

COMPOSITION
RULEBOOK

100 SHEETS / 200 PAGES
WIDE RULED

Busted!®
WELCOME TO THE SCHOOL OF HARD KNOX

GAME COMPONENTS



DELUXE 34" x 24" GAME BOARD
A top-down view of Hard Knox High

69 CUSTOM DIE-CUT CHARACTER TOKENS
(with 30 plastic stands)



Students
x6

Cal O'Reeze

Principal

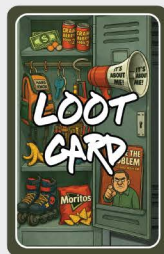
Other Faculty
x61



BUSTED CARDS
x120



CROC CARDS
x120



LOOT CARDS
x140



RESTROOM CARDS
x120



REPORT CARDS
100 Page Scorepad



STUDENT DICE
x2



CLOCK DICE
x2



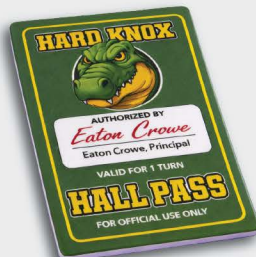
14 CHARACTER TILES
Character/Locker
x2 per Player



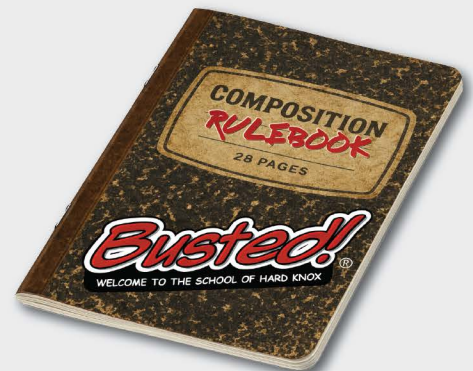
28 GAME TILES
Closed/Free
x14 Out of Order
/Wet Floor
x14



HARD KNOX FRIENDS
Point Markers (1-4 pts)
x60



HALL PASS
Plastic Turn Marker



DELUXE RULEBOOK
A 28-page detailed,
full-color rulebook

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WELCOME TO HARD KNOX!

It's a day in the life at Hard Knox — home of the infamous *Hard Knox Crocs* (the most embarrassing sports collective in the nation). Where the walls are cracked, the rules are optional, and the faculty have something to prove. Sure, it might be the worst school in town — but guess what? It's your school. No transfers. No opportunity. No crawling out the back window... well actually that is an option!



So, what do you do? If you're one of the students with half a brain and even less patience, you learn to play the system. Dodge the staff. Cut class. Grab loot. Build your legacy—not with grades, but with guts. Scholarships are for suck-ups. You're here to carve your name into the collective memory of the student body and make sure nobody forgets it!

But what if you're the faculty? Different game altogether! You've got to unleash your staff like the blood thirsty bask of "Crocs" they were born to be before the whole school descends into chaos. Keep the kids in line. Keep your job. And maybe—just maybe—make it to summer without the place getting closed down!

— "Digger Dan" (Hard Knox Alumni)



Busted! A High-School Delinquency Game

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Original Concept
Dan Toth & Mark Conlon

Game Design & Layout
Dan Toth ("Digger Dan")

THE PLAYERS

Hard Knox High is a disaster—and today, you're either causing it or trying to survive it.

In *Busted!*, players take on one of two roles: Students or Faculty. Each side plays by different rules, with different goals, and a very different idea of what "winning" looks like.

PLAYING A STUDENT

As a Student, your job is simple: tear through the halls, snatch up loot, gain the respect of friends, and become the most legendary kid to ever run the halls. But the faculty isn't just watching—they're hunting. If they catch you? You're *Busted!* Humiliated, stripped of your stash, and marched off to class—or worse, straight to the Principal's Office and BIG TROUBLE!

There's no institutional equality at Hard Knox, every kid has their own way of surviving the day—some sneak, some sprint, and some just fight through it. Choose the one that best matches your own approach & attitude:

- Biggie Dealz** - The bad boy. Takes what's his—and what's yours!
- Kid Fresh** - The new kid. Runs faster than rumors around school.
- Kool Breeze** - The outcast. Weird, slippery, and impossible to catch.
- Pom Pom** - The popular girl. Charms her way out of everything.
- Slick Chick** - The smart kid. Thinks she knows everything—kinda!
- Tommi Girl** - The tough kid. Can spot trouble—and usually finds it!

PLAYING THE FACULTY

You're not here to inspire young minds—you're here to crush dreams and restore order with extreme prejudice. Your mission is simple: **keep order and bust kids**. Move teachers, staff, and even visitors around the board, shut down trouble spots, and punish Students who push their luck too far. You don't score points the same way Students do—you win by taking their friends and stopping them from getting away with anything. And Cal O'Reeze is there to help!

STUDENTS VS THE SYSTEM

Every turn is a tug-of-war between chaos and control. Students push their luck. The Faculty pushes back harder. When the bell rings, only one will come out on top. But don't think it's all about "us vs them"—your so-called running buddies will throw you under the bus faster than you can say "Hey—I thought we were cool!"

Welcome to Hard Knox—try not to get caught!

GOT IT? OK, GREAT—LET'S GET STARTED...

BIGGIE DEALZ



THE BAD BOY

KID FRESH



THE NEW KID

KOOL BREEZE



THE OUTCAST

POM POM



THE POPULAR GIRL

SLICK CHICK



THE SMART KID

TOMMI GIRL



THE TOUGH KID

CAL O'REEZE



THE ANNOYING KID

QUICK GAME SET-UP

Hey you—wake up and pay attention! Here's a lesson in setting up quickly... try to keep up!



1 Set up the board and locate the Principal FACULTY card (Croc card). Place the card face-up in front of the Faculty player—shuffle & place all decks.

2 Student players get their character token, 2 CHARACTER/LOCKER tiles, and a colored die. The Faculty gets the Principal token, Cal O'Reeze token, and Cal's 2 CHARACTER/LOCKER tiles.

All players get a Report card and secretly number 6 classes 1-6. The 2 extra classes are "Alternate Classes" and come into play later.



5 When all classes are selected, players show Report Cards and place their character tile on A SEAT in 1st period class—that is now YOUR SEAT! (Even if you share it!)

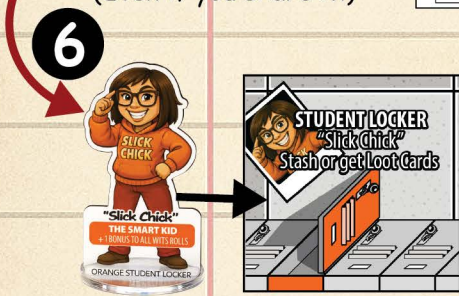
Busted! REPORT CARD

PLAYER	CLASS NAME	GRADE
2	ECONOMICS by: Phil Lanthropp & Ben Convicted	
5	GOVERNMENT by: Phil Abusater & Jerry Mander	
1	HISTORY by: Roben Settlers & Armin Notzees	
4	HOME ECONOMICS by: Bertha Chicks & Pam Mandlin	
3	SCIENCE by: Roben Hobb & Cole Bernz	
3	SOCIAL SCIENCES by: Reva Luzhan & Harry Nuckles	
6	SHOP by: Rusty Knalles & Bern Marks	
6	THE ARTS by: Tone Delf & Norm Bender	

FINAL SCORE: In end of game, the highest Grade in each class gets the Extra Credit!

CREDITS EARNED: + = TOTAL SCORE

3 Place all Friend markers (points) face-down in the parts box. Mix them up each time points are added back in to the Friend pile.



6 Students are placed on their STUDENT LOCKER. The Principal is placed on his START space in the Principal's Office. Cal O'Reeze is off the board to the side until he appears in the game.



7 The Faculty draws 7 Croc cards for their hand. Each Student draws 3 Loot cards and places them face-down with their LOCKER tile on top to indicate that are in the locker.



8 The Clock Dice are placed in an easy to see location and set to CLASS 1 and TURN 1.

Student #1 is given the Hall Pass turn marker.

ROLLING DICE

All Action spaces and movement are resolved by rolling 1 single die. The only thing that will ever change is the TYPE of roll. The TYPE indicates which cards may be played to alter the toss. Only Students roll dice (unless otherwise indicated) as the Faculty never takes chances!

Below are the 6 TYPES of rolls and each Student starts the game with a +1 bonus to one of them:

1. **MOVE**- Quick actions and movement (Kid Fresh/blue)
2. **SLIP** - Evading, sneaking, or slipping away (Kool Breeze/green)
3. **SPOT** - Noticing something, reacting fast, or searching (Tommi Girl/red)
4. **TAKE** - Using force or speed to take something (Biggie Dealz/yellow)
5. **TALK** - Speaking up, persuading, or eavesdropping (Pom Pom/purple)
6. **WITS**- Thinking fast or figuring something out (Slick Chick/orange)



Sometimes there will be a call for "highest/lowest die" without an indicated type. No big deal! These are a simple die toss with no modifiers being applied—yeah it's rare, but it happens!

ROLL FORMAT

Rolls are shown with the type and minimum number needed for success, such as "SLIP 4". This means it's a **SLIP** roll (Kool Breeze gets a +1) and the result must be **4 or higher** after rolling and adding any modifiers.

All Action spaces on the board will be labelled with **TYPE & NUMBER** and colored to match the student with that specific bonus (e.g. SLIP rolls are green like Kool Breeze). The space will also indicate the number of points gained after a successful roll.



(HALLWAY)



(SOCIAL SCIENCES)



(TEACHER'S LOUNGE)



(SECURITY OFFICE)



(HALLWAY)

ROLL MODIFIERS

Any card that is face-up and in play that applies to a specific roll is always considered. Students may also play any applicable Loot card from their hand any time they are required to make a roll. Finally, Students may use their Friends to increase their roll. (see **Friends with Benefits**, pg. 22)

All modifiers to a die roll must be made prior to the toss, unless otherwise stated. 1-USE ONLY cards and Friends are only applied once and if the die must be re-rolled, do not apply to the second.

THE GAME TURN

A "game turn" consists of all players taking a turn. Play begins with the Student to the left of the Faculty and continues clockwise ending after the Faculty's turn. Each Class consists of 6 game turns, which is made up of these 4 steps:



STEP 1- DRAW BUSTED CARD

The Faculty draws 1 Busted card and it takes effect immediately (see **BUSTED CARDS**, pg. 17).

EXAMPLE:

The Faculty player draws a Busted card and reads it aloud. The card is a **NEW POLICY** and says "Students lose their +1 Bonus". This means the character bonuses each Student has is now ignored while this is in effect. Kool Breeze loses his +1 to **SLIP** rolls, Pom Pom loses her +1 to **TALK**, etc.

This will make life a little more difficult for the Students!

Unlike other cards that take effect and then are discarded, a **NEW POLICY** card is placed on the board for all players to see here it remains in effect until removed (at the **STUDENT RIGHTS** space in the Clerk's Office) or replaced by another new policy.



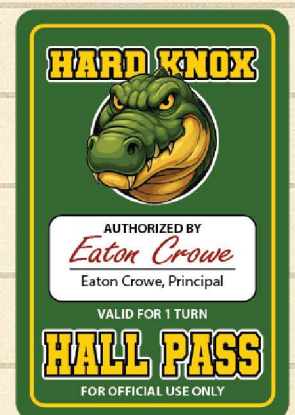
STEP 2- STUDENT TURN

HALL PASS— The player gets the Hall Pass turn marker and keeps it—as long as the player has the Hall Pass, it is still considered their turn. However, once it is given to the next player, it is **OVER**. So make sure you are done with everything before passing it along!

PLAYING LOOT— Students may play any Loot card in their hand at any time during their turn if applicable!

A Students turn consists of these 3 steps:

- Activate Loot & Upgrade Friends
- Use a Space and/or Move
- Resolve any Fights



a) Activate Loot & Upgrade Friends

Players may activate any "Face-Up" Loot card in their hand by placing it in front of them (see: **Loot Cards** pg. 17). Players may also consolidate multiple low-value Friends into a single higher value Friend (see **Upgrading Friends**, pg. 21).

EXAMPLE:

It is Kool Breeze's turn. The player has a "Blue Key" UPGRADE card in his hand from a previous turn. He decides to Activate it so he may use it. He places the card face-up in front of him and may now pass through blue doors freely.

Kool also decides to upgrade some of his friends. Since Friends can be used on die rolls (and there are teachers in the area to worry about) he decides to cash in his 1 Sophomore (2 pts) and 2 Freshmen Friends (1 pt each) for a Senior (4 pts). That way he can call in some serious help if need be! So he places the 3 Friends back in the pile and grabs a Senior marker.



b) Use a Space and/or Move

The player may use any space they currently occupy (see **Spaces on the Board**, pg. 12).

Before making a MOVE roll, the player may apply any relevant bonuses, such as Loot cards, or Friends. Roll the die, calculate the total, and move the Student up to that many spaces (see **Movement**, pg. 15).

After moving, if the Student lands on another Action, Bonus, or Lunch Money space, they may use it. Students may use any number of these spaces during their turn, but each space may only be used once ("Advance to" spaces attached to each other are considered the same space).

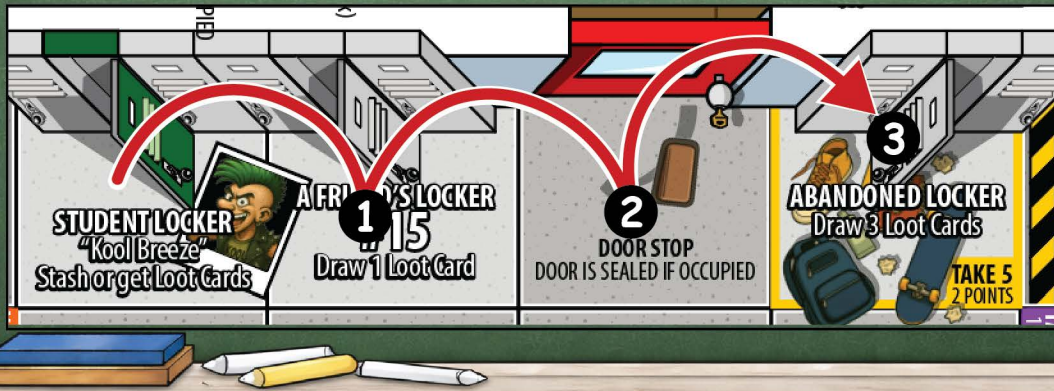
If a Student has entered and stopped inside a Restroom at any time, they draw 1 Restroom card (see **Restroom Cards**, pg. 19).

Check out the STUDENT LOGIC CHART on the next page!

CONTINUED ON NEXT PAGE 

EXAMPLE:

Kool Breeze begins his turn on his locker. He tosses a die to MOVE and rolls a "4". After looking around, the player decides to move him only 3 spaces over to the ABANDONED LOCKER space where he will have a chance to draw some Loot if he can make a TAKE 5 roll. The player tosses the die and makes it with a roll of "5"! Kool now draws 3 Loot cards and gains 2 points for the Action.



UPGRADE
MOVE +2



TRIXSTER BOARD
A skateboard by Pro Truancy - you're best shot at ever becoming a roll model!

Only 1 UPGRADE per roll type
PLACE FACE-UP


1 USE ONLY



LUNCH MONEY
Lunch money does not count toward your card maximum!

Play card when needed or on any LUNCH MONEY space
PLACE FACE-UP

SPECIAL CARD



CAN OF WHOOPIN
Open a can of Whoopin and they'll think their momma just beat them silly!

Automatic win
Play this card instead of making a Fight roll

DRAWING THE CARDS
Kool Breeze would then draw 3 Loot cards and look at them privately.

In seeing the cards drawn (left), Kool instantly activates the 2 "Face-Up" cards and keep the SPECIAL card ("Can of Whoopin") in his hand for use later.

His MOVE roll is now at +2 and he has some "Lunch Money" to spend!

SETTING UP THE HAND
Kool already had the "Blue Key" activated and also had 4 points from the beginning of his turn.

With the addition of the new cards and points he gained, he now has 3 "face-up" Loot, 1 in his hand ("Can of Whoopin"), and a total of 6 points!

Since he is out of plays right now, he declares his turn is over and gives the Hall Pass to the next player.



CONTINUED ON NEXT PAGE

c) Resolve any Fights

If the Student has ended their MOVE on another Student's space, a Fight takes place (Advancing to a space does not except on the FLAG POLE).

If the defender does not want to fight, they may give ALL their "Lunch Money" loot to the other Student and get a Free MOVE.



If there is a fight, the starting Student makes a TAKE roll, then the defending Student does the same (re-rolling ties)—the higher roll wins! The winner can take up to 6 items (points and/or Loot cards) from the loser and then gets a free MOVE to get out of there!

STUDENT LOGIC CHART

Below is a flowchart that can help in determining your options during your turn. All you have to do is answer the question and follow the YES/NO arrow... and try not to get lost!

START HERE!



STEP 3- FACULTY'S TURN

Faculty may use Croc cards any time during their turn (see **CROC CARDS**, pg. 17).

a) Play any FACULTY Croc Card(s)

You may play any FACULTY Croc card in your hand. Place the card in front of you "Face-Up" and then locate the matching figure, putting it on top of the card for placement later (during **Step E** below). FACULTY Croc cards may not be played past this step. (Well, there is the SECURITY CAMERA!)

IMPORTANT: Faculty may not have more than 3 figures per Student on the board at any time (in addition to the Principal). Excess Faculty must remain on their Croc card until they may enter.



Keep an eye out for your teachers!

If any Student has a class teacher on the board, move their character tile to the teacher's Croc card. If that teacher catches you during this class, there is no SLIP roll—you're **Busted!**

b) Move all Faculty on Board

All Faculty figures that are on the board may MOVE. Their movement is limited to the number indicated on the Croc card adjusting for any UPGRADE or PROBLEM they may have.

c) GRAB Rolls

Any Faculty on a Student's space will automatically make a GRAB roll. The roll is indicated on their FACULTY card is adjusted by any applicable UPGRADE or PROBLEM cards on that figure as well as any Croc cards played. The Student then must try a SLIP roll:



SLIP WINS—the Student gains 1 point and a Free MOVE

If Friends were used—the faculty gains them since you threw them under the bus!



GRAB WINS—the Student is **Busted!** (see **GETTING BUSTED**, pg. 23)

Ties are re-rolled but after 2 ties, the Student gains a free MOVE.

IMPORTANT: If additional Faculty figures are in adjacent spaces to a Student during a GRAB, they assist and roll increases by +1 per figure. It's like a feeding frenzy!

d) Move Cal O'Reeze

If Cal O'Reeze is on the board, the Faculty player may MOVE him (see **CAL O'REEZE**, pg. 20)

e) Place New Faculty on Board

All figures on their FACULTY Croc card (**Step A** above) are now placed on their START space.

f) Draw 1 Croc Card

The Faculty draws 1 Croc card.

STEP 4- ADVANCE THE CLOCK

The Faculty player advances The Clock (see **THE CLOCK**, pg. 10)

SOUNDS COMPLICATED... BUT IT'S NOT!

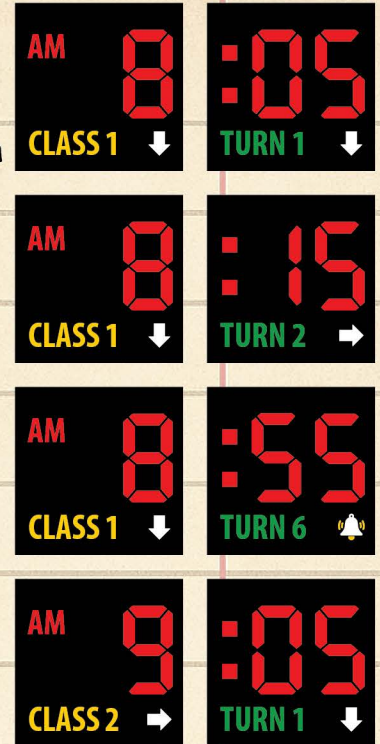
THE CLOCK

The clock is represented by 2 Clock dice, with one representing the CLASS (hour) and the other the TURN (minutes). The game begins with the dice set to CLASS 1 and TURN 1. It's 8:05 AM and you're standing in front of your locker...

At the end of each Game Turn, the Faculty advances the TURN die to the next space. In the example shown, the game would move to Turn 2 to red "8:15 AM".

At the end of the 6th turn, there is a special phase called "The Bell". An icon on the TURN die indicates this. After "The Bell", the CLASS die is turned to the next one (e.g. 8 AM to 9AM) and the TURN die is reset to TURN 1 (from :55 to :05).

At the end of the 6th turn of the 6th class, the final bell rings out and the game is over! No time for a full day? Play fewer classes!

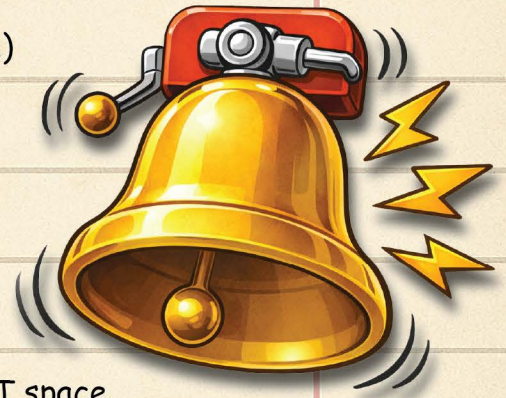


The Clock Dice have little arrows at the bottom-right of each face. This arrow tells you which face should be shown next in the sequence. The TURN 6 face has a bell to indicate "The Bell" is next!

"THE BELL"

At the end of the 6th turn of a class, there is a special phase called "The Bell":

1. **All players record their grades** (see **REPORT CARDS**, pg. 11)
2. **Return excess Friends**
Players may keep points equal to their Grade Credit.
3. **Remove any CLASS CARD Busted Card** (if applicable)
4. **Move Students & Place Faculty**
Students may Advance to their **STUDENT LOCKER** and all Faculty that are on their Croc card are placed on their **START** space.
5. **Players move Character Tiles to A SEAT in their new Class**
If a Student's teacher is active, place their token on that Teacher's Croc card.
6. **Faculty draws Croc Cards**
The Faculty player draws to bring their hand back to 7 cards.
7. **Set the Clock to TURN 1 of the next CLASS**



REPORT CARDS

At the beginning of the game, each player is given a Report Card. They are used to keep track of your scheduled classes and grades.

Each player secretly selects **6 classes** for the day and number them 1-6. When done, place Face-up so others can see the classes you have chosen. The remaining 2 are your "Alternate Classes"—you can use them if you land on CLASS SCHEDULE in the Main Hallway.

WHY IS CLASS IMPORTANT?

DOORS ARE OPEN— Students may pass through any door that is connected to their current class without needing a "key" Loot card.

YOUR TEACHER— If one of your teachers appears on the board—run! Once the Faculty puts your token on your teacher's Croc card, you do not get a SLIP roll against them for this class, which means there's a good chance you'll get caught—unless you have a trick up your sleeve!

CAL O'REEZE— If you share a class with Cal when *Busted!*, you go directly to **BIG TROUBLE!**

EARNING YOUR GRADES

At the end of each class during "The Bell", grades are recorded on the Report Card based on points. If any players tie for a position, they receive the same grade!



*"F" around and you'll find out!
A grade of "F" will never earn
you Extra Credit in the end!*

- 1) Player(s) with the most points earns an "A"
- 2) The second highest score earns a "B"
- 3) The third highest earns a "C"
- 4) The fourth highest earns a "D"
- 5) All others (or those with no points) get an "F"

After grading, note the number of credits that grade is worth. You cannot earn a grade that has a higher Credit Value than you have in points. So if you were the second highest, but only had 2 points, the highest grade you can earn is a "C". Place this grade on your class that just ended.

Players keep a number of points equal to the Credits their grade. These carry over into the next class while the rest are returned.

THE FINAL EXAM

Beginning with Economics, all players that had that class in their schedule compare grades. The highest grade for that specific class gets the Extra Credit! If 2 or more share the highest grade, they each receive Extra Credit. Players cannot earn this bonus if they have an "F" grade. This is repeated for all the listed classes.

Fill in the boxes at the bottom of the Report Card and add them for the total—highest score wins!

Danny PLAYER
REPORT CARD

WELCOME TO THE SCHOOL OF HARD KNOX

AT "THE BELL": Compare point totals at end of the class. Ties receive the same grade!
Players keep Friends matching their Grade Credit - all others are returned to the pile.

HIGHEST SCORE A 4 Credits	2ND PLACE B 3 Credits	3RD PLACE C 2 Credits	4TH PLACE D 1 Credit	ALL OTHERS F 0 Credits
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#	CLASS NAME	GRADE	CREDITS	EXTRA CREDIT
6	ECONOMICS by: Phil Lanthrop & Ben Convicted	[]	[]	[]
2	GOVERNMENT by: Phil Abuster & Jerry Mander	[]	[]	[]
4	HISTORY by: Robin Settlers & Armin Notzees	[]	[]	[]
1	HOME ECONOMICS by: Bertha Childs & Pan Handlin	[]	[]	[]
-	SCIENCE by: Rhee Habb & Cole Bernz	[]	[]	[]
3	SOCIAL SCIENCES by: Reva Lushun & Harry Nuckels	[]	[]	[]
-	SHOP by: Rusty Knales & Bern Marks	[]	[]	[]
5	THE ARTS by: Tone Deff & Norm Bender	[]	[]	[]

FINAL EXAM: At end of game, the highest Grade in each class gains the Extra Credit!

CREDITS EARNED	+	EXTRA CREDIT	=	TOTAL SCORE
[]		[]		[]

Danny PLAYER
REPORT CARD

WELCOME TO THE SCHOOL OF HARD KNOX

AT "THE BELL": Compare point totals at end of the class. Ties receive the same grade!
Players keep Friends matching their Grade Credit - all others are returned to the pile.

HIGHEST SCORE A 4 Credits	2ND PLACE B 3 Credits	3RD PLACE C 2 Credits	4TH PLACE D 1 Credit	ALL OTHERS F 0 Credits
---	---	---	--	--

#	CLASS NAME	GRADE	CREDITS	EXTRA CREDIT
6	ECONOMICS by: Phil Lanthrop & Ben Convicted	C	2	[]
2	GOVERNMENT by: Phil Abuster & Jerry Mander	A	4	[X]
4	HISTORY by: Robin Settlers & Armin Notzees	F	0	[]
1	HOME ECONOMICS by: Bertha Childs & Pan Handlin	C	2	[]
-	SCIENCE by: Rhee Habb & Cole Bernz	D	-	[]
3	SOCIAL SCIENCES by: Reva Lushun & Harry Nuckels	-	1	[]
-	SHOP by: Rusty Knales & Bern Marks	-	-	[]
5	THE ARTS by: Tone Deff & Norm Bender	B	3	[X]

FINAL EXAM: At end of game, the highest Grade in each class gains the Extra Credit!

CREDITS EARNED	+	EXTRA CREDIT	=	TOTAL SCORE
12		2		14

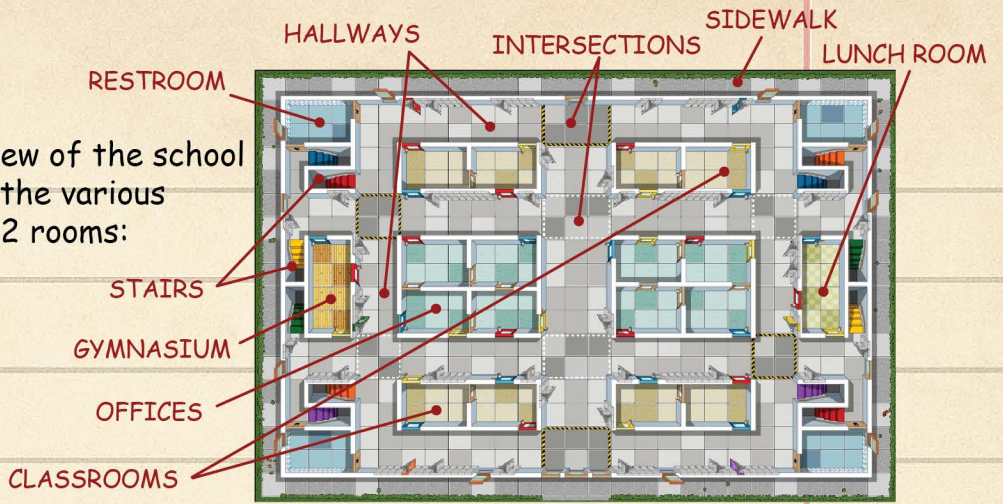
11

I THINK THAT WAS RATHER SIMPLE, DON'T YOU?

THE BOARD

The game board is a top-down view of the school of Hard Knox, complete with all the various rooms and hallways. There are 22 rooms:

- 8 Classrooms (tan floors)
- 8 Offices (aqua floors)
- 4 Restrooms (blue floors)
- 1 Lunch Room (right side)
- 1 Gymnasium (left side)



All rooms are connected by hallways with walls and colored doors. To enter or exit a room—or head outside—you must either go through a door or find another route (like crawling through an OPEN WINDOW or an AIR VENT). Figures cannot pass through walls—duh!

SPACES ON THE BOARD

Action Spaces

Action spaces require a Student to make a roll to use them. They may Advance them somewhere, trigger special effects, or draw Loot. And all of them will award points on a successful roll. **Note that if there was no roll made—or if the Student used a Friend on the roll—no points are rewarded.**



(LIBRARY)

Action spaces will always show the roll TYPE & NUMBER along with the amount of points to be gained. Additionally, they are color-coded to match the Student who receives the +1 bonus to that roll TYPE (e.g. Biggie Dealz gets a +1 to TAKE—those are in yellow).

Action spaces may only be used if the Student stops on it during their turn, and each specific space may only be used once on any given turn. If a space advances to one or more additional spaces (e.g. AIR VENT spaces), they are all considered the same space for this purpose.

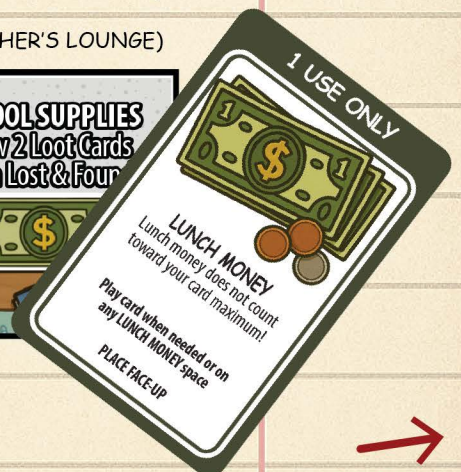
Successful rolls award points (see **FRIENDS**, pg. 21). The amount is based on 1 point for each number above 3. For example, the DEWEY'S SYSTEM space awards 2 points on a successful TAKE 5 roll and lets the Student view and rearrange the top three cards of any one deck.

"Lunch Money" Spaces

Lunch Money spaces are identified with a money icon. To use them, the player discards 1 "Lunch Money" Loot card and gains the indicated benefit (only 1 "Lunch Money" per use).

In the sample on the right, the SCHOOL SUPPLIES space will allow a Student to draw 2 random cards from LOST & FOUND Loot by spending 1 "Lunch Money".

(BY TEACHER'S LOUNGE)



These spaces can be used without "Lunch Money" only if there is a FREE tile present (see **THE TILES**, pg. 16).

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Bonus Spaces

If a space allows the Student to do something but does NOT require a roll or the use of "Lunch Money", it is a Bonus space. These spaces may be used freely if the Student occupies it. The WATER FOUNTAIN is an example of a Bonus space. Like Action spaces, each individual space may only be used once in a turn.

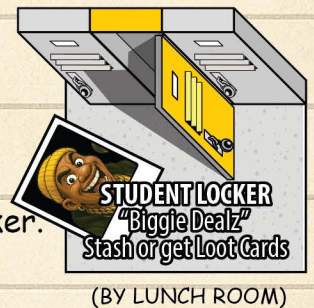


Student-Only Bonus Spaces

Every Student has a matching STUDENT LOCKER & STUDENT BUS STOP Bonus space which only they can use. For others, these spaces offer no direct benefit under normal circumstances.

STUDENT BUS STOP— A Student may use their BUS STOP to advance to any other BUS STOP.

STUDENT LOCKER— You may "stash" Loot in your locker to use later. Each locker can hold up to 7 Loot cards. You may look at your stored Loot at any time, but you may only access it while on this space or the PAPER TOWELS Action space in the Restroom. *GET IT? CLEAN YOUR HAND!*



At the start of the game, each Student begins with 3 Loot cards in their locker.



Door Stop Spaces

DOOR STOP spaces are adjacent to every red, blue, or yellow door. They are very important when trying to block other players. If any figure or Friend token occupies this space, the door that it is attached to is sealed and cannot be used. Students may "Ditch" Friends in these spaces as they pass through to keep them occupied!

Faculty Start Spaces

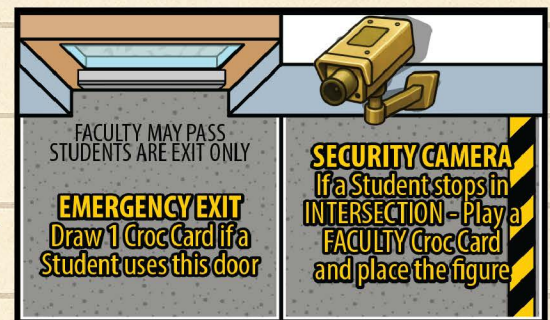
Spaces with a staff member's image, name, and position are where you start the figure on the board. If a figure is already there, they must move to an empty adjacent space. *GET OUT OF MY WAY!*



Warning Spaces

Warning spaces are highlighted with yellow text to warn Students about doing certain actions. There are 2 types of Warning spaces on the board.

EMERGENCY EXIT— The Faculty player gains 1 bonus Croc card if a Student uses these doors. They are also a 1-way exit for Students—they may exit, but they cannot enter (at least not without a "Fake ID").



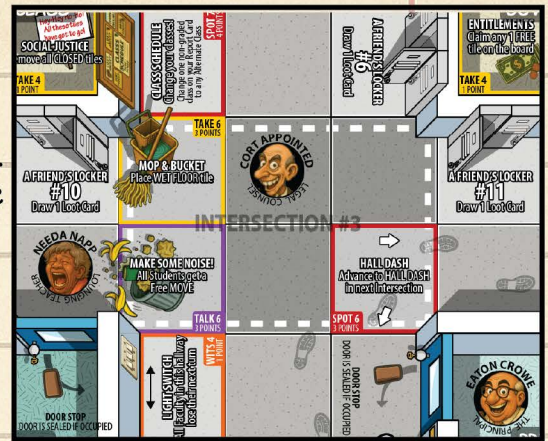
SECURITY CAMERA— If a Student stops in any Intersection that has an active SECURITY CAMERA space The Faculty may instantly play a FACULTY Croc card (if they have one) and place that figure figure on the board.

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HALLWAYS & INTERSECTIONS

HALLWAYS— Hallways are the gray spaces that wind between all the rooms at Hard Knox—and they're where most of the gameplay happens. There are 4 horizontal hallways (left to right) and 3 vertical ones (top to bottom). Most are 2 spaces wide, except for the main hallway in the center, which is a 3-space-wide express lane for students on the run.

Each hallway runs in a straight line, across the board, crossing multiple Intersections and ending at a wall with a door or window.



INTERSECTIONS— Intersections are where the hallways intersect. They are outlined in a white dash or (if there is a SECURITY CAMERA) in a caution tape. There are 8 Intersections on the board. In Intersections with a white dashed outline, there is a MOP & BUCKET Action space which allows Students to place a WET FLOOR tile (see **THE TILES**, pg. 16).

STAIRS

Stairs are found at both ends of the board and are colored in one of six distinct colors. Each colored Stair space is considered adjacent to its matching counterpart on the opposite side of the board. Stairs can be used by all figures.

So, for example: you land on the Yellow Stairs on one end? You can then move to the Yellow Stairs on the other side—it's like a secret passage... with bad lighting.

DOORS

Doors come in four colors—blue, brown, red, and yellow—and they're more than just decoration. First off: Doors block ranged effects. If a card says it affects figures within, say, 3 spaces, it won't hit anyone if the path crosses a door—even if the space is technically in range.

Blue, Red, and Yellow Doors

These are locked and Students need the matching "Key" UPGRADE Loot card to pass through. Each locked door also has a DOOR STOP space next to it—this is the direction the door opens. You cannot pass the door if another figure or Friend marker occupies this space.

Brown Doors

These are unlocked and open to anyone. All exits, interior office/class doors, and Restroom doors are brown. Any figure can pass through freely. Keep in mind, all exterior doors (other than the front doors) are Emergency Exits.

SPACES & RANGED EFFECTS

Some cards will say they affect figures more than 1 space away. The base rule in determining who is in range is this: **If that range was a MOVE and you can reach them without passing a door, they are in range!** This includes going around corners and through STAIRS!

SO YOU THINK YOU'RE SAFE FROM THAT "GATOR TASER" BECAUSE YOU TURNED A CORNER? LOL



MOVEMENT

HOW THEY MOVE

All figures will make a MOVE roll to indicate how many spaces they can move this turn. Students roll a die and add any applicable bonus to MOVE with their Student bonus, cards, or utilizing an Action space.

Faculty have their MOVE roll indicated on their Croc card and also their figure. They use this as the base roll and adjust that by any UPGRADE, PROBLEM, or Croc card played.

To determine where you can move, consider the following:

1. Every space costs 1 MOVE to enter
2. Two spaces are considered only 1 MOVE apart if:
 - A. they share a side or touch at the corners (allowing diagonal movement)
 - B. they are STAIRS spaces
 - C. they share a door

THEY DON'T TOUCH AROUND CORNERS OR THROUGH DOORS!



Spaces separated by a door are considered only 1 MOVE apart, but they are NOT considered adjacent for any purpose other than movement. Situations affecting adjacent spaces (like "Smoke Bomb" Loot cards) do not pass through doors!

THE RESTROOM STALL IS CONSIDERED JUST A SPACE NO WALLS OR DOORS TO CONSIDER.

MOVEMENT RULES

A move is when a figure goes from one space to an adjacent space, this may even be diagonal as long as the corners of each square touch. You cannot move diagonal through doors or by cutting corners since they do not touch.

Occupied Spaces

Figures may pass through or stop on occupied spaces. However, stopping on an occupied space will result in a Fight (Student lands on Student), GRAB roll (Faculty lands on Student), or automatically being *Busted!* (Student lands on Faculty).

If a figure is advanced to an occupied space, the occupying figure is then advanced to an empty, adjacent space to get out of the way. If more than one is Advanced to a space at the same time, use the order of play to determine who is there first, then second, etc.

Free MOVE

A Free MOVE is a bonus MOVE roll—and everything is considered. Players may play any Loot or Croc card or Use a Friend with this move as if it was their turn. They cannot, however, use any space at this time as spaces can only be used on your turn. A Free MOVE may be ignored.

Losing a Turn

If a figure loses their next turn, simply turn them on their side. Stand them back up when that turn is over—easy peasy!



THE TILES

The school's full of surprises—and so are these tiles! From slippery intersections to broken-down Action spaces, here's what you need to know:

WET FLOOR

Land on a MOP & BUCKET Action space and roll a TAKE 5 to place a "Wet Floor" tile down. A "Wet Floor" affects the entire INTERSECTION. After the tile is placed, all figures in the INTERSECTION (or who later advance there) must Advance 1 space to a hallway they can reach—and that's just the beginning...

If any figure enters this INTERSECTION, their MOVE is paused as they slide straight across. Once on the other side, they continue in the hallway space directly opposite and just pass the INTERSECTION boundary (do not count the INTERSECTION as part of the MOVE). You cannot turn a corner or even move out of your lane when sliding through the INTERSECTION! It's a great way to give the Faculty the 'slip!' Need to get rid of a "Wet Floor"? Go visit CROC ROCK in Science class!



If you enter Intersection #1 or #8 from the main hallway and there is a "Wet Floor" tile present, you will slide right through the exit doors! Keep in mind Intersection #1 only has one exit—and you will go through it regardless of what lane you were in!

OUT OF ORDER

These are placed on spaces mentioned on the Busted card when drawn. If a space has an "Out of Order" tile, that Action is considered inactive until the tile is removed. Here's a tip—in the Principal's Office, you can turn the tables by removing these tiles with an EXECUTIVE ORDER.

FUN FACT: YOU CAN MAKE SECURITY CAMERAS "OUT OF ORDER" IN THE SECURITY OFFICE!

CLOSED

Closed tiles are placed on Action spaces mentioned on the Busted card when drawn and indicate a space is "off-limits" and cannot be entered or passed through by any figure normally. It's a real pain when STAIRS get closed! Luckily, students can change all this with some SOCIAL JUSTICE in the Social Sciences class!

FREE

As they say, "the first one is FREE!" These tiles are placed on a LUNCH MONEY space when a card calls for it. When present, the next Student to use that space can do so 1 time without spending a "Lunch Money" Loot card. Once used, the tile is removed.



BUSTED CARDS

Busted cards represent things going on at Hard Knox that affect all players. The Faculty player draws and plays 1 Busted card which will take effect immediately. Some Busted cards will bring Cal onto the board or Advance him if Cal O'Reeze appears in red (see: CAL O'REEZE, pg. 20).

There are 3 types of Busted cards:

1-USE ONLY— These cards take effect and then are discarded.

CLASS CARD— These cards are placed face-up on the board and will last for the rest of the Class. They can be replaced if you draw another one. CLASS cards are discarded at "The Bell".

NEW POLICY— These will institute a new rule for the game. Place the NEW POLICY card on the Clerk's Office so all can see it. It will remain in effect until replaced by another one or they are removed. Students can remove NEW POLICY cards by using the STUDENT RIGHTS Action space in the Clerk's Office.



CROC CARDS

Croc cards are how the Faculty keeps order—or at least, try to. They represent the school's strategy to dealing with their little "Gator issue". Cards can range from useful gear to dirty tricks - from bringing out new faculty to giving Students a new problem!

The Faculty can only keep 7 Croc cards in their hand at a time. They must discard excess cards when drawn. Croc cards come in 5 types:

1-USE ONLY— These cards take effect once and then are discarded.

FACULTY CARD— These cards are played at the beginning of the turn and placed face-up in front of the player. When played, find the matching Faculty figure and put it on top of the card for placement at the end of your turn.

PROBLEM CARD— These are given to a Student and remain in effect until it is removed through an Action space or card.

SPECIAL CARD— Played as indicated at the bottom of the card. On or maybe even off your turn.

UPGRADE CARD— You may place only 1 UPGRADE on any FACULTY Croc card. They go into effect immediately and remain until that figure is removed from the board or the UPGRADE is replaced by a new one.



LOOT CARDS

Loot cards represent items found. Most of the time they are gained from Loot spaces such as A FRIEND'S LOCKER Bonus space, where Students may draw 1 Loot card.

Students are limited to 21 cards (7 "Face-Up", 7 in their hand, and 7 in their locker). A "Loot Bag" card will allow you to carry an additional 5 "Face-Up" cards under it as a single card. After drawing Loot, a player may "activate" it, but cannot play one to discard it—they must first get their hand in order and discard any extras.

PLAYING LOOT CARDS

All Loot cards can be played during your turn as needed. Loot cards that can affect a roll TYPE may be played at any time that Student must make that roll. For instance, if the Faculty GRABS a Student, they may use any card carried that applies to the situation or that SLIP roll.

DISCARDING LOOT

Loot that is normally discarded is referred to as the "Dumpster Pile", due to the fact that landing on THE DUMPSTER outside will allow you to draw from them. When Loot is lost from being **Busted!**, the cards go into a separate pile called "Lost & Found". These cards can be kept face-down on the board somewhere for easy reference.

Note that when it says "draw" Loot from a pile, it means to randomly draw from those cards. If it states "select", this indicates the player may look at the cards and choose which to take.

WORDS ARE IMPORTANT!

If "Place Face-Up" appears at the bottom of a card, it must be face-up (activated) prior to being used. You may activate "Face-Up" Loot at the moment it is drawn or at the beginning of a following turn. "Face-Up" Loot except DEVICE cards may be placed back into your hand or locker (devices are only discarded).

TYPES OF CARDS

1-USE ONLY— These are discarded after a single use.

PRANK— 1-Use Only cards that may only be played if you or the target is on a specific space (as indicated).

SPECIAL— These cards may be used at any time as indicated.

PROBLEM— Problems are given to specific Faculty by placing them on a FACULTY Croc card. Problems will penalize a figure's MOVE or GRAB rolls. Faculty may only have 1 PROBLEM per figure.

UPGRADE— Once activated, these cards are always in effect. You may only have 1 UPGRADE per roll type (MOVE, SLIP, etc.), and no duplicate cards can be active at the same time.

DEVICE— Similar to UPGRADES but they must be specifically used by the player for any given situation—they are not "always on". Once used, a DEVICE is turned 90 degrees to the right. After 2 uses, the DEVICE is upside down and considered "dead" until recharged at a RECHARGING STATION Lunch Money space.

→ A STANDARD "DISCARD PILE"



→ THAT MEANS "SIDEWAYS"

RESTROOM CARDS

Restroom cards represent all the awkward, wild, and surprisingly important moments that can happen when you slip away to the bathroom—or just try to survive the school day by hiding out. They can be good, bad, or ugly - but the odds are about 75% in your favor!

DRAWING CARDS

Students draw 1 Restroom card when a MOVE roll or an "Advance To" effect has them entering and stopping in a Restroom on their turn. All Restroom cards are read aloud to the table except DARE CARDS, which are kept secret.

Some Restroom cards will bring Cal onto the board or Advance him if **Cal O'Reeze** appears in red (see: **CAL O'REEZE**, pg. 20).



You'll find a lot of cool perks for students in the restrooms. You can earn points, find new friends, gain loot, advance to other spaces and more. But every once in a while, it doesn't work out so well—so be prepared!

TYPES OF CARDS

There are a 5 different types of Restroom cards:

1-USE ONLY— These cards take effect and are then discarded.

CAL CARD— Not good. These cards don't just bring Cal into the game again, they are like a direct threat to the Student. CAL CARDS are placed face-up in front of the player and they remain until **YOU catch Cal O'Reeze** or he completes the task. New CAL cards will replace existing ones and Students may only have 1 at a time.

DARE CARD— Oh cool... a quest! **These cards are announced but not read aloud.** They are kept face-down and private. They remain until the dare is completed or it is replaced by a new DARE CARD. Students may only have 1 DARE at a time.

KEEPER CARD— Finders keeper—you're a loser, weeper! As the name suggests, you keep this card face-up in front of you where it remains active until it is removed at the REVISIONIST HISTORY space in History class, or you are **Busted!** New KEEPER cards will replace existing ones and Students may only have 1 at a time.

FRIEND— These represent running into other classmates. When a FRIEND card is drawn, any Student that has that Friend token can claim the "I Know Them" bonus (see **Friends With Benefits**, pg 19). At Hard Knox, it's not what you know—it's who you know!



CAL O'REEZE

Cal O'Reeze is a legend at Hard Knox—and not in a good way! He is that annoying kid that shows up always at the wrong time. Although technically a classmate, he's not considered a Student nor a Friend. He is a special NPC (that's "Non-Player Character") controlled by the Faculty.



Do you share a class with Cal O'Reeze?

Cal is the absolutely worst classmate to have. He will narc you out quicker than you can say "what's your problem?" Students who share a class with Cal advance directly to BIG TROUBLE when they are Busted!

PLAYING CAL O'REEZE

How He Enters...

Whenever a Restroom or Busted card displays **Cal O'Reeze** in red, his figure is advanced to his START space in that restroom, regardless if he is currently on the board or not. When Cal arrives, he instantly receives a Free MOVE as he runs for his life back to class!

How He Moves...

Cal may move up to 5 spaces per turn. And catching him won't be as easy as outrunning him. The school likes Cal so much, they give him a free pass—literally! He can pass through all doors as if he was part of the Faculty!

How He Exits...

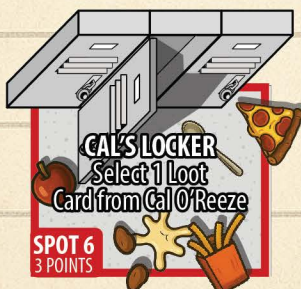
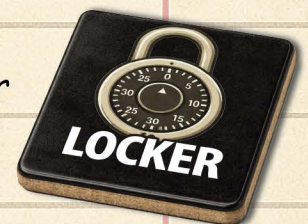
Cal is removed from the board if he lands on his SEAT in his scheduled Class or when a Student lands on his space. If he makes it to his SEAT, the Faculty gains 3 points. If a Student lands on him, they gain 3 points, remove any annoying CAL CARD they have, and get all the Loot that Cal has in his locker! Catching Cal has it's benefits!

When removed from the board, place Cal's figure on his LOCKER tile as he waits for his next opportunity to pop-up and say "hi guys"!



CAL'S LOCKER

The Faculty has Cal O'Reeze's LOCKER tile. This tile is placed on top of any Loot cards Cal gains through the game (just as Students do for their locker cards). Cal's locker has no limit on the number of cards it can hold and they remain there until Cal is caught by a Student or the locker is looted at the CAL'S LOCKER Action space. At no time may the Faculty use Loot stored in his locker.



Looting Cal's Locker

Students can loot Cal's locker and choose a any Loot card by making a SPOT 6 roll when using the CAL'S LOCKER Action space located in the main hallway just under the **Busted!** logo. Did Cal take your sneakers? Go get them back!

FRIENDS

At Hard Knox, popularity is power—and nothing says you're popular like a pile of Friends. Friends can be gained or even taken from another player. If gained, they are drawn from the unused Friend pile. If taken, they are selected from those owned by the other player. Players cannot lose more points than they currently have active—additional points are simply ignored.

FRIENDS COUNT—THAT'S THE POINT!

Every point you earn is represented by Friends. The older (and cooler) the Friend, the more they're worth. They are valued based on their year of high school:

1. Freshman = 1 point
2. Sophomore = 2 points
3. Junior = 3 points
4. Senior = 4 points



When you gain points, you get to draw from the face-down Friend pile the amount earned in any combination. For example, if you gained 4 points, you can choose:

- Four Freshmen (1+1+1+1)
- A Sophomore and 2 Freshmen (2+1+1)
- 2 Sophomores (2+2)
- A Junior and a Freshman (3+1)
- Or go big with one Senior (4)



Once a Student has a new Friend, they are placed face-up in front of you. Students with face-up Friends can use them in ways the Faculty cannot (see **Friends With Benefits**, pg. 19).



Someone very wise once told me "you don't really know who your friends are", and at Hard Knox—that's the truth! Well, at least you don't until you pick them!

UPGRADING FRIENDS

Players can cash in Friends for those of a higher value at the start of their turn. For instance, you may turn 3 Freshmen in (3 pts) for 1 Junior (3 pts). Students cannot do this just before a die roll to use them—so you will have to plan ahead! Players cannot exchange higher valued ones for lower unless they need to make change when losing points or the Faculty player calls to restock the pile with Freshmen.

FRIEND LOCKERS

Every Friend has a locker—this is indicated on the front of their marker. That corresponds to A FRIEND'S LOCKER Bonus space on the board. Some cards may indicate a Friend is at their locker—that's how you know where that is! Pay attention to where your Friend lockers are at—you get a bonus Loot card when you use that space!

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FINDING NEW FRIENDS

Sometimes a Friend can be found loitering around the school. Whenever a Friend marker is on a space, the first figure to reach them gains them—even if only running through that space!

FRIENDS COME AND GO!

At the end of each Class, compare points with all players to determine your grade on your Report Card. Once your grade is known, the number of Credits earned is the number of points you may keep for the next class—all others are returned to the Friend pile.

"Benching" Friends

In some instances, it will call for "benching" your Friends. To do so, simply turn their marker over. This is basically taking them out of the game. "Benched" Friends cannot be lost, used, or taken, they are simply ignored as if they do not exist. At "The Bell", all Friends are "unbenched" and counted.



Students can also "bench" and "unbench" Friends at the COACH'S COUCH Action space by the Coach's Office!



In high school, friends are everything! You want them—you need them! They really count! But, in a worst-case scenario you may even have to ditch them. Here—you can do a lot with the right friends!

FRIENDS WITH BENEFITS (Students Only)

Students may use unbenched Friends in ways that the Faculty cannot.

1) Ditching Friends

"Hey watch that door!" Anytime a Student enters a DOOR STOP space, they may leave one of their Friends there in order to seal the door. This does not require the Student to stop in that space—just pass through!

2) "I Know Them!" Bonus

Anytime a FRIEND Restroom card is drawn, any Student with that Friend can say "I know them" and gain points equal to their value!

3) Looting Your Friend's Locker

If you Loot your FRIEND'S LOCKER Action space, you may draw 1 bonus Loot card.

4) Trading Friends

Just like Loot cards, if you are in an adjacent space next to another Student, you can exchange your Friends. Why? I don't know—your friend becomes their friend—it happens all the time!

5) Using Your Friends

Before any TYPE of die roll, you may use 1 Friend to increase the roll total. Add their value to the die roll. **But remember, you DO NOT gain any points for a successful toss and you lose that Friend after rolling—Friends don't like to be used!** If used against a GRAB roll, the Faculty gains that Friend—don't cry, you're the one that threw them under the bus!



YOU HAVE TO PAY ATTENTION TO TO CLAIM THIS BONUS!

GETTING BUSTED!

There are many ways a Student can end up *Busted!*:

- ✓ Losing a SLIP roll vs the Faculty GRAB
- ✓ As a result of Cal's actions on a CAL CARD
- ✓ Landing on a Faculty member's space
- ✓ Landing on BIG TROUBLE in the Principal's Office

When a Student is *Busted!*, there are a few things that will happen:

1. The Student advances to YOUR SEAT (or BIG TROUBLE)*
2. The Faculty takes points and Loot cards
3. Remove the Faculty figure & Croc card
4. Draw 1 Bonus Croc card

*If *Busted!* by the Principal or they share a class with Cal O'Reeze—advance to BIG TROUBLE!



YOUR SEAT OR BIG TROUBLE

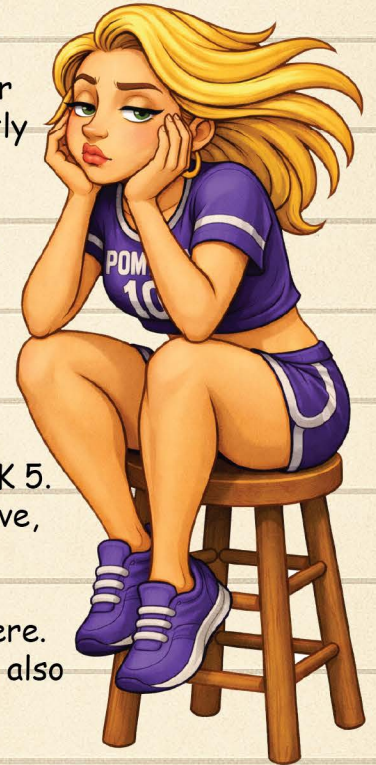
Ok, you're *Busted!* and sitting on YOUR SEAT, now what? Well, the Faculty takes 3 Loot cards carried ("face-up" or in-hand) and the number of points indicated on their Croc card (3 points if Faculty was not directly responsible).

When a Student lands in BIG TROUBLE, the Faculty swoops in and helps themselves to HALF of your points and Loot cards carried (round down) with a minimum of at least 3 of each!

Your Life—On Pause

After being *Busted!*, you'll have to talk your way out of it! If you're on YOUR SEAT, the roll is a TALK 4. If you're in BIG TROUBLE, it's a TALK 5. Miss the roll? Get comfortable—unless you have some trick up your sleeve, you'll be there for another turn!

Here's the good news: Faculty cannot land on you while you are stuck there. And if you fail the 1st 2 attempts—you go free on the 3rd turn. You can also get out by being saved by "The Bell"!



REMOVING THE FACULTY

After successfully busting a Student, the faculty figure and Croc card are removed along with any PROBLEM or UPGRADE card assigned to that figure.

The principal however, is different—when the Principal busts a Student, he is removed along with any UPGRADE and PROBLEM cards, but he will return. The player places him on his FACULTY card where he takes a coffee break until "The Bell" when he rejoins the hunt!

DIGGER'S DIARY: A BUSTED STORY

Hi, I'm Dan! My friends call me "Digger Dan". Well at least they did back in the day. And that's what I want to talk to you about—back in the day.

A HISTORY LESSON

It all started in the mid 80s, when I was a teenager going to a public high school in a Cleveland, Ohio—it was my freshman year.

It began when some friends and I started cutting a few classes. Sure, at first it was simple—cut some boring class, get caught, get in trouble (rinse & repeat). But after some time, we sharpened our skills, we ran faster, we hid better, and in the end, we turned out to be some of the most notorious kids ever to run the halls there. Heck, even some of the teachers that busted us laughed and shook their heads at stuff we did.

THE CHALLENGE

That was until Mr. Crowe began to put the hammer down. He instituted policies and directed his staff to put an end to the kids running around the school. Crowe was tough and I respected him for that, but we were on a mission, and I couldn't let him stop me while I was (in his words) "digging a hole" for myself. Heck—I was "Digger Dan" after all!

Every day became a game of cat-n-mouse between the staff and the kids cutting classes. Our friends didn't even call us by name, they knew us by our nicknames, our "nom de plume" if you will. Because back then, if you had one, you had a reputation!

Over time, our reputation and exploits grew. Friends encouraged us—teachers lectured us. It became part of daily life in school. It was fun... well, until you heard the "lockout bell"—that's when you knew the race was on... if you weren't trapped like a rat!

THE IDEA

A few years later, as I was sharing my experiences with my friend Mark. We laughed and said it sounded like a game. From that, we then began to slowly put together the basic building blocks of a system—after all, we were gamers and that's what gamers do!

Through many days and many more bags of "Moritos" brand nacho tortilla chips, we compiled our ideas to bring together as a prototype. It was crude at first, but with my newly created "Kool Breeze" and Mark's "Kid Fresh" running the halls and all the laughs we had playing, we knew we had something. And the friends we shared it with agreed!

My friend, Mark Conlon, is no longer with us, but because he rode my backside for years about publishing it, I have memorialized him in the game as "Dr. Mark Colon", local proctologist. One last laugh brother!



THAT WAS A THING BACK THEN! ↙

↘ COPYRIGHT LAWS!



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OVER THE YEARS

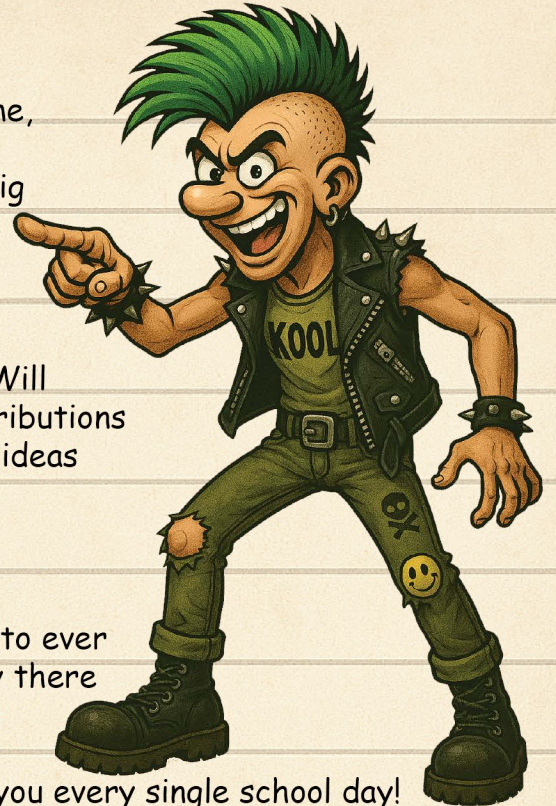
Over the years, I have spent countless hours playing the game, tweaking rules, and working with friends in streamlining it. Many thanks to those that helped along the way—Bob (my “Big Older Brother”), Larry, Sue, Vic (aka “Johnny Reb”), and the many others who playtested and critiqued along the way.

And to the most recent contributors as well. Thanks to my wife Laura, and our kids: Joel, Alex, Aaron, Austin, Scott & Will (honorary sons), our family, and all our friends for your contributions and playtesting. A special thanks to Austin, whose vision and ideas made it possible to finally complete & publish the game.

THIS IS IT!

So prepare to wreak havoc on the most dysfunctional school to ever exist—a place with absolutely no “safe-spaces” (well, actually there is 1)! At a time when actions spoke louder than words—words were not considered actions— and life is carefree & fast. In a world where good ole Mr. Crowe will try his best to cancel you every single school day!

But remember, he’s not called “Eaton Crowe” for nothing We ain’t playing this time! This is not a game! We’ve beat him before and we’ll do it again—because everyone knows...



YOU CAN'T CATCH THE KOOL IN SCHOOL!
—KOOL BREEZE

Busted!

WELCOME TO THE SCHOOL OF HARD KNOX



This work is dedicated to my best friend and "partner in crime" since 1987.

MARK WILLIAM CONLON

May 4, 1969 — January 12, 2022