

GAME IDEA

Each player takes the role of a college student who has to pass as many exams as possible. Each player may ask for help to nerds, hack computers to change marks, donate gifts to teachers and even study but don't exceed with books! And beware, stress is just around the corner and stressed students cannot reach success...

CONTENTS

110 cards:

- 76 Cheat cards with light bulb icon
(16x Nerd – red, 14x Thief – violet, 14x Hacker – orange,
16x Gift – green, 16x Copycat – blue)
- 10 Study/Joker cards with books icon – brown
- 22 Stress cards with tornado icon – black
- 2 Special cards Semester End without icon

1 rulebook

SETUP

Remove from deck the two special cards.

Shuffle the remaining cards face down.

Deal each player **3 cards**. If a player gets a stress card, deal him another one until he gets a cheat card or a joker. During the game, players keep their cards face up in front of them.

Shuffle the deck thoroughly and put one special card over the last 10 cards of the deck. Finally insert the second special card approximately in the middle of the deck and place it face-down in the middle of the table.

The most nerd player starts the game.

PLAYING THE GAME

During his turn a player has to perform one of the following actions:

- A. Draw cards **or**
- B. Take an examination **or**
- C. Play stress card(s)

When a player ends his turn, the game proceeds with the next player in clockwise order.

A. Draw cards

The players can “study” for their examinations drawing cards from the deck **or** picking one face up card (cheat or joker) from the face-up pool. The face-up pool builds up when players draw or receive stress cards.

Drawing cards from the deck

When a player choose to draw from the deck, he draws the topmost card and place it face-up in front of him. Players can draw as many cards as they want and they can stop at any time.

Stress cards



If a player draws a stress card (black), he keeps the card face-up in front of him and must discard one of his face-up card (cheat or joker) and place it face up in the middle of the table (the pool). If he has no face-up cards, he must discard the topmost face down card from his victory pile (see "Take an examination" below). If he has no cards in his victory pile, he is lucky and he discards no card.

If a player choose to continue and he draws **another** stress card, he must discard two face up cards and his turn is over.

If the player has no face up cards left (or only one), he must discard the face up card (if any) and the topmost face-down card from his victory pile.

Picking one face up card

If a player chooses this second option he may pick any one card from the pool and his turn ends immediately.

B. Take an examination

If a student is not under stress for too much studying (the player has **no** stress cards face-up in front of him), he may try to take an examination. In order to take an examination a player must have at least **3 different** face up cheat cards in front of him. If he has more than three different cheat cards, he may choose the number and the type of cards to use (3 at least). The outcome of the examination depends on the number of **different** face up cheat cards he uses:



3 different cards

To take the exam the player must draw from the deck the topmost card.

If it's not a stress card he places it face up in the middle of the table (the pool) and the player is successful.

He claims all the three cards which he places face down aside: this is his victory pile. Important: The player may not look at the cards in his victory pile before the game ends.

Note: The player may decide in which order the cards go on top of his victory pile.

If it's a stress card he fails, he keeps the stress card face-up in front of him and his turn is over.

Attention: *If the player draws a special card, his turn is immediately over (stop the exam) and apply the effect of the special card.*



4 different cards

The player takes the examination easily without drawing any card from the deck and he wins all the 4 cards.



5 different cards

The player takes the examination with the top rank (sure, we are not joking!) and he wins the 5 cards plus another one (chosen from his face-up cards). If the player does not have a sixth face-up card, he wins only five.

Joker cards



A player may also use joker cards (brown) to take an examination with less different cards (example: 2 different cheat cards and 1 joker). A player may use as many jokers as he wishes but together with at least one cheat card.

Attention: *Joker cards must always be placed at the bottom of the victory pile.*

Practice an examination

When a player takes an examination and he is **successful**, any other player who is not under stress may practice that exam. Each opponent, in clockwise order, may claim one of his face-up card and put it in his victory pile.

The card must be a cheat card of the **same type (color)** of one of the cheat cards claimed by the current player (the cards just used to take the examination).

Note: It's not necessary to assign a specific color to jokers so if the current player uses one or more jokers to take an examination, opponents have a more limited choice of cheat cards when practicing that exam.

C. Play stress card(s)

Students may relax themselves (they need it after all this "study"...) and reduce their stress playing stress cards against other players. A player may play any number of stress cards but **only one** against each opponent.

A player who receives a stress card from an opponent must discard a cheat card (or a joker) of his choice from his face-up cards.

Stress cards played go to the discard pile; cheat and joker cards go face up in the middle of the table (the pool).

If a player has no face-up cards and he receives a stress card, he must discard, in the middle of the table, the topmost card he has in his victory pile. If his victory pile is empty, he simply discards nothing!

END OF THE FIRST SEMESTER

When a player draws the first special card from the face-down deck his turn ends immediately. After that the first half of the session is over.

Before starting the second half of the session, follow these rules:

1. **Each** player who is not under stress (starting with the current player and proceeding in clockwise order) may try to take one examination while opponents may practice as described above.
2. Every student goes on vacation so all face-up stress cards are discarded into the discard pile.



- All face-up cards which are in the middle of the table (the pool) are discarded into the discard pile.
- Each player keeps up to three face-up cards and the exceeding cards must be discarded into the discard pile. Players choose what to keep and what to discard.

After this procedure, the game proceeds with the next player.

GAME END

When a player draws the second special card from the face-down deck the game is over.

Before calculating the score, players who are not under stress (starting with the current player) may try to take their final examination while opponents may practice as described above.



SCORING

When final examinations are over, each player discards his face-up cards and reveals his victory pile. The cards inside the victory pile are sorted out by type (color) and the score of each group is calculated according to this table:

1 card	1 points
2 cards of the same type	3 points
3 cards of the same type	6 points
4 cards of the same type	10 points
5 cards of the same type	15 points
6 (or more) cards of the same type	21 points

Study cards (jokers) are worth zero! Remember? we told you... do not study too much!

Players add together the score of each group of cheat cards they have and that's their final score.

The player with the highest final score wins the game. If there is a tie, the winner is the player who has the most face-down cards in his victory pile (including jokers). If there is still a tie, the tied players share the victory!

Scoring example:

Joe has these cards in his victory pile: 4 orange, 3 blue, 2 violet, 1 red and 2 jokers. His final score is: $10 + 6 + 3 + 1 = 20$ points.