

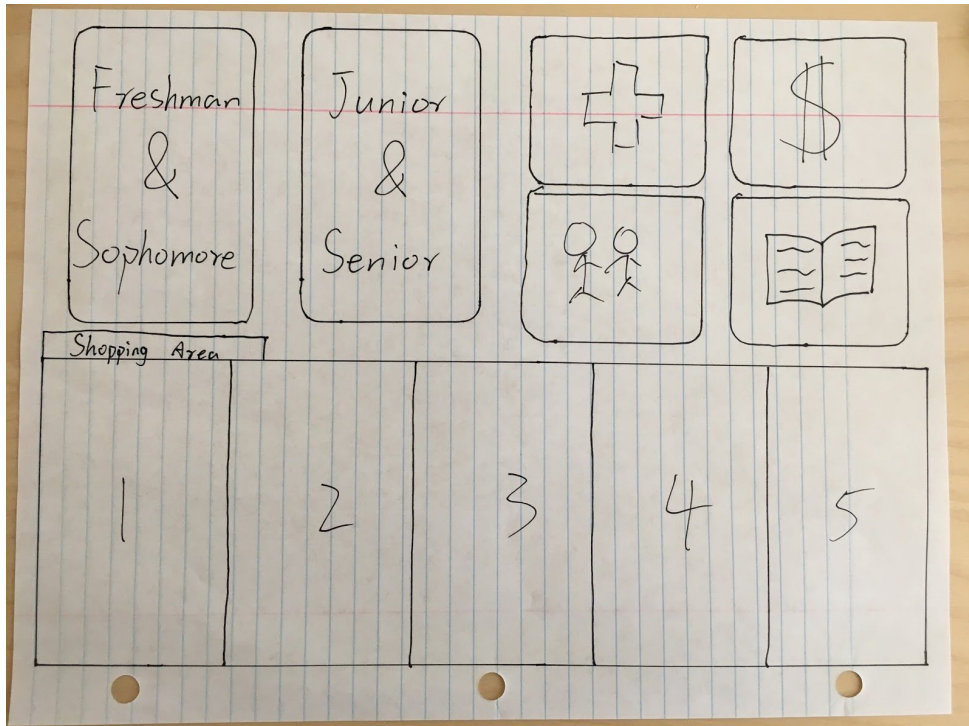
Group members: Wenbo Xie, Michael Zhang
Section: Wednesday 10:40-12:15
TA: Batu Aytemiz
Game's name: College Life
Link to gameplay video: <https://youtu.be/XANxgg7ZIIU>

Final Project: Tabletop/Resource Game

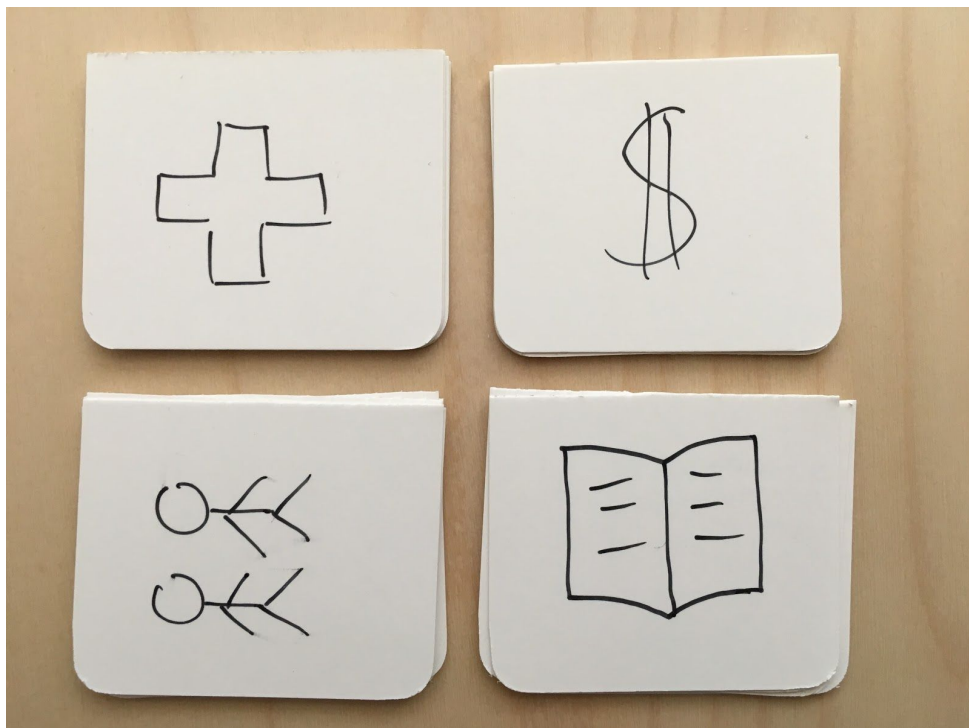
1. Number of player to play the game: 2-4
2. Materials needed:
 - a. one triangular pyramid dice with 4 properties on each side (Knowledge, Money, Relationship, and Health)
 - b. Some token cards that represent 4 properties
 - c. 4 *Graduation Plan* cards (may add more in future revision)
 - d. 8 *Startup* cards (Knowledge, Money, Friendship, Health, reroll x 2, extra-roll, remove a card from shop)
 - e. Multiple *Event* cards categorized into three stages
 - i. Freshman & Sophomore
 - ii. Holiday
 - iii. Junior & Senior
 - f. A game board to place all the cards
 - g. Detailed explanation and pictures are provided on the "Material Needed" pages
3. Basic game rules and procedures:
 - a. The ultimate goal for each player is to earn the most "*Success Points*" at the end of the game
 - b. The game is consisted of three stages: Freshman & Sophomore, Holiday, and Junior & Senior
 - c. Cards are categorized into four types: Knowledge, Money, Relationship, and Health
 - d. Different kinds of cards:
 - i. Event cards - player may "participate" an *Event* by spending corresponding amount of resources. In return event card gives player some benefits each turn/once in later rounds
 - ii. Startup cards - given to each player at the start of the game; one-time use only
 - iii. Graduation plan - given to each player in the beginning; ultimately benefits each player at the end (scoring); could not be shown to other players
 - e. In the very beginning:
 - i. Shuffle each pile of stage card separately
 - ii. Draw 5 cards from "Freshman & Sophomore". Put them in the shopping area
 - iii. Place the token cards in the token area
 - iv. Each player could draw 1 *Graduation Plan* and 2 *Startup* cards

1. Hide your *Graduation Plan* so others can't see it!
 - v. Determine who starts the first round by rock, paper, scissors; continue the turns in clockwise direction
- f. Each round:
- i. Player could “buy” **up to 2 Event card** facing up by using his/her available resources. Player could obtain resources in the following ways:
 1. Each turn the player is allowed to roll the dice **4 times**. Those four outcomes (The bottom side of the dice) would become available resources for you in this round. For example, if you roll out 2 Money, 1 Relationship, and 1 Knowledge, then you would obtain these “tokens” for this round **only**.
 2. You could also obtain additional resources from the *Event cards* you've bought in previous rounds. (Detail explanation would be given later). Put your *Event Cards* in piles according to their types, **you could only gain the effects/benefits from the cards on the top of each pile/type**. (However, you could decide which card should be put on the top).
 - ii. Feel free to use your other special cards and obtain as many cards as possible (and wisely) in your turn!
 - iii. At the end of your turn, refill event cards to the shopping area from certain stage so that at the start of next turn, the shopping area would have 5 cards again.
 1. If the remaining cards in the current stage is not enough to fill up the shopping area to 5 cards, then the game should **proceed to the next stage**. Remove all the cards in the shopping area, and refill it by 5 cards of the next stage. (If it's already the “Senior” stage, then the game has officially ended, complete the “scoring and determine the winner!”)
 2. During the Holiday stage, each player has **one chance (only)** to “exchange” cards with another player. This trade should be accepted by both sides. Feel free to negotiate with each other.
- g. Scoring
- i. The winner is the player who earns the most *Success points* at the end.
 - ii. *Success points* is calculated by the total *Event cards* each player earned
 1. Usually **1 Event card = 1 Success Point**
 2. *Graduation Plan* has special effects onto certain types of cards. Ex. Each of Player A's “Knowledge” card would count as 2 points *Success Point* instead of 1 points
- h. Enjoy the process of creating your own college life and compete with each others!

Materials Needed



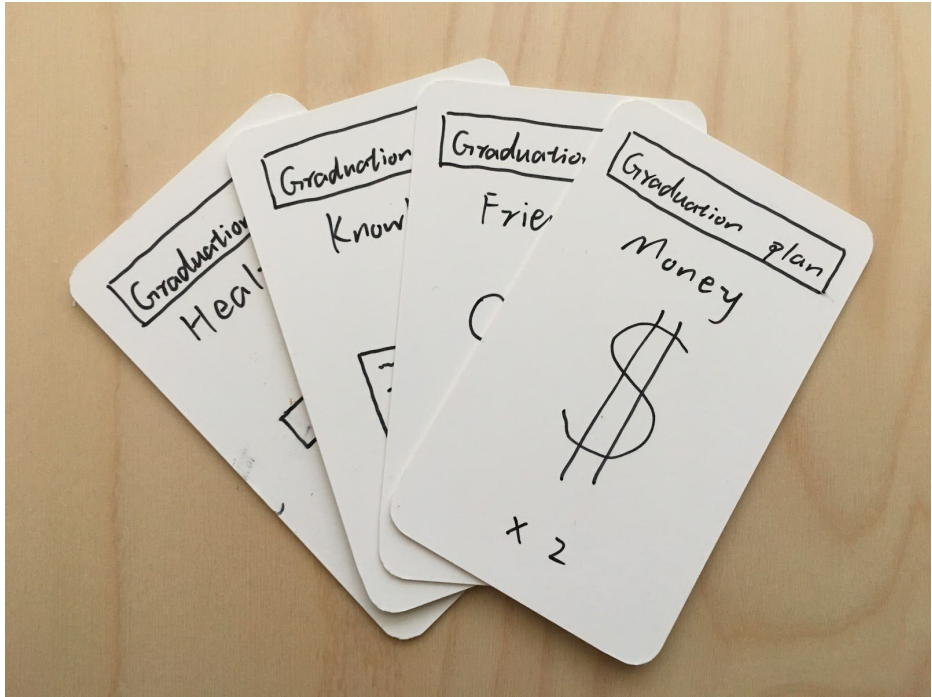
Game Board



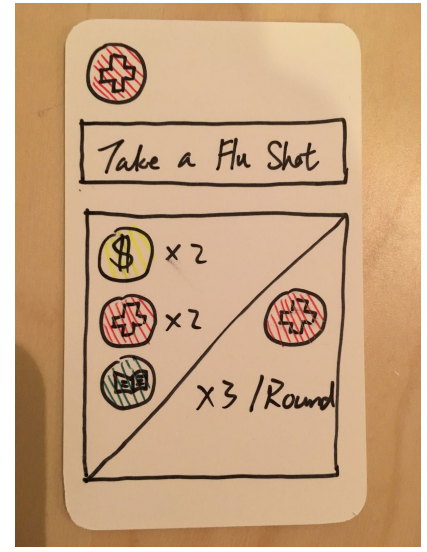
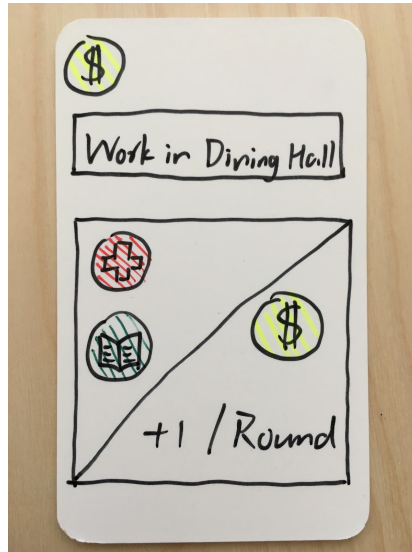
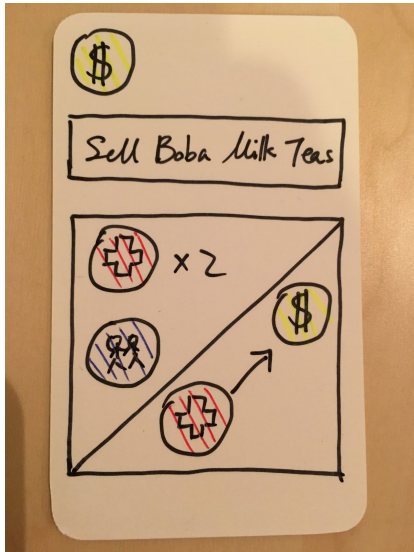
Token Cards



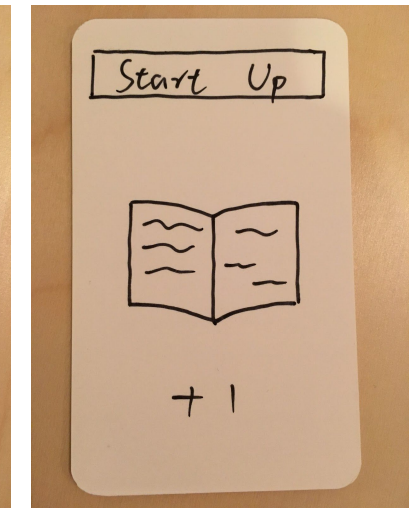
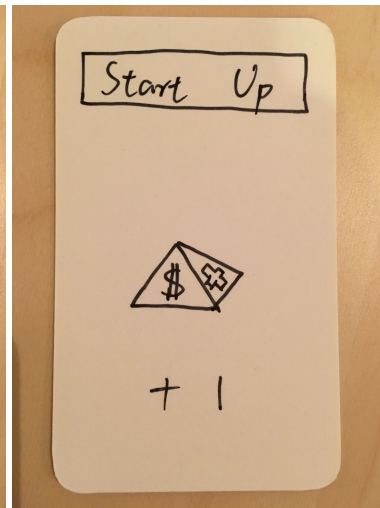
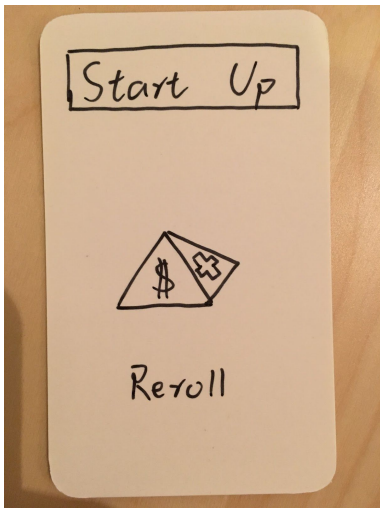
Dice with 4 properties



Graduation Plan



The left Event card above allows player to convert their Health to Money in current turn.
 The middle Event card above allows player to gain one extra Money to use in current turn.
 The right Event card above allows player to gain three extra Health to use in current turn.



The left-most StartUp card allows player to reroll once in current turn. (Player have to discard the token they got if they wish to reroll that one.)
 The middle-left StartUp card allows player to remove one Event card in the shopping area. (Prevent other player getting that one.)
 The middle-right StartUp card allows player to get one more roll in current turn.
 The right-most types of StartUp cards allows player to gain one extra resource to use in current turn.
 *All the StartUp cards can only be used once during the entire game.