

School year diary

A co-op, school-themed, competitive, puzzle game for 1-4 players

Designed and illustrated by Trong Khanh Nguyen (version 1.1)

You are a teacher, an energized person loving school and classroom. You have desires to direct your students toward the best outcome. Each student brings their unique personality to each classroom. Each unlocked event brings new challenges for all members of the class. You are going to:

- Give out directives and all students will follow. They listen to you.
- Collect unique items by unlocking experiences of your students. They share with you.
- Collect medals when your students achieve the maximum score of a subject. You are rewarded.

In **Co-op mode (Cooperative)**, all players win together after collecting all medal rows on board.

In **Comp mode (Competitive)**, the 1 winner is determined by comparisons: have the most victory points, have their turn earlier.

Components

1 play board, 1 rule book
2 thanks cards



4 summary card (3 black, 1 red)



2 idea card



16 event cards



12 lockers



56 medal tiles



10 prize tiles



56 directive cards (drt cards)



24 item cards



24 students avatars

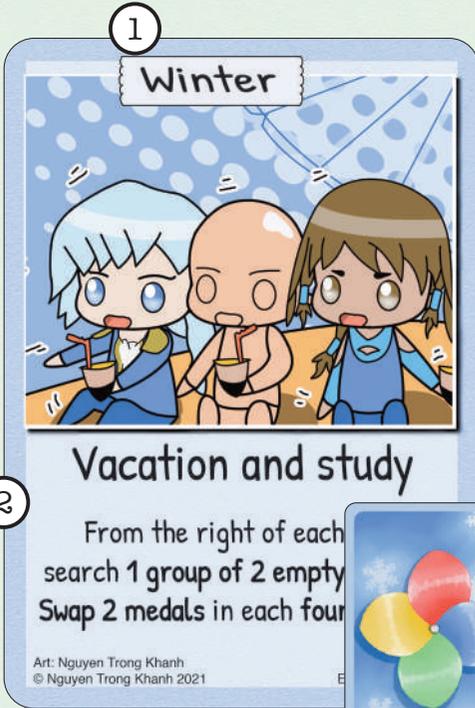


32 color stands

40 cards for 4 students (each student has 1 student card, 8 experience cards, 1 souvenir card)



Cards structure



Event cards



Experience cards

(1) Season tag. Border color presents season of the card: red autumn, blue winter, green spring, gold summer.

(2) Card names, card's directives.

(3) Back of experience card includes: avatar of students.

(4) The round from which prize tiles are available, if any.

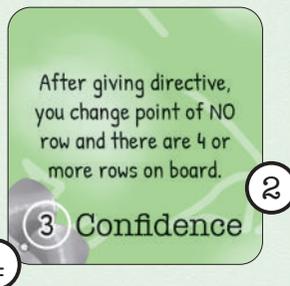
(5) Student cards have student name on them.



Item cards



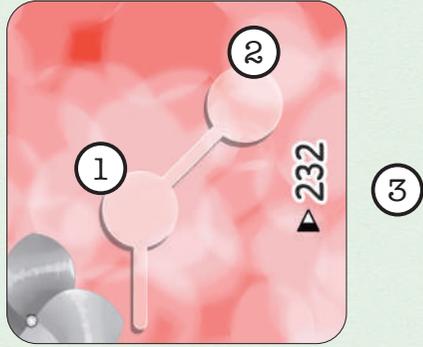
Student cards



Prize tiles

Medal and rows

- (1)
 - **Odd point cell** links directly to 2 paths.
 - Amount of points can be: 1, 3, 5, 7, 9.
- (2)
 - **Even point cell** links directly to 1 path.
 - Amount of points can be: 2, 4, 6, 8, 10.
- (3)
 - Identify number of medal: 232.
 - White nose of the triangle pointing up means medal is in **default orientation**.



Each medal row is formed by 2 to 5 medals in a line, from left to right.

Each row presents scores of a subject, of a student, being handled by a teacher.

(1, 2, 3, 4, 5, 6)

Counting from left to right. Point cell number 1, 2, 3, 4, 5, 6.

- (A)
- Row has 5 points as a student avatar currently is standing on point cell n.5.
 - **Row is having 2 ranks.** Based on current amount of points of row, each row has 1 rank for each 2 points.
 - **Maximum point** of row is 6, based on current amount of medals in the row.

- (B)
- **Point cell n.0** refers to this (B) spot (on the left of the 1st medal).
 - **If row has 0 point**, student avatar is always considered as on the first medal, the first medal is NOT empty, put 1 student avatar on this (B) spot.

(2)

Point cell n.2 is **locked** as a locker is on it. Student avatar can **NOT** stand on a locked point cell (see page 8).

The 1st medal is **locked** as a locker is on it.

Each point cell in turn is linked to the others **by paths**, in order of amount of points, from 0 to 10 points.

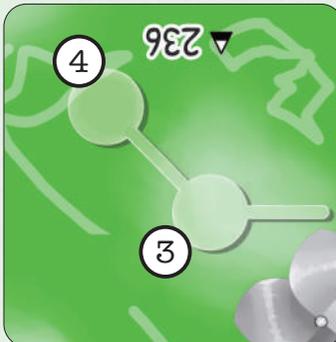
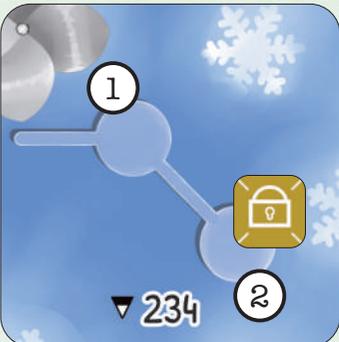
The 2nd medal is **empty** as nothing is on it.

Point cell n.0, 1, 3, 4, 6 is **empty** as nothing is on them.

The 3rd medal is **featured** as there is a student avatar on it.

The 3rd medal is the **last medal** of this row, based on current amount of medals in the row.

B



A



Round, turn, end, winner

A game session usually ends after 8 rounds.

Round

1. Unlock 1 event card (see page 10).
2. Players begin their turns, in clock-wise order. The 1st player is the player who keeps **red summary card**.
3. New round begins after the last player ended turn.

Player turn

1. You move 2 idea cards to your hand from previous player / public storage.
2. You remove all of your lockers on medals, if any. (Your lockers are attaching to your color stands.)
3. You do following actions, optional order, optional amount of times, only if possible:
 - Use idea cards.
 - Use 1  item card.
 - End turn.
 - **Notes:** You must **complete all** mandatory actions (page 11), if any, before doing any actions in this section 3.

Game session end

if 1 of these requirements is met:

- New round begin and **new event deck** is empty.
- Follow directives from cards.
- In Co-op mode, after collecting all medal rows on play board.
- In Comp mode, after 1 or more players handle NO medal row on board (see **Collect medal row**, page 11).

The winner after game session ends:

- In Co-op mode, all players win together if collecting all medal rows on play board.
- In Comp mode, the 1 winner is determined by comparisons: have the most **victory points** (VP), have their turn first.

To count VP

1. Each player collects medals from their rows, amount of medals equals to amount of ranks of each row (page 3).
2. 1 VP can be exchanged to:
 - 1 medal tile.
 - 1 souvenir card.
 - 1 prize tile.

Idea cards are moved from a player to the next player and are the main way for player to progress the game.

Discard idea card is moved from hand to player's storage.

Idea

Discard enough 1 idea card to do 1 action, **optional order**:

- Get 1 directive card.
- Give 1 directive.
- Rotate 1 medal.
- Swap 2 medals.
- Lock 1 point cell.
- Remove 1 locker.
- Refresh directive cards.
- Give directives chain.

Discard enough 2 idea cards to do:

- Discard 1, get 3 directive cards.

Choose your way to play

1. Pick **amount of players** from 1 to 4 people. If there is only 1 player, it is called **solo mode**.
2. Pick **amount of students in class** from 2 to 4. In your first game session, please pick 2. If there are 4 players, maximum amount of students in class is 3.
3. Pick students who will be in your class. In your first game session, please pick: Giang Ry, O Tach. Other students in order of simplicity first: Nim Se, An Pha.
4. How to determine winner:
 - **Co-op mode:** all players wins together, loses together. In your first game session, please pick this.
 - **Comp mode:** 1 winner.

Numbers in a game session

- Amount of rows handled by 1 player for each student is 1.
- Amount of medal rows when game starts is **[amount of students in class] x [amount of players] x [amount of rows handled by 1 player for each student]**. Because play board supports only 6 rows, the other rows are put outside and below of play board.
- Amount of medals required is **amount of medal rows x 5**. If amount of medals in game box is not enough, use all medals in game box.
- Amount of directive cards required is 8 x **amount of players**. If there is only 1 player, 12 directive cards are required.

Example: if a game session has 2 students, 2 players then game session has 4 medal rows, 20 medal tiles, 16 directive cards.

Solo mode - 1 player

- If conflicts happen, rules in this section take priority.
- Determining winner is based on **Co-op mode**.
- You pick the **[amount of rows handled by 1 player for each student]**, from 1 to 4.
- Amount of medal rows when game starts must be 12 or lower.
- Optional use any color stands as there is only 1 player, you own all the color stands.
- Directives with "Each player ..." is followed as usual.
- Directives which require 2 or more players are skipped, continue following other directives in a same card. Ex: ... each player gives 1 directive card to the player on their left.

After unlocking medal, you make amount of medals in a column equaling to amount of rows on board.

2 Kindness

Prize cards are only available in **Comp mode**



The students of the game

Setup

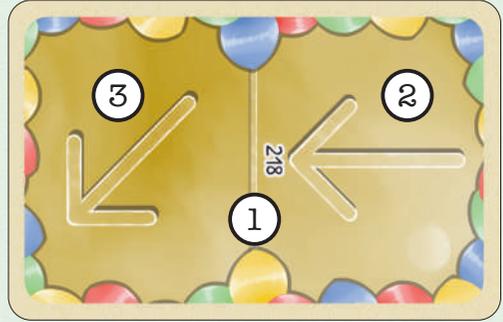
1. Put play board in center of the table.
2. Shuffle **medal deck** and put on play board, face down. Amount of medals is based on **Choose your way to play** (page 5).
3. Make a **new event deck** includes, from the bottom: 2 yellow, 2 green, 2 blue, 2 red cards. These 8 cards are taken randomly from all event cards in game box. Put on play board, face down.
4. Get 8 **experience cards** of each student in class. Shuffle and put this **new experience deck** on play board, face down.
5. Shuffle **new directive deck** and put on play board, face down. Amount of cards is based on page **Choose your way to play**.
6. Take medals from top of medal deck to form multiple **rows of 2 medals**. Amount of medal rows is based on page **Choose your way to play**. Put medals in default orientation, face up.
7. Put all **item cards, lockers, idea cards** in an area on the table, called the **public storage**.
8. Each player optional pick 1 unique color then get all matching color stands to their place, called **player storage**. **The 1st player** must take 1 red summary card, each other player optionally takes 1 other summary card.
9. Each player, in turn, puts 1 of their color stands on **cell point n.0** of 1 medal row (page 3), from top to bottom. Each row is handled by 1 player who has their color stand on it. Repeat until each row has only 1 color stand on it, each player must handle a same amount of rows, positions are alternating.
10. Call n equaling to **[amount of players] x [amount of rows handled by 1 player for each student]**. Each n rows, from top to bottom, belongs to 1 student. Attach 1 **student avatar** to each color stand on rows belonging to that student.
11. For each student in class, put 1 **student card in trend zone**, face up, align its top edge with the first row belonging to that student.
12. Each player takes 2 directive cards from top of **new directive deck**, keep secret.
13. In **comp mode**, put 1 **souvenir card** of each student in class to public storage, image side face up.
14. In **comp mode**, put 5 random **prize tiles** in **prize zone**, face up.
15. **Memo zone** has old directive deck, old experience deck, face up.
16. **Event zone** has old event deck, face up.
17. **Discovery zone** has new directive deck, new experience deck, medal deck, new event deck. All cards here are face down.
18. **Trend zone** has student cards, experience cards, face up.
19. **Prize zone** has prize cards, face up.

Let the games begin !

(Unmentioned components can be put inside the game box.)

Directive card, give 1 directive

- (1) Drt card's identify number: 218.
- (2) **The 1st arrow** is in a same section with id number.
- (3) **The 2nd arrow** of drt card.



Give directive refers 2 different actions: give 1 directive, give 1 directives chain.

Give 1 directive

You put 1 drt card from your hand on table, optional rotate it by step of 90 degrees. Do action "Check 1 directive".

Check 1 directive

1. For each row, check all arrows in directive card, in order from the 1st arrow.
2. Pick 1 among paths which are valid to the current checking-arrow, if any, then move the student avatar along the picked paths.
 - After checking ends, put related directive card(s), in optional order, on top of **old directive deck (in memo zone)**, face up.

If a row has a student avatar standing on a locked point cell, undo changes of that row made by **the last 1 action** (give directive, raise or lower point of row, ...). This "undo" action must be completed before all other actions.

"Featured" status is updated only after all "undo" actions are completed, if any.

Example:

(A) Medal row has 2 points.

Player gives 1 directive card as picture above (1). ← ↙

There are valid paths for the 1st arrow: point cell n.1 and n.3. Player who gives this directive can optional pick 1 among valid paths.

The results can be:

- (B) Row is lowered by 2 points, to 0 point. The 1st medal is **still featured**.
- (C) Row is raised by 1 point, to 3 point. The 2nd medal is a **new featured medal**. (based on the lastest update, a student avatar has moved to this medal.)



Give 1 directives chain

Give 1 drt chain

1. You put 1 drt card from your hand on table, optional rotate it by step of 90 degrees.
2. Repeat step 1, optional amount of times. 1 or more arrows of the next drt card must **cover** and **have a same orientation** with 1 arrow of previous drt card (directly below it).
3. A valid chain must have 2 or more cards and 1 or more **end arrows** (has only 1 other adjacent arrow). All **uncovered arrows** are usable.
4. Do action "Check 1 drt chain".

Check 1 drt chain

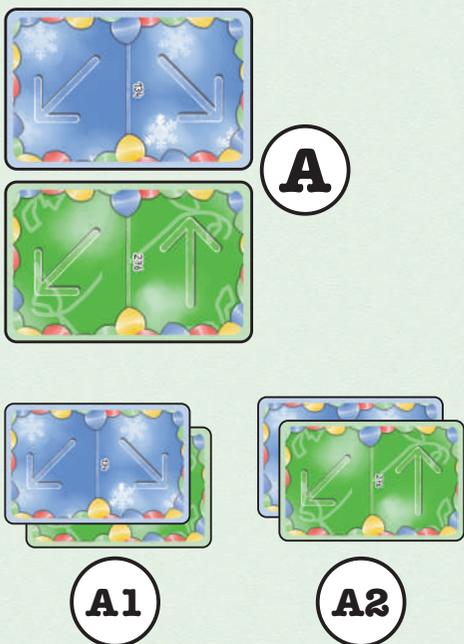
Replace step 1 in section **Check 1 directive** (see page 8):

- In each row, pick and check 1 among **end arrows** of drt chain. The next arrow to be picked and checked must be 1 among other adjacent unchecked arrows. Keep checking until there is no next valid arrow.

The back of drt card shows which **number can be used to present arrow orientation** (1 2 3 4 6 7 8 9).

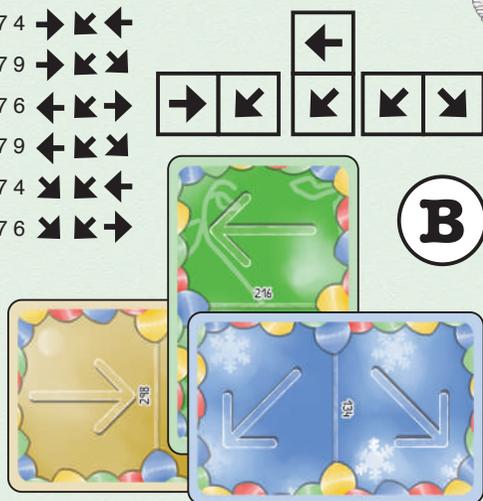
Example (A): 2 drt cards can be made into chain (A1) or (A2). Each chain has 2 **end arrows** and multiple orders of checking:

- (A1) has 7 9 or 9 7
- (A2) has 7 2 or 2 7



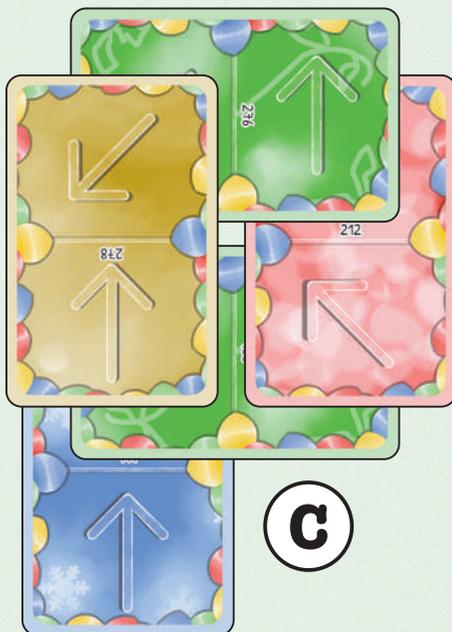
Example (B): Drt chain is formed by 3 drt cards and has 3 **end arrows**, multiple orders of checking:

- 6 7 4
- 6 7 9
- 4 7 6
- 4 7 9
- 9 7 4
- 9 7 6



Example (C): Drt chain (5 cards) is formed by order of cards (1, 2, 3, 4, 5), and has 1 **end arrow**, multiple orders of checking:

- 2 2 7 2 1
- 2 2 1 2 7



Actions

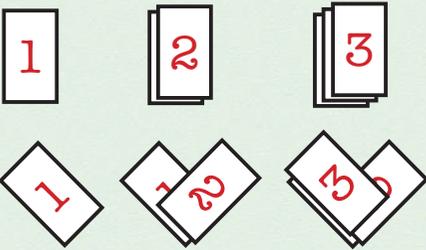
"Player", "you" refers to 1 player who has current turn. "Each player" refers to all players.

Unlock event

The 1st player get 1 card from the top of new event deck, follow its directives, then put it on top of old event deck, faceup. Pick 1 way to organize the deck, see figure below.

If directives has "Each player...", the 1st player follows it first.

Directives happen here are NOT counted as in a player turn because during this phase, NO player has begun their turn yet and NO player has the current turn.



Lock 1 point cell

You attach 1 locker from public storage to 1 of your color stand. You put it on 1 empty point cell in a medal, **except** the current maximum point cell of a row. If color stands or lockers run out, use something else.

Remove 1 locker

You put 1 locker which stands on a medal to public storage, put related color stand to its owner's storage.

Rotate 1 medal

You rotate 1 empty medal by optional step of 90 degrees. Medal's orientation must be different before and after rotation.

Swap 2 medals

You swap location of 2 empty medals. Their orientations must be remained.

Get 2, discard 1 drt card

This means you have to follow 2 directives, in order: get 2 drt cards; discard 1 drt card.

Discard directive card (drt card)

- You put 1 card from your hand on top of old directive deck in memo zone, face up. Repeat until required amount is met.
- If drt cards in your hand are NOT enough, discard all drt cards in your hand instead.

Ex: following directives "discard 2 drt card ...".

- If there is 0 drt card in your hand, you follow the next directive.
- If there is 1 drt card in your hand then you discard 1 drt card, follow the next directive.
- If there are 2 drt cards in your hand then you discard 2 drt cards, follow the next directive.

Get drt card

- You put 1 card to your hand from top of new directive deck. Repeat until required amount is met.
- If there are 5 drt cards in your hand, the next cards to be drawn are put on top of old directive deck, face up.
- If new directive deck is empty, shuffle a new deck immediately, to old position, face down, before all other actions.
- Shuffle a new drt deck includes all drt cards in memo zone, discovery zone.
- Actions "see drt card's face ..." will NOT make new directive deck empty.
- All players keep their drt cards in hand secretly.

Refresh drt card

You discard optional amount of drt cards in your hand. Then you get the same amount of drt cards.

Play 1 item card

You put 1 item card from your hand on table, follow its directives. After that, you put it to public storage.

Get item card

You get each required item card from public storage to your hand, optional order, if meeting these limits:

- Maximum amount of item cards in a player's hand is 2.
- Maximum amount of copies of 1 item card in a player's hand is 1.

Mandatory Actions

You **must** handle mandatory actions, if any, optional order, all requirements must be met before handling. Optional order of handling actions may make an action becomes invalid.

End game (mandatory, page 4)

Handle trend directives (mandatory) of cards in trend zone, skip other directives in a same card.

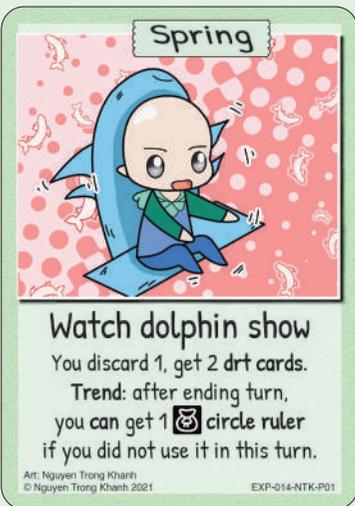
Unlock medal (mandatory) when a row meets requirements: medal deck is NOT empty, row has 4 or less medals and its last medal **has become featured** (see page 8).

Unlock 1 medal for each valid rows at a same time by putting 1 medal from top of medal deck on the right of each valid row, in default orientation, in order from top row to bottom row. If medal deck becomes **empty**, stop unlocking medal.

Collect medal row (mandatory) when a row is having maximum point (based on current amount of medals in row) and row does NOT meet any requirements to unlocking medal.

The player who handles a row if their color stand attaching to 1 student avatar on that row.

Collect a medal row by removing all lockers on the row (page 10), then putting all medals, color stands on that row to **storage of the player who handles the row**, moving all student avatars on the row to public storage.



This experience card can be unlocked in spring
This card has **Trend**

Unlock 1 experience (mandatory) for each student who has 1 or more rows which add 1 or more new medals by unlocking medal.

Season of the current round is based on the season of 1 card on top of old experience deck in event zone.

To unlock: search for 1 card of each valid student in **new experience deck, order from top to bottom**. Found cards must be in a same season with the current round.

Each student has exactly 2 experience cards in a same season. If found NO valid experience card, continue searching for next student's card.

Follow directives of found cards, optional order of cards. Each time you finish following a card, put that card on top of **old experience deck in memo zone, face up**.

If card has "Trend", follow other directives in the same card except **trend section**. Then put card to **trend zone**, in a same row with the matching student card, face up.

Comp mode, 2 new rules

Collect souvenirs (mandatory). After you give directive(s), if all rows of a student are raised by 1 or more points, you get 1 souvenir card of that student to your storage. Souvenir cards can be in **public storage** or in another player's storage.

Each souvenir card has records of conversations between player and that student, also worth 1 victory point at the end of a game session.

Collect prizes (mandatory) to your storage, face up, if you are **the only 1 player** meeting requirements of the prize tile at the moment of collecting, including the round from which prize is

available (if any). Prize tiles can be in **prize zone** or in another player's storage.

Example: prize has "After game session ends, you have 5 drt cards in your hand." and there are 2 players who meet the requirements, NO player will collect this prize tile.

Prizes are motivations for teachers to strive forward, don't miss it.



Souvenir card of O Tach

of collecting, including the round from which prize is

Credits

The game is for you to have fun, feel free to change the rules as you like.

If you have the chances to experience the game, feel free to share them.

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