Rules

1. BASIC RULES
   - Players either pick or draw a random Player Card from Player Deck.
   - Pick a target amount for Study Points. Target of 10 points is recommended for a shorter game, while a target of 30 or higher is recommended for a longer game. The player who reaches this amount of Study Points wins the game at the end of the current round. Should two players reach the required amount of Study Points at the end of a round, the player with the most Patches wins instead.
     - You gain Study Points by passing exams. You need to attend and pass classes in order to pass exams. You need to gain enough motivation during free time to attend classes.
   - Turn order is determined by the amount of Study Points: the player with the lowest amount of Study Points starts, followed by the player with second lowest points and so on. At the start of the game and during ties players roll off to determine who goes first.
   - The game is played on a timetable, with slots being either classes or free time. Players take turns deciding their actions slot by slot as determined by the turn order.
   - The game includes multiple types of decks and type of cards.
     - Player Deck includes Player Cards that determine any attributes or special abilities you may have.
     - Class Deck includes Class Cards. Each class cards includes an MTV cost you must pay to enter the class and a difficulty class: You pass the class by rolling a value equal or higher than the written amount on a single die.
     - Item Deck includes various food items. Item Cards are shuffled back into the deck after they have been drawn. Any items players may have are instead recorded on their character sheets.
     - Old Money Deck is only included in the game if a player is playing with Old Money character. That player draws a card from this deck at the start of the week in addition to other cards. This card must be played during the week and it cannot be countered or blocked.
     - Event Deck is the largest deck in the game and includes multiple types of cards.
       1. Normal event cards are played during free time as determined by the turn order.
       2. Instant cards can be played at any time during free time or during a class.
       3. Mod cards are played upside down. A mod card is attached to a target Class Card on timetable. When choosing their actions for a class with a mod card, the player who played the mod card chooses their action last regardless of the normal turn order. The player reveals the mod card's effect before choosing their own action. Only one mod card can be played during a week.
       4. Invite cards target another player in addition to the player who plays the card. Both players are affected by the played card. Only one invite card can be played during a week.
       5. Some cards can counter or block a player's action or a card. If an action has been blocked, the targeted player cannot play any cards during that time slot. If a card has been blocked, then that card is discarded and shuffled back into the right deck. If a card counters another card, then the countered card has no effect and only the countering card's effect is applied.
     - Character Sheet includes Basic Actions. These follow the same rules as Event Cards and use the time slot in which they are invoked.
     - Many cards include a cost. If a player is unable to pay this cost for any reason, then instead of the card's effect being applied, the card blocks the player's action.

2. START OF THE WEEK
- Shuffle all the decks at the start of a week.
- Players start the week with the amount of motivation (MTV), health (HP) and money (€) written on their Player Card. These values also reset to their base values at the start of each new week. Players start the game with no items, brains (BRN), study points and patches. Keep track of your current statistics on your Character Sheet.
- At the start of a week players draw Class Cards from the Class Deck and place these cards on the timetable. Players draw one card at a time as determined by the turn order. These cards are then placed on any morning or afternoon slot on the timetable. Players keep placing cards until 7 class cards have been placed on the timetable.
- At the start of each day players draw cards from the Event Deck until they have 3 cards in hand. Before drawing these cards, players may discard and shuffle any Event Cards in their hand into the Event Deck.

3. CLASS
- A time slot with a class card is class time.
- You may only use instant cards or actions during a class.
- Players decide their actions as determined by the turn order.
- Each player must pay the MTV cost indicated by the class card in order to attend the class. By paying this cost the player may roll a single die to try to pass the chosen class.
- Player may pay extra MTV in order to increase their chance of success: for each extra point of MTV that a player pays, they may roll an extra die. Only the highest value die determines if the player passes a class.
- If a player passes a class, they gain 1 brain (BRN) point. BRN is used to pass an exam during the end of the week.

4. FREE TIME
- Time slot with no class card is free time.
- You may play an event card or use a basic action during this time in addition to instant cards or actions.
- First players must decide if they will play any invite cards as determined by turn order.
- Afterwards players must decide once again if they will use any other type of card or action as determined by the turn order.

5. END OF THE WEEK
- At the end of the week each player takes part in an exam. Exam is mandatory and cannot be countered or blocked for any reason or by any card.
- Each player rolls two dice. Count the result of these dice and your BRN value together: For every point above 10, you gain 1 Study Point.
- Your BRN value is reduced to 0 after the exam.
- While your MTV, HP and € reset at the start of the week, your items, Study Points and cards in your hand do not reset.

Card Icons and their types:
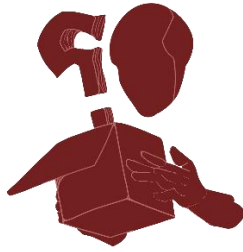
Event Card

Old Money Card

Food Card

Class Card

Player Card

In order to play you will also need at least 2 six-sided dice and a marker pen!