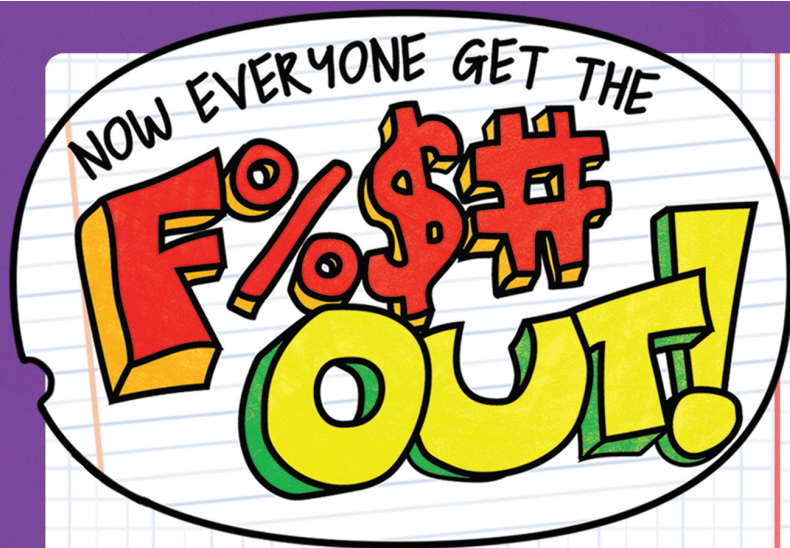




Backstory

You and your fellow players are college students trying to study for a final that you're in no way prepared for. Unfortunately for you, the dorm hall you live in is now the location for a completely out of control college party. People keep wandering into your room thinking it's part of the party and, high or drunk as they are, refuse to leave without reason. In order to be able to study and pass your final, you have to make the other player's rooms look more fun than your own so they get screwed over instead. Take control of the party and get everyone the F%\$# Out!

Game Information

Play Time: 15 - 20 mins

Players: 2 - 5 +

Contents:

- 120 Cards (50 Items, 70 Actions)
- 5 Rules Help Cards
- 6 Dice
- Two Tokens (Nerd and Party Animal)

Card Types



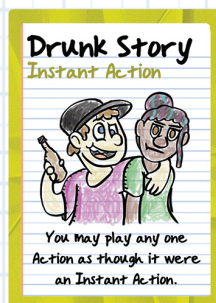
ITEMS

Go in a player's Room, the area in front of them.



ACTIONS

Have an effect, then are placed in the Trash.



INSTANTS

Actions that can be played at any time.

Starting a Game

- Shuffle the Deck and place it face down in the middle of all players.
- Place the Nerd and Party Animal tokens next to the Deck.
- Give all players a dice. Players start with 4 Persons by placing their dice on the number 4 side.
 - + In a 2 player game, start with 6 Persons.
- Each player draws 5 cards.
- Whoever last had a test or examination goes first. Play rotates clockwise.

Parts of a Turn

1. Play up to TWO cards of any type

- + May choose to play one or no cards.
 - If playing no cards, may shuffle hand into the deck and draw five new cards.
- + In a 2 player game, can only play one Item a turn.

2. Draw back up to a 5 card hand

- + If at or above 5 cards, no cards are drawn.

3. Persons Move

- + Nerd: Lowest Fun, lose one Person.
- + Party Animal: Highest Fun, gain one Person.
 - In a 2 player game, there is no Party Animal gain.
- + Average Students: No change in Persons.
- + In the event of a tie for lowest or highest Fun, no player is Nerd or Party Animal.
- + Players cannot exceed 6 Persons in their room; the dorms reach capacity.

Instant Actions

Instant Actions are Actions that can be played off turn. They do not count toward the two-card turn limit and qualify as Actions whenever a card states it affects an Action. Responsive Instant Actions (which say "play as a response") must be played after a card is played but before that card completes its effect. All other Instant Actions may be played whenever a player desires.

Victory

When a player reaches zero Persons, that player wins the game. This can happen from ending a turn with one Person while being Nerd or using Actions to reduce the Person count to zero. This can be prevented by Instant Action effects, since they happen before the last person is lost.

Rule Variations

Twenty One Plus: Adds several drinking rules:

- Drunk Reference: Drink 1 for every Action played that references drinking. Drink the Fun value of any Drinking item played.
- The Last: Finish your drink when you hit 1 Person.
- Game victory: Players drink their ending Person count. Victor drinks one for each player.

Zippy Drunks: For players who also own the drinking card game Zippy Drunks. Play one Zippy Drunks card each round. Anyone who passes the card loses a Person.

Mandatory Nerdiness: The last Person in a room must be lost by being Nerd.

Zero Tolerance: If you end your turn with a Drinking, Smoking, or Drug Item in your room, roll a dice. If it lands on the Item's Fun value, the police are called and you're out of the game.

Infinite Room of Partying: Remove the six Person limit for Rooms.

Type Swap: Instead of using one of your two cards per turn, you may instead swap two Items in player Rooms that share a type.

Special Card Interactions

Crowd Chaos and empty rooms: Only players with Items get their Items redistributed.

Drunk Story and **High-dea**: All cards are played off-turn, even Items.

Drunk Story and **Clean Up**: Clean Up is the only Action that cannot be played off turn using Drunk Story due to the "only card" clause.

High-dea and **Clean Up**: Clean Up cannot be played when using High-dea due to the "only card" clause. The card is trashed with no effect.

Freak Out and **Come Dance**: No Persons are lost and no cards are drawn.

Come Dance / At Capacity and **Shove**: Since the person never moves, no one gains or loses Persons if either is prevented.

Blackout Talk and **Overrated**: The Blackout Talk becomes an Overrated and is placed on a card like an Overrated is.

Party Flow and **Come Dance / At Capacity**: The crowds (dice) are physically exchanged, so preventing person loss or gain has no effect.

High-dea and **Freak Out**: Play all drawn cards.

Definitions

Persons: The value on the dice or another numeric tracker. The goal of the game is to get this number to zero.

Crowd: The dice or other numeric tracker used to keep track of *Persons*.

Action: A type of card which has an effect, then is placed in the *Trash*.

Instant Action: An *Action* that can be played at any time. They tend to be responsive cards.

Item: A type of card which is placed in a player's *Room*. It has a *Fun* rating from 1-5.

Fun: The total value of all Items in a player's *Room*. The player with the highest *Fun* is the *Party Animal*. The player with the lowest *Fun* is the *Nerd*.

Party Animal: The player with the highest *Fun*. This player gains one *Person* a turn.

Nerd: The player with the lowest *Fun*. This player loses one *Person* a turn.

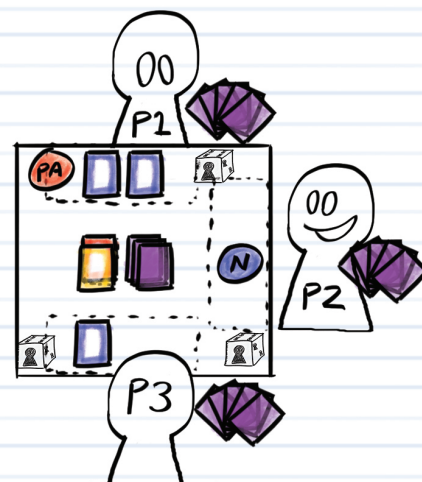
Room: The space in front of a player. This is where *Items* go.

Hand: The cards that are held and can be played by a player. These cards cannot be viewed by other players unless an *Action* causes it.

Deck: A pile of cards, face down. Players draw cards from this pile.

Trash: A pile of cards, face up, that have been removed from play. If the *Deck* runs out of cards, these cards are shuffled and create a new *Deck*.

This example play space shows three players with five card hands, the deck, dice tracking *Persons*, Items in their rooms, Actions and Instant Actions in the trash, and the Nerd and Party Animal tokens.



Credits

Literally Everything So Far: Pat Roughan

Special thanks can be seen at starcapgames.com

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