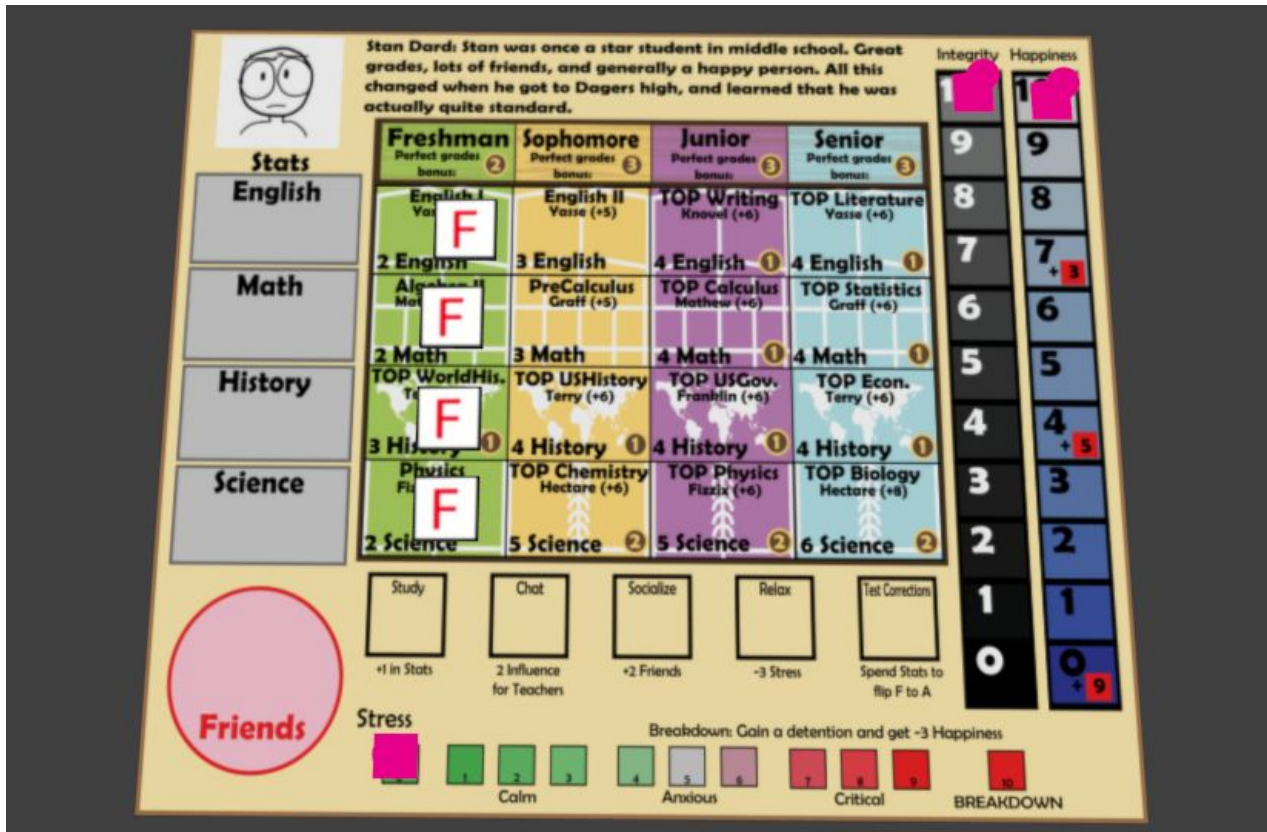
Sliding markers: Sliding markers help keep track of the stress, integrity, and happiness that a character will lose or gain throughout the game.



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



Set up



1. Give each player a player board and 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. Each player places one slider on the resume point track around the teacher board. Since each player starts with ten Integrity, each player begins with 10 resume points.
5. Shuffle the Essay deck and give 2 Essays to each player face-down.
6. Shuffle the freshman event deck (the cards with the roman numeral I) and deal 4 cards to every player. Each player then selects 1 card from the 4, and passes the rest to their left. They then repeat this process with the 3 cards passed to them by selecting one of those cards, and passing 2 cards to their left, until there are no cards left to pass.
 - a. Two players: Each player draws 6 cards instead of 4, and discards 2 of them face-down. Do not draft cards.
7. Shuffle the club deck. Draw clubs equal to the number of players and place them face-up on the table.
8. 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 was the most successful high school student, or through some other random means. A turn consists of 2 phases:

1. Event phase
 - a. The player chooses a card in their hand and plays it. The text on the event card resolves. They then gain Action Points equal to the number written on the upper right of the card.
2. Main Action phase
 - a. The player spends their Action Points to choose actions to execute (symbolized by a square, like shown to the right). Each action costs 1 Action Point.
 - b. During this phase the player may use teacher abilities, purchase available influence cards, or lead clubs (as long as they can afford them).



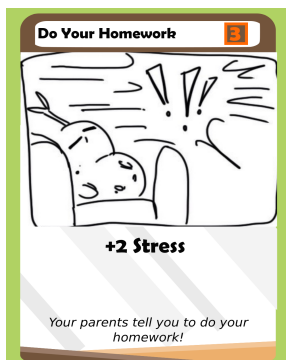
Important: note that you do not draw event cards to make up for ones you play. Instead, everyone plays cards from their hand until they run out of cards.

Serving Detentions

A player may decide to discard a card from their hand instead of taking their turn. This is considered “serving a detention,” and doing so allows the player to remove one detention from their character portrait.

Gaining Detentions

A player gains a detention by gaining 10 Stress and entering Breakdown. When a player breaks down, they lose 3 Happiness and place a counting cube on their profile picture. This is considered a detention. Each detention is worth negative five Resume Points, and can only be removed by serving a detention.



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 by spending 1 of his 3 Action Points. He then chooses to spend his remaining 2 Action Points socializing, thus giving John 4 Friends. 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 Action Points, we recommend placing counting cubes equal to the number of action points on an event card when played. By moving these cubes onto the action squares as those actions are taken, players will be less likely to accidentally forget how many Action 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 no longer have any cards to play, the year ends. Every player then takes their end-of-year effects in any order they choose, such as yearly club effects or low happiness penalties. Change the event deck to the appropriate year. Every player must then place 4 new grade chips “F” side up on the grades corresponding to that year. Keep any old grade chips on the board. Players then are dealt a new hand and continue play with the person to the left of the player that started in the last year. 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 Senior year ends, which happens when all players have played their last cards. Total everyone’s resume points. The person with the most wins! The following are all sources of RP:

1. FUN scores
2. Essays
3. Teacher Recs
4. Grades
5. Clubs
6. Influence Cards

Tie breakers:

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

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 begins the game at 10 and can never be recovered. Each Integrity is worth 1 RP, but spending them can give powerful effects.



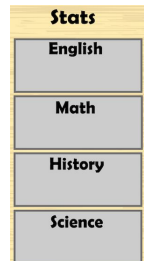
Happiness

Players start the game with 10 Happiness. At the end of every year, players gain Stress if their Happiness is too low. The amount of Stress gained is written on the Happiness track.



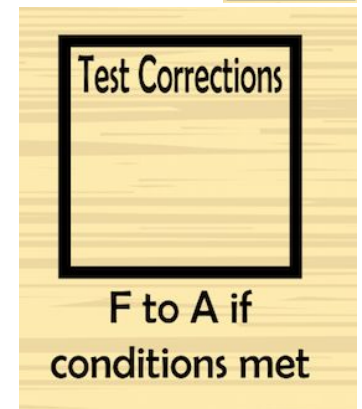
Stats

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.



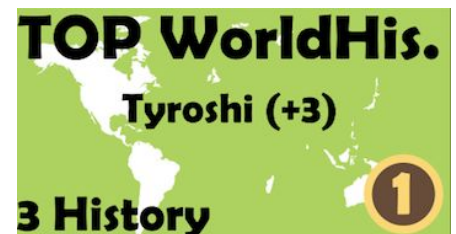
Test Corrections

When taking this action, 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

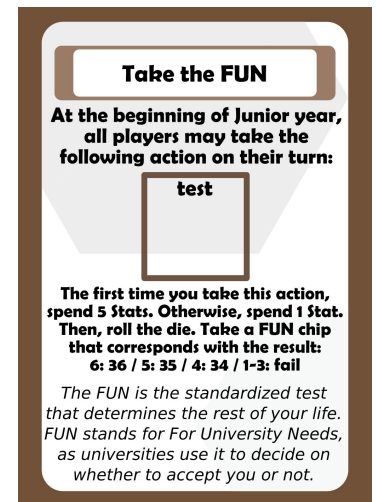
Influence cards represent special abilities that players can obtain. Influence cards either give a one-time instant effect or provide a special action that is kept for the rest of the game. Influence Cards can be drawn through Event Cards and the Terry Teacher Ability. When an Influence Card is drawn 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 an Action Point and Stats to take. The first time a player takes the FUN, they must spend 5 Stats. Players only spend 1 Stat 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.



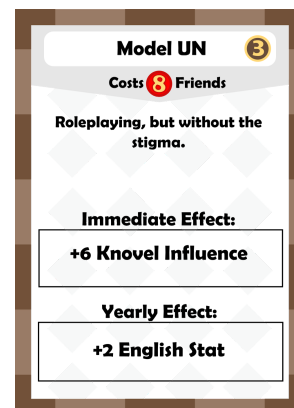
Essays

Every player is dealt 2 Essay cards at the beginning of the game. These Essay cards are kept face-down in front of each player. A player can flip one of their Essay cards face-up as long as it is their turn, and the condition on that Essay card is met. At the end of the game, every player gets the RP value written on all of their essay cards. This includes negatively valued essays, essays that are face-up, and essays that are face-down.

Club cards

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

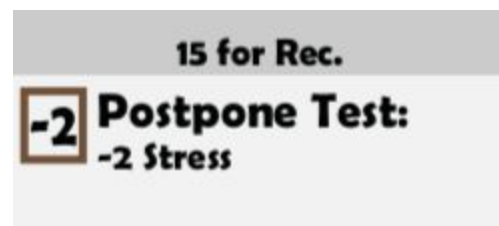
Leading clubs: The turn player may choose to lead an available club by spending the required number of Friends. They then obtain the Immediate Effect bonus. In this example, Model UN requires 8 Friends to lead, and would give the turn player 6 Hesling Influence for obtaining it. That player also gets 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. A player can purchase clubs from other players, but it costs 2 Friends more than the cost written on the card, and they would not receive the immediate effect.



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. Each teacher has an ability that the turn player can use by spending Teacher Influence. The amount of Teacher Influence that must be spent is written in the brown box. 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 the appropriate amount of Teacher Influence to get the RP value written in the top right corner of each teacher. Each teacher can only give 1 Rec: thus, it is possible to prevent other players from getting a rec in a teacher by obtaining it first! In addition, players may not use Chat to place teacher influence into a teacher that has another player's rec on it. They may still gain Teacher Influence with that teacher through other means, such as through correcting classes to As, and spend Teacher Influence to use those effects.

Special Case Rules

- A player cannot play an event card that forces them to 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.
 - Coding Club cannot be purchased by a player with less than 2 Integrity because this would set their Integrity to less than 0.
 - If an event card effect offers a choice, players must take an option that does not reduce their Teacher Influence, Integrity, or Happiness below 0. If both choices cannot be taken, then that player must choose one of them and execute it to the best of their ability.

- Other players may play an effect that forces 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 card that affects multiple players will affect the turn player first, and then affect players going clockwise.
- A continuous effect that has a condition, such as Teacher Gossip, will affect players that later meet that condition. A player who falls below 7 Integrity after Teacher Gossip has been played will no longer be able to use Teacher Abilities until the end of the year.
- If a Club or Essay would be drawn but there are no remaining Clubs or Essays in the deck, then nothing occurs. Do not reshuffle any clubs or essays that have been removed from the game back into the deck.
- The effect of Nostalgia includes any Freshman event cards that have already been played.