



A GAME ABOUT SURVIVING HIGH SCHOOL
BY ANY MEANS NECESSARY.

BY MARIE CUENCA

The Last Year

MC Notes: This game was influenced by games like [Munchkin](#), the [Apocalypse World](#) System, and [D&D](#). You don't have to know or have played any of these games to play this one. They are simply the influences and inspiration for what I made.

I claim no ownership of the images used within the cards and gameboard. This is a free game and was done for a student project. I have made no money off of this. The mish-mashed cobbled-together rules though, is my own twist to the mentioned games above and if you would like to use the system I've Frankensteined together, please be kind enough to give me credit. That said, feel free to experiment and tweak the rules to the kind of game your group wishes to play.

The point of this game was to take the idea of "tools" that we've discussed in our ENG 431 Tutoring and Composition class. Anything can be a tool, even things that we might not consider "academic" or "useful" to learning. This game was my attempt at exploring the idea of what defines a tool and this game pushes players to strategize and think about how to use tools effectively in the game to accomplish their objective. **All items needed to play will be available to download and print for free off the website.**

So without further ado here is:

The Rulebook on How to Survive Your Last Year in High School

The Premise:

Funding for schools is at an all time low. Financial aid is a thing of the past. Getting accepted into college is harder than it ever has been before. Unless they are super rich, most students can now only get college funding support through what is called a **scholarship patron**. Scholarship patrons are people who have ties to the school you wish to attend and who, if they think you're worthy, will fund your next four years at a college campus.


Should you fail to keep your grades up and not graduate with a GPA of *4 or higher*, you will be denied any financial help. Because in the eyes of the academic board and scholarship patrons, a student who doesn't meet the standards is a waste of limited time and resources that could be used elsewhere.

Your mission is to survive your final year of high school by any means necessary. Either work together with your fellow classmates to make it through and keep yourselves afloat or compete against them to knock their GPA down so you can rise to the top.

THE START OF YOUR LAST YEAR

Start the game by picking a student ID. (They look something like this ↓. IDs will be available on the website.)

STUDENT ID



STUDENT NAME:

SKILLS:


ACADEMIC: +4

BULLSHIT: +2

PHYSICAL: -2

SOCIAL: +1

TECH: +2



PROFICIENT IN: ACADEMIC

GPA:

STUDENT #00001

Students start with their GPA at a 3.0*.

***(OPTIONAL) *Chance mode*:** There is the option to determine student's GPA based on the roll of the dice, essentially leaving it all up to chance. After players have chosen their student, determine the level of GPA for each student by rolling one 4 sided die. GPA that are lower than a 3.0 start off with a *disadvantage**.



(1d4 die usually looks like the image on the left but can also look like the one on the right. You can order them online, or get them in your local hobby/comic shop, but they aren't a required game item so don't worry too much about having this die).

****Chance Mode disadvantage*:** Every time they take on a challenge card, students must subtract -1 to all their skills and -1 to all their total roll scores. The only way to get rid of the disadvantage is for the player's student to reach a GPA of 3 or higher.

TOOLS

Once players have decided their starting point GPA, you start the game with six random Tools from a shuffled deck of Tool cards and one **bathroom pass*. The only way for you to get more Tool cards is if you defeat certain challenge cards that have Tool cards as rewards. So choose how you use your cards wisely. Tool cards may only be used once in play and then must be discarded unless stated otherwise in the card description.

***Bathroom pass** lets you bypass any challenge card. Should a challenge be too big to deal with, a student may play this card so that they can get rid of the challenge all together. But it can only be used once and in playing this card the student doesn't get any of the challenge card rewards, but they also don't face any of the challenge card penalties.



Bathroom Pass

Nothing and no one can touch you. This is your get out of class free card. You only get to steal it once so use it wisely.

(Each student gets only one↑ of these and has only one use.)

Tool cards are resources that can be used to overcome challenge cards. They also have the capacity to give boosts to your GPA. Tools can also be used as advantages/disadvantages towards you or other students.

Other students can lend their aid by adding their own tool cards to help you should you need assistance defeating a challenge card **or** they can add a tool card against you and add more difficulty to a challenge card's rating. Tool cards can even be applied to oneself for an added effect or bonus on a roll. Students may also barter Tool cards with each other if they wish to do so. Some cards may even force students to help each other regardless of choice.

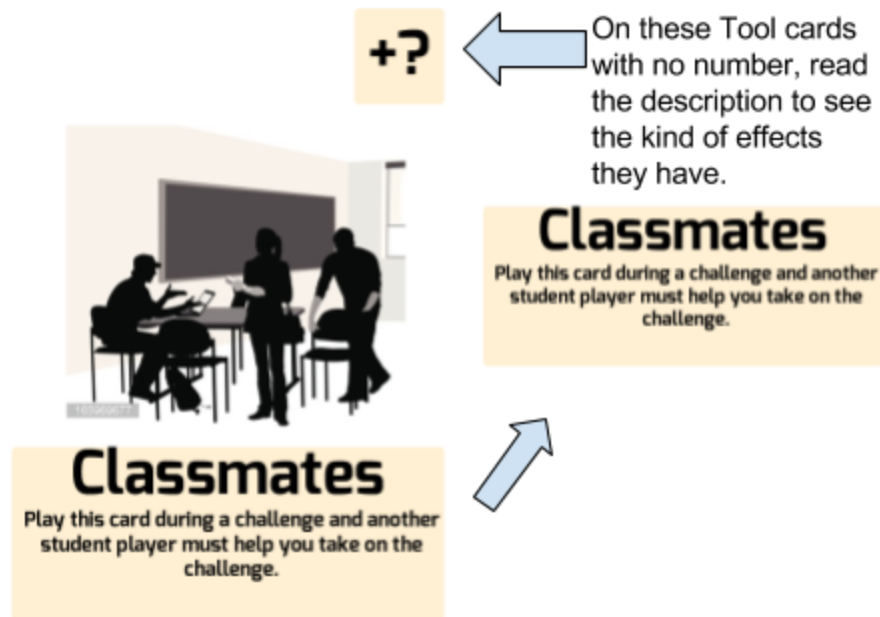
Example: Dan, who is playing a **Academic** student, has low **Physical** skill but he needs a high Physical roll to beat the challenge card that he pulled out of the deck. Dan rolled a 12 (rolled 2d6 dice/2 six sided dice) but has a -2 on his Physical so he has a total of 10. Luckily, in his hand he has a +4 Notes From a Smart Classmate Tool card which he can add to his roll in order to beat the challenge card that has been put in play. He adds that to his role to make it a total of 14.

However, not content to let Dan have his win so easily, Jessica, another player student, add's a +5 card down to the challenge card, which increased the difficulty rating of the challenge card.

Now that 14 level challenge card jumped up to a 19. So the number that Dan has to beat is even higher. Unless he has more tools at his disposal or gets the help from another student, Dan might not be able to beat this one. This is another way that Tool cards may be used for. If students want to backstab another student, they're allowed to do so.

The same could be said if a student wanted to help their classmate with a challenge than they are allowed to add their own Tool cards to overcome the number. Though it's up to that student if they want to offer their help for "free" or if their help will come at a price (for example: the students split the rewards between themselves, the student owes the classmate that helped them, a favor, and so on).

There are also particular tool cards that don't have numbers at the top right, but the card has certain abilities and effects in the description that could prove advantageous to players. So please read those carefully.



Note:** If a challenge card asks for a player to discard Tool cards as a penalty, but they have no more Tool cards in their hand, then the student must subtract a skill point based on the challenge card they failed instead as a replacement penalty. ***Challenge cards are explained in more detail a little lower in the document.

Tool cards aren't limited by a student's skill or proficient skill. All Tool cards can be used by all students regardless of their skill levels. Ultimately, it's how they choose to use them that really matters in the end.

THE GPA SCOREBOARD

To start off play, players determine the order in which they will go and place player tokens on the board in accordance to their GPA level.

The playing board has 4 locker levels. Within those locker levels, there are black bars that represent where you student stands in terms of GPA. The board goes from 0.0-0.9 pts from bottom to top and right to left. Use tokens, either the ones provided in the website or ones of your choice, to keep track of student's GPA standing on the board. The tokens will move up or down, left or right, as students play through the game.

(It looks like this ↓)




CHALLENGE CARDS

At the start of each player's turn, they draw a challenge card. To "take on" the challenge card, *they roll two 6 sided dice (2d6) and add the appropriate skill bonuses (or minuses) + tool cards to their take on attack. To defeat the challenge card, the total needs to be equal to or higher than the number of the challenge card level which is labeled on the top right.*

As shown in the earlier example

2 Tool cards

14

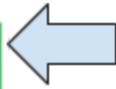


Food fight

You don't know how it happened. One minute you were enjoying lunch and the next chaos erupted. You're caught in the middle of this food fight. Fight your way out and become the undisputed food fighting champion. Fail and you must discard 2 Tool cards (and your clothes will be ruined with questionable food stains).

Challenge cards also have penalties written in the description for players who are not able to beat the challenge rating score. Dan, for example, was not able to beat the Physical challenge card, so he must take the penalty for failing.

the undisputed food fighting champion. Fail and you must discard 2 Tool cards (and your clothes will be ruined with questionable food stains).



The challenge cards are all color coded for player convenience just like the Student ID cards and will let players know what skills they can use to take on the challenge.

Red is Academic

Blue is Bullshit

Green is Physical

Yellow is Social

Purple is Tech

On the top left, challenge cards have rewards for beating them. The rewards range from more Tool cards, to adding GPA points, to adding points to your skills, and so on.

This is where the
rewards for beating
challenges are listed

2 Tool cards



14



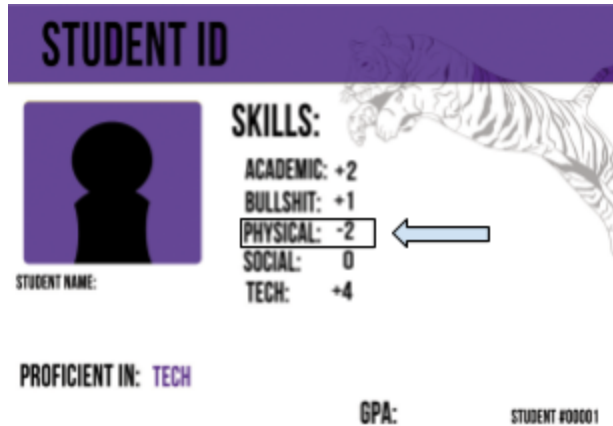
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SKILLS

Each student has a skill that they are more proficient in. That proficiency skill always starts at a +4. Each skill has a corresponding color, like the challenge cards, as explained above in the rules. To reiterate, Academic is **red**, Bullshit is **blue**, Physical is **green**, Social is **yellow**, and Tech is **purple**.

Based on what challenge card they pull from the deck, players may add the appropriate skill to their rolls. Some students might even have negative numbers on their skills. When that is the case, subtract the number from your total roll.

Example: A Tech student has a -2 to their physical skill. Kelly pulled a green challenge card that is Physical skill based.



As stated before, she can add as many Tool cards as she wants to compensate but she must subtract -2 to her overall total because she has no advantage here in this particular skill.

Students can't substitute one skill for another. If a challenge card is yellow, for example, they can only use their social skill number that is on their Student ID card. The skills that are added (or subtracted) in the roll **must** coincide with the color of the challenge card.

In some of the cards, penalties may include the capacity to temporarily or permanently lower or boost a skill number, so please be mindful of that.

***Note:** Be aware that if a player is already at a 1.0 GPA, some challenge cards may ask that the student must sacrifice either tool cards or skill points since they've already hit rock bottom on the GPA scale and technically can't subtract any more points or go any lower on the scale.

TO WIN/END THE GAME:

There are various ways a group of players can decide in which way they want to win or end the game.

-For quick/standard games, you can choose to end the game after 12 rounds and the ones with a GPA of 4 have won the game. This may be all players or something inbetween.

*If no players have a GPA of 4 after 12 rounds, feel free to keep playing till someone does or end the game with either everyone having had lost or the ones with the highest GPA out of the bunch wins. Either way, its up to you.

-You can choose to end the game after everyone runs out of Tool cards or challenge cards and the ones with the highest GPA win.

-If you get bored you can choose to end the game. Winner is whoever had the highest GPA.

And that is the gist of it. Students, I wish you the best of luck in your Last Year. May the board game gods be ever in your favor.



MC Ending Notes:

There are a total of 45 challenge cards in this batch (9 cards for each skill with varying degree of difficulty). For tool cards, I created about 44 different tools but I printed out about 100+ cards. I made repeated copies (around 3 or more) of each card so that players would have enough Tool cards to apply and choose from.

I've included blank challenge cards and tool cards so that other people can have the option to add their own custom cards to the game if they wish to do so.

Finally, I'd like to thank my siblings for helping me brainstorm ideas, Professor Kim Jaxon for supporting me on this crazy final project and for letting me indulge in my love of all things games, and my classmates of ENG 431 Spring 2017 for helping me playtest the game.

This class was a great experience from start to finish and I'm grateful that I got a chance to partake in it.

All in all, if you've read all this and are still with me, I hope you have as much fun playing this game as I did.

This is **Marie Cuenca** signing off.

