



Rulebook - Prototype Edition

A 1-4 player game by Jorge Zhang

Orientation

“Greetings new students, and welcome to Daggers High! I am your principal, and I’d like to say a few words about the fine institution you find yourselves at. Here at Daggers High, we believe that success comes from cutthroat competition and a complete dedication to academics. That’s why I believe that all of you should work hard and strive to be the valedictorian of your class. It is this philosophy that led us to be the best high school in the nation, and I expect you all to maintain this minimum standard of excellence. As you work hard to get good grades, you will undoubtedly feel stressed. Do not worry, this is normal and actually quite healthy. It is a process called learning. Whatever you do, do not ever attempt to

cheat. Academic dishonesty always seems like the easy way out, but you will lose your Integrity in the process. Allow me to propose an alternative to cheating. You must realize that not every student is meant for greater things. Instead of cheating, I compel you to lower your expectations for your future. And now I must bring up a sensitive topic. Recently, Daggers High has been facing some inconvenient budget issues. If these persist, we may have to sell my — I mean our — golden plated office and fleet of luxury school buses. That’s why I hope you remember how much Daggers High prepared you for the real world once you graduate. At that point in time, I hope you will choose to make a large donation. I bid you the best of luck over the next four years: you’ll certainly need it!” - Franklin, Principal of Daggers High

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Components

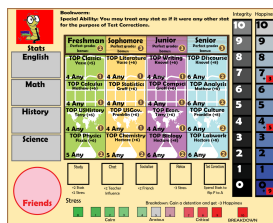
- 4 double-sided Player Boards
- 1 Teacher Board
- 84 Event Cards (21 Event Cards per year)
- 24 Club Cards
- 24 Influence Cards
- 24 Essay Cards
- 3 Achievement Cards
- 144 8 mm Cubes (36 per player)
- 32 10 mm Cubes (8 per player)
- 40 12 mm Cubes (10 per player)
- 30 Sliding Markers (6 per player + extras)
- 64 Grade Chips
- 8 FUN Chips
- 1 Six-sided Die

Game Overview

Beginning with the Freshman year Event Deck, players draft hands of Event Cards. Players play these Event Cards from their hand to gain action points. With these points, they take actions to gain resources, which are strategically spent to gain Resume Points (RP). Once all players have exhausted their hands, a new hand is dealt with the Sophomore Deck. At the end of Senior Year, the game ends and the player with the most Resume Points is declared the winner.

3 Resume Points look like this.

Player Board



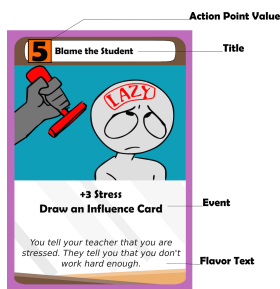
The front sides are identical while the back sides feature unique characters with special abilities.

Teacher Board



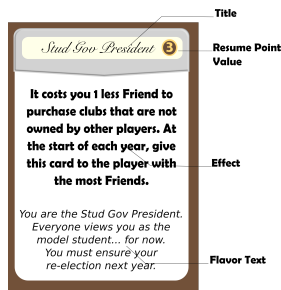
This board is in the center of the playing area. Teacher Influence is placed here. See “Teachers” on page 10.

Event Cards



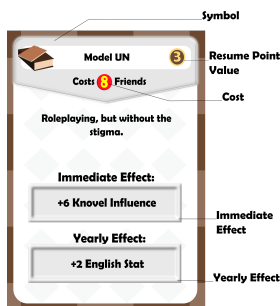
Event Cards have an Action Point value and an event. Players begin their turns by playing an Event Card. The event occurs immediately before actions are taken.

Achievement Cards



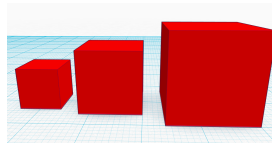
Set the 3 Achievement Cards to the side for now. At the start of Junior Year, place the “Take Fun” Achievement in the center to remind players that they may take the FUN.

Club Cards



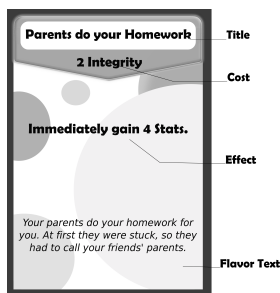
See “Club Cards” on page 7.

Player Cubes



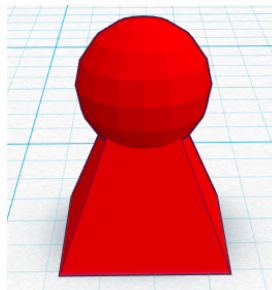
Each player gets a set of cubes to keep track of their Friends, Stats, and Teacher Influence. The small, medium, and large cubes are worth 1, 3, and 5 respectively.

Influence Cards



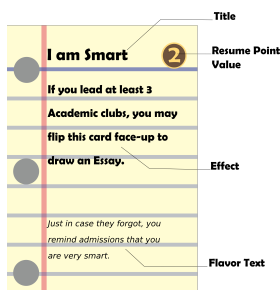
See “Influence Cards” on page 9.

Sliders



Each player gets 6 Sliders. Sliders keep track of Stress, Happiness, and Integrity tracks. They also are used to keep track of RP and Teacher Recommendations.

Essay Cards



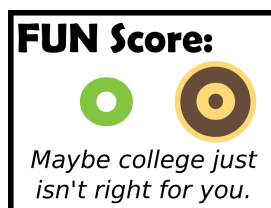
Players begin the game with 2 Essay cards and can obtain more by flipping them face-up. Players gain the RP value of all Essays, regardless of whether they are face-up or face-down. See “Essay Cards” on page 10.

Grade Chips



Grade Chips are used to show whether a player has an A in a class or not. At the beginning of each year, players place 4 Gradechips F side up on their classes.

FUN Chips



The FUN is a standardized test, the most accurate measurement of a human being’s worth. Give FUN chips to players who take the FUN. You can retake the FUN and keep the highest score.

Set Up

For single player rules, see page 11.



1. Set Up Teacher Board and Clubs: Place the Teacher Board in the center of the play area. Shuffle all Club Cards together and draw Clubs equal to the number of players.

2. Place Player Boards and Pieces: Give each player a Player Board and a set of pieces. Each player places sliders on 0 Stress, 10 Happiness, 10 Integrity, and at 10 on the RP track around the Teacher Board (since each Integrity is worth 1 RP). They also place 4 Grade Chips F side up on their Freshman classes.

Note: Players looking for an additional twist may agree to play with the special characters on the back-side of their Player Board. The special characters are designed to be played among themselves.

3. Deal Essays: Shuffle all Essay cards together and deal 2 to each player face-down. Players may look at these cards. Place the remaining Essay Cards in the central play area.

4. Deal Events: Shuffle all Freshman Event Cards together and deal 4 to each player.

5. Drafting: Players simultaneously select 1 Event Card to keep and pass the remaining cards to their left. Repeat this process until all Event Cards have been drafted.

6. Place Influence Cards: Shuffle and place the Influence Cards in the central play area.

7. Select First Player: The first player is the most successful student in high school. If this is unclear, choose a first player randomly.

Two Player Rules

In a two player game, remove the following Influence Cards from the deck: Nasty Rumors, Cyber Bullying, Mentally Scar, and Extortion. Do not draft Event Cards. Instead, each player draws six event cards and chooses two of them to discard.

The Turn

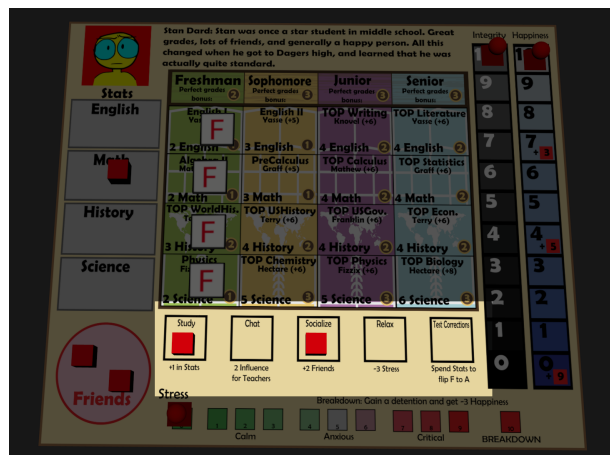
Starting with the first player and continuing to the left, each player takes turns until all players are out of cards.

Play a card

The start of each turn begins with a player selecting a card in their hand and playing it in front of them (or discarding it to serve a detention). The event immediately occurs. The player then gains Action Points equal to the Action Point value of the Event Card.

Note: Turns can be complicated. You may wish to place cubes on top of an Event Card you played to represent the number of actions you have remaining, and move them from your Event Card onto the actions on the Player Board as you take subsequent actions.

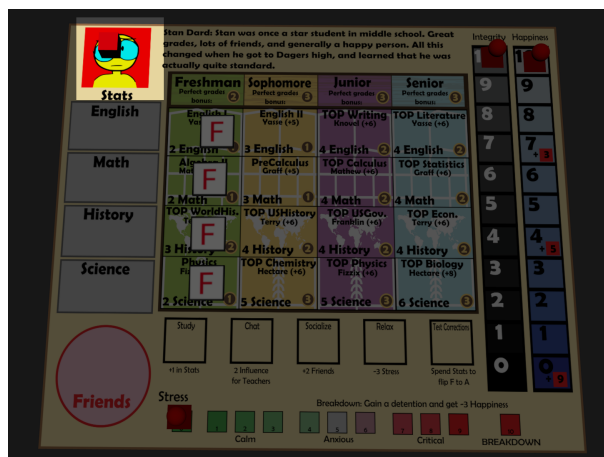
Take Actions



The player whose turn it is spends their Action Points to take actions on their playerboard. They may take the same action more than once per turn. They may also use teacher abilities, purchase available Influence Cards, purchase available Club Cards, flip Essay Cards face-up, or obtain a Teacher Rec (Note that these do not require the player to spend Action Points).

Note: Do not draw Event Cards at the beginning or end of the turn. Players play cards from their hand until all players run out of Event Cards and the year ends.

Gaining and Serving Detentions



Players gain a detention each time they Breakdown (see page 8). Mark detentions by placing a cube on the character profile on the Player Board. Each detention is worth -5 Resume Points, and can only be removed by serving a detention.

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.

End of Year

When all players have played all 4 of their Event Cards, the year ends. The four years of Daggers High are Freshman, Sophomore, Junior, and Senior year. Put the current deck to the side and then shuffle the Event Cards of the next year.

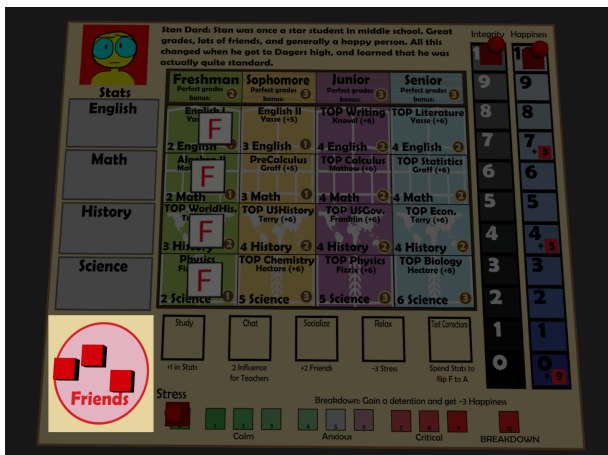
End of Year Effects

Players may have effects that occur at the end of the year. These include Club yearly effects, low Happiness penalties (see page 8), and the effects of some Influence Cards. You may choose to take end of year effects in any order.

Deal new cards

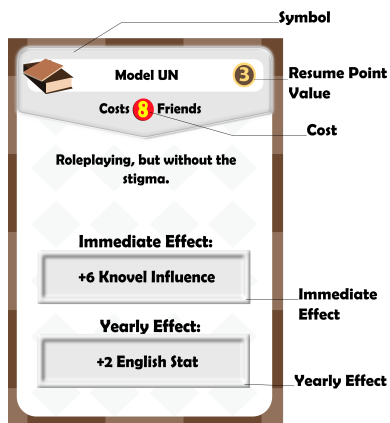
Deal 4 new Event Cards to each player. Players now draft new Event Cards. Once cards have been drafted, the player to the left of the first player from the last year begins play.

Friends



When you gain Friends, place them on the lower left area of the Player Board labeled “Friends”. On your turn, you can spend these Friends to purchase a Club or Influence Card (this does not cost an Action Point).

Clubs



Whenever a Club is drawn, it is placed in the central play area next to the Club deck. On their turn, players may purchase Clubs in the central play area with Friends for the Club cost written under the title of each Club. Once purchased, players place the Club in front of them to designate that they own that Club. They also gain an Immediate Effect written in the box labeled “Immediate Effect”, which is a small bonus that can be Stats, Teacher Influence, or another effect (the Immediate Effect is mandatory). That player also gains Resume Points equal to the RP value of that club as long as they own that Club (this value can be

negative). At the end of each year, the player who currently owns the Club receives the Yearly Effect.

Purchasing Clubs from Others

Players may purchase Clubs that other players own. Purchasing a Club from another player costs the original cost plus an additional 2 Friends. Players do not gain any Immediate Effect for purchasing another player’s club, but still retain the yearly effect and RP bonuses.

Club Types

There are 4 different types of clubs. These types can be important for certain Essay cards or other effects.

Academic Clubs



Academic Clubs have the books symbol. There are 9 Academic Clubs.

Recreational Clubs



Recreational Clubs have the computer symbol. There are 6 Recreational Clubs.

Sport Clubs



Sports have the basketball symbol. There are 5 Sports.

Artistic Clubs

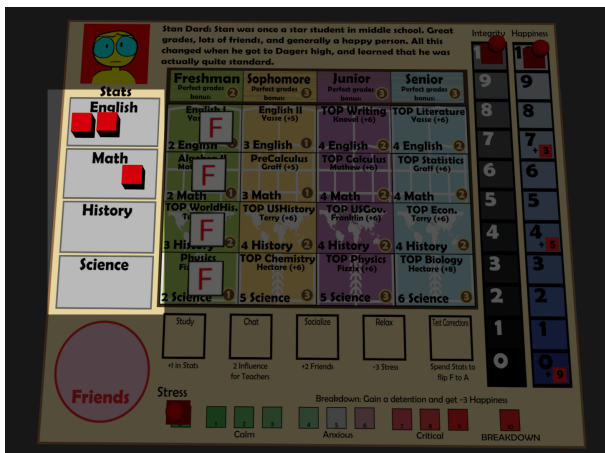


Artistic Clubs have the craft symbol. There are 4 Artistic Clubs.

Example of Clubs

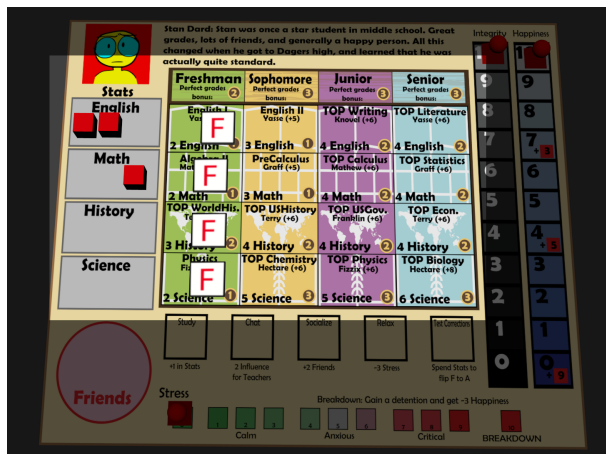
Stan Dard begins his turn by playing the Event Card, Party or Study. The effect occurs, and Stan chooses to gain 4 Friends. He then Socializes 2 times and gets another 4 Friends. He now has 8 Friends. He purchases Model UN by spending his 8 Friends. Stan gains 3 RP. He also gains the immediate effect, +6 Knovel Influence. At the end of the year, the player who owns Model UN will get the yearly effect: 2 English Stat.

Stats



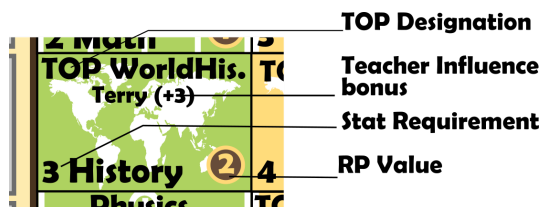
There are 4 different Stats. When you gain Stats, place them on the left side of the Player Board labeled "Stats" in the appropriate area (for example, place Math Stat in the box labeled "Math"). If the Stat is not specified, you may place it in any Stat box. On your turn, you can take the action "Test Corrections" to spend Stats and flip any class to an A.

Classes



Classes can be found in the center of the Player Board. Every class begins as an F. The main way to get As in a class is to Test Correct a class with the "Test Corrections" action.

Test Corrections



The requirement to Test Correct a class is written in the bottom left corner of each class. Upon Test correcting a class to an A you must spend the required amount of Stat, gain the Teacher Influence bonus, and gain Resume Points.

The Teacher Influence bonus is written under the title of each class while the Resume Point bonus is written in the lower right corner of each class.

TOP Classes

TOP Classes, or Teenage Opportunity Program Classes, are college-level curriculum that impresses colleges very much. TOP classes tend to be harder to Test Correct, but generally give higher Teacher Influence and RP bonuses.

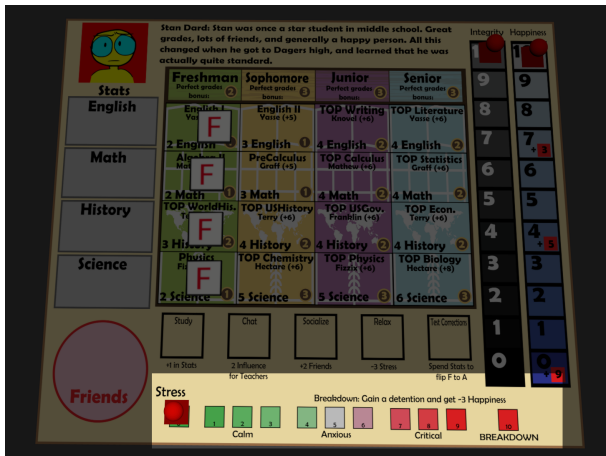
Perfect Grades Bonus

If you get straight A's in a year, you get a Resume Point bonus. This bonus is worth 2 points Freshman year, and worth 3 points for each other year. The bonuses are written on the Player Board. You may obtain multiple perfect grade bonuses for having straight A's in more than one year.

Example of Test Corrections

Stan Dard begins his turn by playing the Event Card, Pacer Test. The effect of Pacer Test triggers, causing Stan to gain 4 Stress. Stan now has 4 Action Points from playing Pacer Test. He decides to study 3 times and places 1 cube in Math Stat and 2 cubes in English Stat to represent the 3 Stats. Stan now notices that he has enough English Stat to Test Correct English I to an A, because the requirement in the lower left corner is 2 English Stat. Stan's fourth action is to Test Correct. He decides to Test Correct English and flips it to an A. Now, Stan must remove 2 English Stat from his board. Stan also gets 3 Yasse Teacher Influence as a bonus as well as 1 Resume Point.

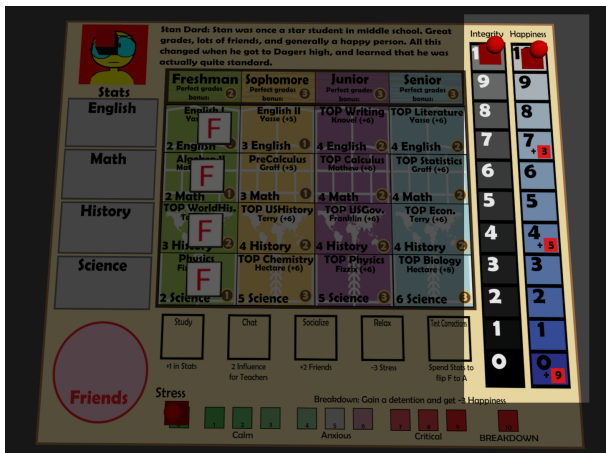
Stress and Breakdown



Stress begins the game at 0 and can go up to 9. If Stress ever reaches 10 or greater, immediately move the Stress slider back to 0 and lose 3 Happiness. This is called a breakdown. Then, place a detention on your character profile (see page 5).

Note: Stress can be reduced through the Relax action or through Fizzix's Teacher Ability.

Happiness and Integrity



Players begin the game with 10 Integrity and 10 Happiness.

Happiness

At the end of the year, each player takes Stress Penalties depending on their Happiness. The Stress penalties are +3 Stress for having a Happiness between 5-7, +5 Stress for Happiness of

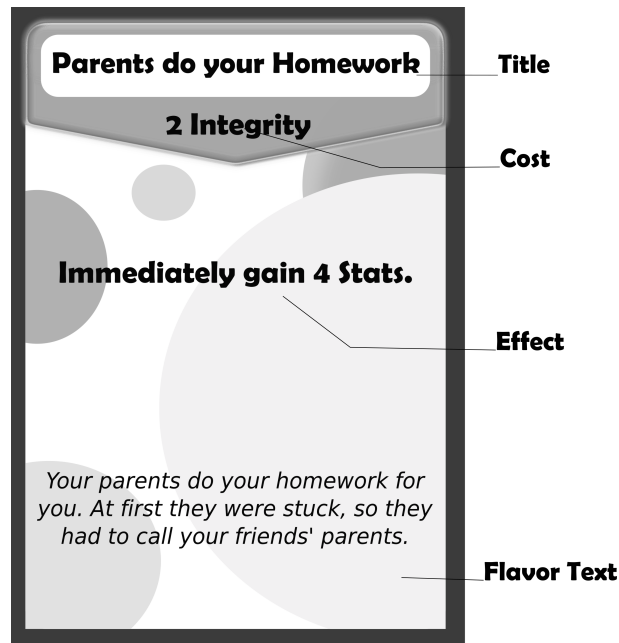
1-4, and +9 Stress for Happiness of 0.

Note: Happiness may be regained through Knovel's teacher ability.

Integrity

Each Integrity is worth 1 Resume Point. Integrity may never be recovered.

Influence Cards



Influence Cards that are drawn are placed next to the Influence deck in the central play area. Players may purchase Influence Cards on their turn. An Influence Card that is purchased must be immediately used. There are 3 types of Influence Cards.

Pandering Influence Cards Pandering Influence Cards cost Happiness to purchase and have a bright yellow border.

Cheating Influence Cards Cheating Influence Cards cost Integrity to purchase and have a dark grey border.

Bullying Influence Cards Bullying Influence Cards cost Friends and have a deep red border.

Teachers



When you gain Teacher Influence, place it on the Teacher Board on top of the appropriate teacher.

Teacher Abilities

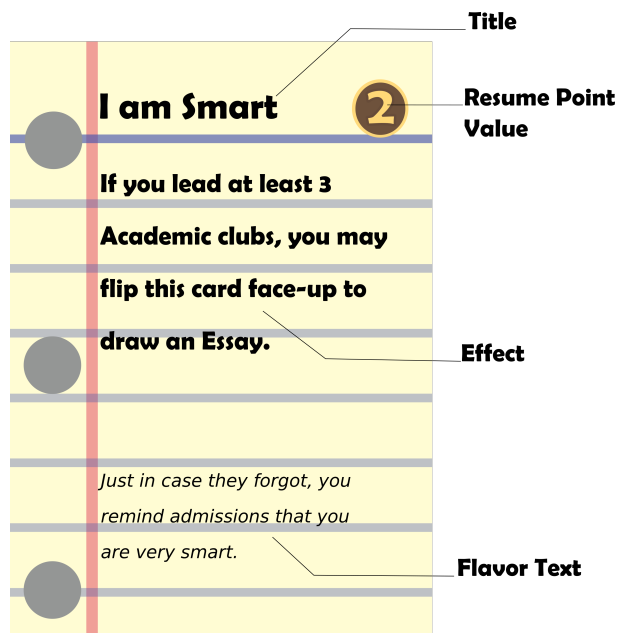
Each Teacher has a Teacher Ability that can be used on your turn (using Teacher Abilities does not cost an action). The Teacher Ability cost is written in the bottom left corner of each Teacher, and costs that number or Teacher Influence to use. There is no limit on how many Teacher Abilities you can use on your turn: provided that you have enough Teacher Influence.

Recommendations

Each Teacher can give out 1 letter of recommendation. There is no way to lose a Rec. Once a player obtains a Rec from a teacher, other players may not also obtain a Rec from that teacher. In addition, other players may not use Chat to place teacher influence onto that teacher. They may still gain Teacher Influence through other means, such as through correcting classes to As. Teacher Recs are worth a significant amount of RP, but cost a large amount of Teacher Influence. The cost to purchase a Rec is written at the bottom of the portrait.

Note: Each player can obtain a maximum of 2 Recs.

Essay Cards



Each player begins the game with 2 face-down Essay cards (they may look at their face-down Essays). Players gain the RP value of all Essays, regardless of whether they are face-up, face-down, or negative. Note that face-down Essays are considered hidden information, and should not be tracked on the RP track until the end of the game.

Note: When drawing Essays, place them face-down in front of you.

Flipping Essays

Each Essay Card has an effect that allows it to be flipped face-up if a condition is met, or if the appropriate cost is paid. After being flipped, execute the rest of the effect of the Essay (this can include giving the Essay to another player, drawing a new Essay, or some other effect). Flipping an Essay face-up does not cost an action, and can only be done on your turn. Once an Essay is flipped face-up, it cannot be flipped again.

The FUN

The FUN, or For University Needs, is a standardized test. During Junior or Senior year,

players may choose to use the Take FUN action. This action costs 5 Stats the first time it is taken, but costs 1 Stat for any subsequent attempts. Each time a player attempts the FUN, they roll a die and get a FUN chip based on the die roll result. On a roll of 1-3 they get a FUN chip of 0, on a roll of 4 a 34, on a roll of 5 a 35, and on a roll of 6 a 36. These FUN chips are worth 0, 4, 8, and 10 RP respectively. When re-taking the FUN, always keep the highest score.

Single Player Rules

The single player variant can be a good way to learn the rules and gives a different experience from the normal game. Remove the following cards from the Essay deck: Favorite Book, Political Essay, Bribe, Submit Picture, and Wrong Name. Remove all red Bullying Influence Cards from the deck.

Set up the game normally, except do not deal out any Event Cards, and draw 2 Clubs instead of 1. Instead of taking normal turns, you draw the top card of the Event deck and play it instead. Execute the effects of these Event Cards to the best of your ability, even if they mention other players. Each year ends once you have played 4 Event Cards from that year. At the end of four years, you get one of the following life trajectories based on your RP total:

40 RP or less: You end up homeless.

41-70 RP: You enroll into Community College.

71-100 RP: You get into a highly ranked college.

100 or more RP: You get into the best University in the world, Docufide University.

Rulings and Special Cases

- Players cannot play an event card that would cause themselves to lose more Integrity or Happiness than they have (they may still discard them through serving detentions). In addition, players may not choose any option that would cause them

to go below 0 Happiness or 0 Integrity unless no other options exist.

- An effect that calls for multiple people to make a choice will affect the player to the left of the turn player first, and then affect players going clockwise.
- Teacher Gossip will cause a player who falls below 7 Integrity after Teacher Gossip has been played to 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.
- Yes, Valedictorian is worth 0 points.
- If Stud Gov Election is played and two or more players are tied for having the most Friends, nothing happens. If Stud Gov President is in play and two players are tied for the most Friends at the start of the year, then Stud Gov President stays with the player who currently owns it.
- A player caught purposely cheating loses 2 Integrity (woah, meta).

Scoring

One of the intentional design elements of Daggers High is the ability for players to easily calculate their Resume Points at the end of the game. You are encouraged to recalculate your Resume Points using the scoring guide found on page 11. For fun, we encourage the winner of each game to leave behind a short Senior quote at the end of each game in the last page of the rulebook.

Ties

If there is a tie in Resume Points at the end of the game, the player with the most A grades wins. If there is still a tie, then all tied players win!

Scoring Guide

The following is an example of a chart you may use to help calculate your Resume Points. Feel free to make copies of this page if you wish.

Class of _____ (mm/dd/yy)

Name:

Grades				
Clubs				
Recs				
Essays				
FUN Score				
Integrity				
Detentions				
Summer Programs				
Lie on the Resume				
Stud Gov President				
Total:				

Game Credits

Game Design: Jorge Zhang

Game Development: Chenshu Yu

Art: Paulina Kozlowska and Lana Millman

Graphic Design: Eric Say

Lead Playtester: AJ Brown

Playtesting: David Hafner, Ben Hafner, Lucas Pauker, Jack Mchugh, Liam Schumm, David Petre, Jacob Isaacson, Jonathan Zhanay, John Gramila, Kevin O'kelley, Zach Moore, Caleb Schmidt, Sarel Valentin, Yujing Chen, Audrey Pettigrew, John Blalack, Lucy Mangalapalli, Sam Weber, Madelyn Moy, Sarah Tani, Allegra Minor, Michael Haran, Brandon Smithson, Perry Sun, Michael Caines, Jerrick Tran, Nina Li, Sean Millman, Patrick Demichele, Craig Mayr, David Maletsky, Hunter Katcher, Christian Pedone, Justin Williams, Sarah Williams, Abigail Best, Gregory Fleischman, Jim Zadel, Richard Dale

Senior Quotes

The winner of each game may wish to leave a senior quote on this page for everyone else to see.
Class of December 15th, 2018. "This is an example quote." - yourname.