Rules

1. Shuffle all decks (separately).​
2. Players pick one character card each. Optionally, pick at random.
3. Pick the target study points for the game. Recommended target study points for a short game is 10, or 20 for a medium length game.
4. At the start of a week players take turns placing the top class card on a desired available slot on the timetable, 1 or 2 cards per day, on either the morning or day slot (Exam on Friday does not count as a card).​
5. Players start with motivation (MTV), health (HP) and money (€) according to the stats on their cards.
6. These stats also reset at the start of a week, meaning you may wish to use your resources before the end of a week.
7. Keep track of your current stats and items on your character sheet.
8. Turn order: at the start of the game, players roll 1d6, highest roll goes first (on a tie, fight to the death). On subsequent weeks, players with lowest study points go first.
9. At the start of a day, players draw event cards until they have 3 available.
10. All event cards also award the player with patches (for their imaginary overalls).​ Track these on your character sheet with other stats, you may need them.
11. Players then take turns to decide what they’ll do on the current time slot. First, if there’s a class card on the timetable, decide if you go to that class.
    * If there is a modifier (mod) card on a class, all players must decide if they’re attending before the modifier is revealed.
12. When going to class, your MTV changes according to information found on the class card.​
13. Roll 1d6 to see if your knowledge increases, difficulty check (DC) found on the class card.
14. If you clear this check, your brain (BRN) grows by 1.
15. When you choose not to go to class you can take a default action listed on your character sheet.
16. During empty time slots you can play an event card.
    * First, players take turns to declare if they’re playing invite-type cards. You can only play one per week. (‘Social Butterfly’ can instead play 3.)
    * After invite cards have or have not been played, players take turns to declare if they’re playing event cards.
    * Instant-type cards and modifier-type cards can be played whenever, but you can only play one modifier per week.
    * You cannot play an event card during class even if you skip.
    * All cards are discarded after use. (Re-shuffle decks as necessary.)​
      + Take care that event cards and ‘Old Money’ –specific cards are kept separate.
17. When you choose not to play an event card you can take a default action listed on your character sheet.
18. Exam: roll 2d6 and add your BRN to the result. Every point above 9 gives you a study point, up to a cap of 5 per exam.
19. Your weekend goes by in a drunken stupor, and your MTV, HP, € and BRN reset.
20. First player to hit the target study points wins! If two players hit the target at the same time, the player with the most patches wins. If the tie remains, fight to the death.