

Manual of “Rick’s University Days”

Basic Information

- ▶ It’s a game about Rick when he studies medicine in the University, and the story is about his competition with Ricks from other realities to achieve the highest amount of victory points.
- ▶ The game is also directed towards increasing the medical knowledge of the players in an exciting way.
- ▶ Genre: Board game
- ▶ Platform: Telegram bot, Android, physical board
- ▶ Age restrictions: NONE

Player Stats:

- ▶ **Age:** starts with 20, has no function other than showing when the game will finish. The game ends when the age of all players is 90. THE GAME WILL LAST NO MORE THAT 70 TURNS.
- ▶ **Projects:** players start with 1, have two “investigative” and “treating” types and each treating project, needs an investigative project as a precursor.
 - ✓ **Investigative projects:** INCLUDE THE FOLLOWING INFOs: 1. Name and icon of the disease 2. The amount of reward it grants the completer. (money, honor, passion) 3. The fact that it is an investigative project!
- Use **Causes** or **Transmission ways** (how the disease transmits to others) cards.
 - ✓ **Treating projects:** INCLUDE THE FOLLOWING INFOs: 1. The numeral range and type of the cards that can be used in the project. 2. Name and icon of the disease 3. The amount of reward it grants the completer. (money, honor, passion) 4. The fact that it is a treating project!
- Use **Symptom** or **treatment** cards.
- Either test it on yourself or on an animal with an **animal test subject** card.
- (Optional) Use **Marketing** card to sell treating project.
- ▶ **Cards:** players start with 2, have six types (all the six types are already explained right above), 2 for investigative projects (**causes** and **Transmission way**), 2 for treating project (**Symptom** and **treatment**), one is **animal test subject** and the other one is **marketing** card to sell a treating project at a high price. ALL INCLUDE THE FOLLOWING INFOs: 1. The price of the card (money, honor, passion) 2. Name and Icon 3. A number is assigned to every card from 1 to infinite. Beware that **animal test subject** and **marketing** don’t have numbers!

Point1: Beware that **animal test subject** and **marketing** will be discarded from the whole game once used.

Point2: when a numerated card gets successfully assigned to a project, they cannot be reused on another project. But they will return to you when a project is either completed or sold.

- ▶ **Passion:** starts at 50, get from granting cards or projects or completing projects, spend on buying cards, projects with the permission of the owner or using **animal test subject** card.
- ▶ **Money:** Starts at 50\$, get from selling cards or projects, spend on buying cards or projects with the permission of the owner.
- ▶ **Honor:** Starts at 50, get from granting cards or projects or completing projects, spend on taking projects without the permission of the owner.
- ▶ **Victory points:** {See the next part.}
- ▶ **Characters:**

Rick's Toxins: **Victory points = Money**

- ✓ **Special ability:** Can test all of the treatments on himself without any damage to his health and can sell **animal test subject** cards at double price.
- ✓ **Special weakness:** has no passion



Tiny Rick: **Victory points = passion**

- ✓ **Special ability:** Can see the content of every other player's projects and they passion he gains from the project is the summation of passion and honor of every project.
- ✓ **Special weakness:** lose more passion when using **animal test subject** card.



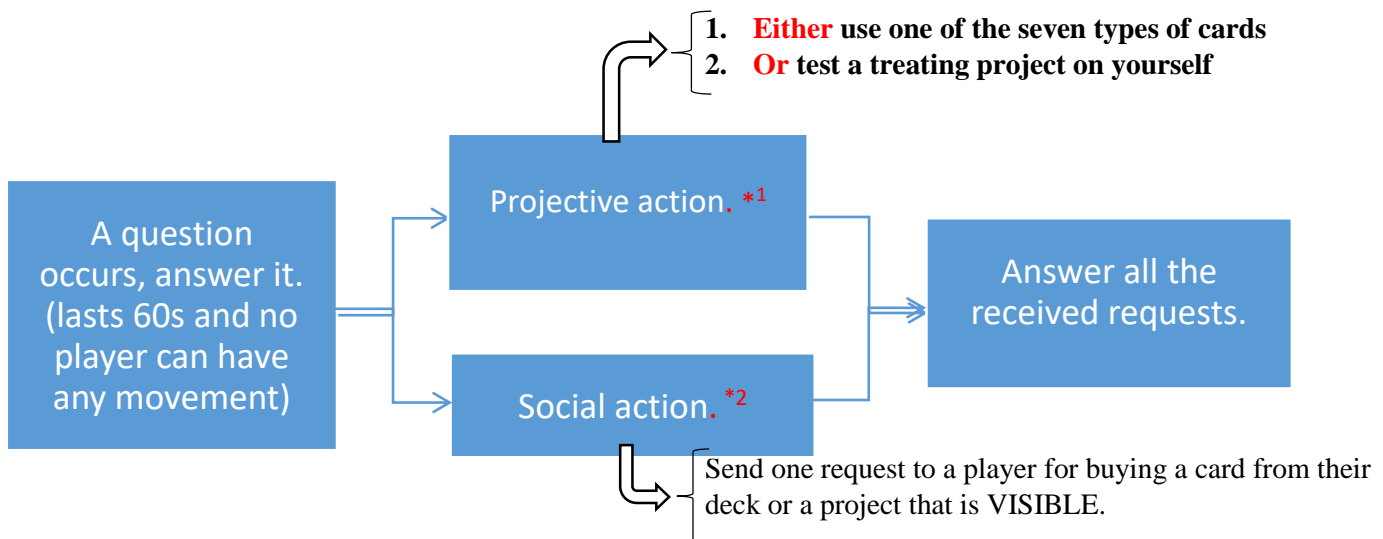
Nazi Rick: **Victory points = Honor**

- ✓ **Special ability:** kill the victory points of any player in exchange for giving a free card to any player.
- ✓ **Special weakness:** starts with zero money.



POINT: Special abilities can be used as many times as the player pleases, but the first time they use it, they have to reveal their character and amount of passion for the rest of the game.

Actions: In every turn all the players simultaneously start doing:



When the **turn begins** all the players begin their actions in real-time mode, when all the players press **Finish turn button**, the **turn ends**, one **year passes**, one **question occurs** and after the question, the **next turn** begins.

Some key points about the actions:

- **Questions:** are general questions about medical or biological knowledge of the players. IF ANSWERED CORRECTLY: you gain from one to three card(s) or a project. IF ANSWERED INCORRECTLY: **randomly** another player gets the card(s) or the project.

- ▶ Between *1 and *2, both/none can be done to pass the turn. There is no restriction about having you to make at least one move, but you have to answer all the requests.
- ▶ Requests, can be answered in two ways: 1. You accept the deal 2. You reject the deal **IF YOU DON'T ANSWER ALL THE RECEIVED REQUESTS, THE TURN WON'T PASS, IT STOPS UNTIL YOU DO ANSWER THE REQUEST.**
- ▶ To make a request you have to make TWO STATEMENTS: 1.what (card or project) to request 2.how to pay for the card or project (money(**the other player gets money with the identical amount**), honor(**the other player get passion with the identical amount**), passion(**the other player gets honor with the identical amount**))
- ▶ If a request is made to you by resource X (from the three money, honor, passion resources), then you have FOUR OPTIONS: 1. Accept the deal 2. Reject the deal 3. I agree if I gain resource Y 4. I agree if I gain resource Z.
The choices 1 and 2 don't require explanation! But for choices 3 and 4: That other player has three options: 1. accept the new condition (if it's impossible for the player, this option is doesn't exist) 2. reject the whole deal 3. State inability and insist on his/her deal.
- ▶ Every time that a project is bought, the price will increase by 40.
- ▶ Every time that a card is bought, the price will increase by 10.
- ▶ **A CLARIFICATION: each project has a price, which is for dealing and a reward which will be gained after completion... so mind the difference.**

Transparency Rules

- A. Characters and the passion of the players is not known. They get revealed till the end of the game once they use their power.
- B. All the cards that are owned by the players are visible to everyone.
- C. Projects have two states: VISIBLE or HIDDEN. The projects have entered the game are hidden by default. They get visible by choice of the owner or when they're completed. When they are visible, they can be sold and definitely can't be turned back to hidden state to the end of the playthrough.