Character Card

The Character cards represent a real or made up student that has just recently started studying at Chalmers, and is filled out before the game begins.

Character portrait:
The players are encouraged to try to draw a representation of themselves, and add their name, age and hobbies. For fun!

Personality traits:
The players fill out where they see themselves on the different scales, this will affect dice rolls in the game.

Score:
The player will have four point indicators each representing one of the zones, keeping track of the scoring during the game.
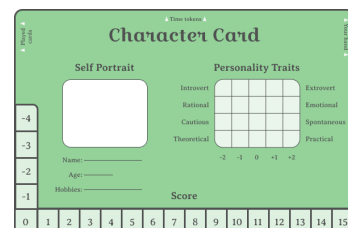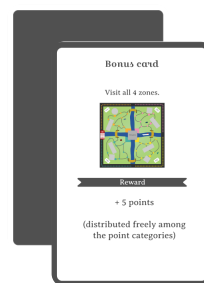
Bonus Cards

The Bonus cards contain goals for the player to complete in the game to earn extra points. Each player will begin the game by choosing one out of two randomly distributed Bonus cards.

Players can draw a new bonus card and gain a new goal by moving to the middle of the game board, to Teknologgården, but only once they have completed their current goal. Players may only have one active goal at any time, thus, if players have an active goal which they have not yet completed, they may not move through the middle of the game board.

At the end of the game, the players will earn points according to the Bonus cards if they have been fulfilled, if not fulfilled the player will lose that same amount.

Game End

The game ends when the pre-decided amount of rounds have been played out (preferably between 10-20 rounds). Each player then adds points from their finished Bonus cards to their Character card according to what is written on the Bonus cards.

Depending on the player's final score in each zone, the player gets a personalized ending. To access the ending, scan the QR-code in this booklet to get to a site where you fill in the player score to generate the ending. The endings tell the players a version of what life after Chalmers might be like.
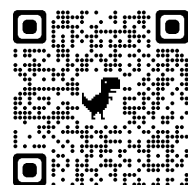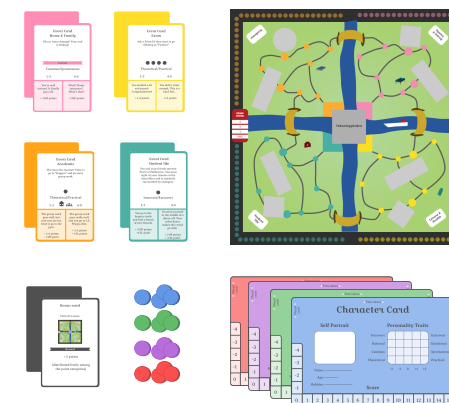
Chalmers Stories

COMPONENTS

- 1 Board map of Chalmers
- 8 Building models
- 80 Event cards (16 each in Orange, Pink, Turquoise, Yellow)
- 120 Time tokens (30 each in Red, Blue, Purple, Green)
- 16 Black Bonus cards
- 4 Game pieces
- 4 Character cards (including 4 score tokens for each)
- 1 Die
- 1 Rule booklet

SETTING UP THE GAME

Place the board map in the center of the table and place the Building models on their marked spots. Shuffle the four decks of Event cards separately, and place them on the marked spots on the board map.

Each player takes one Game piece each, with the corresponding colored Character cards including the four Score tokens for each zone on the map, and a box of colored Time tokens. Every player starts with three time tokens that are placed in front of the Character card. Each player fills in their Character cards according to how they see themselves, and places all four score tokens on zero.

All players then move one step to the right, and will play as that new character in front of them. Shuffle the Bonus cards and deal two cards to each player. Each player looks at their Bonus cards and decides on which one they wish to keep. Any returned cards are placed on the bottom of the Bonus card deck, and the deck is then placed on the marked place in the middle of the board map.

Before starting the game, decide on how many rounds you want to play, preferably between 10-20. The players will then place their own game piece in the middle, at Teknologgården, pointing towards the zone they will first enter.
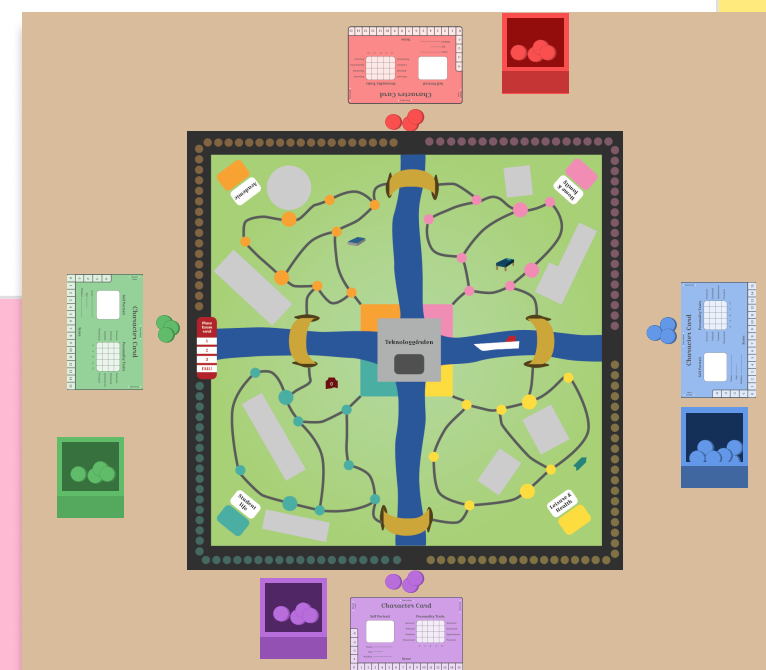
Event Cards

There are four different piles of Event cards, one for each zone on the map. The cards hold events that the players will receive during their turns, and have the opportunity to play out. The Player can hold a maximum of 3 cards in their hand at the end of its turn, and need to discard additional cards.

Playing an Event Card:

1. Make sure that your game piece is standing at a spot where your Event Card can be played (see 🏠 and 👥 in Legend).
2. Pay the amount of Time tokens (dots) specified at the Event card (If none, see **Instant** in Legend). Place the spent tokens on the time token tiles on the Board Map.
3. Roll the dice, and apply your character's dice effect according to the specified trait on the Event card (see 🎲 in Legend).
4. Recieve points to your Character card according to the ending you recieved.
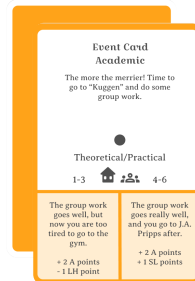
Exam cards: If an exam card is drawn, place it on the exam spot on the Board Map and follow the instructions on it. The exam cards apply for all players and need to be performed within 3 rounds if the players want to avoid losing points.

Legend

● ● ● The dots on the card specifies the amount of time tokens the player needs to pay to play the event.

Instant Instant labels specifies that the card is effective Now and does not cost any time tokens.

🏠 A house icon indicates that the Event card has to be played at the location specified in the description on the card.

👥 The group icon indicates that the player needs to find and convince at least one other player to join them in playing the card. The card holder plays the card and all included players add their respective scale modifiers together for the die roll. Points are then earned by all players.

🎲 You roll a dice. If 1, you get the left ending, if 6 you get the right ending. Otherwise, look at the stated Personality Trait at your Character card and subtract/add that amount to your die result. Depending on your result, you follow through with either the left or right ending, updating your points at your Character card.

POINTS Points can be gained and lossed in four different zones:
A = Academic
SL = Student Life
HF = Home & Family
LH = Leisure & Health

OBJECT OF THE GAME

The object of the game is to explore life as a student at Chalmers University of Technology during a set number of rounds that represents a full study period at Chalmers. During the game the players will be met with different opportunities based on real life events, and make choices that depending on both chance and character traits will give different outcomes.

The game introduces the players to how Chalmers life can look, including aspects of academics, student union activities, home and family, and leisure and health where points will be gained in those different zones. All in all, the game evokes conversation between players and gives them their own unique Chalmers story to learn and get inspired from when starting their own education.

PLAYING THE GAME

The Game Turn

The player that lives closest to Campus Lindholmen begins, the turns then proceeds clockwise around the table. The amount of rounds is decided among the players before starting the game.

<u>During a turn</u>, a player must perform one (and only one) of the following two actions:

- 1. Draw one time token.
  2. If you want, move your game piece one step in any direction.
  3. If you want, use your time tokens to move extra steps (one step for each token). Place the spent tokens on the time token tiles on the Board Map.
  4. Draw one Event card in the zone you are currently in, and read it out loud.
  5. If you want, play Event card(s).

- Draw two time tokens

OBS! At the end of your turn, you can have a maximum of three cards on your hand. If you have more, discard cards on your hand until you do.

The Board Map

The Board Map consists of four different zones: Academic, Student Life, Home & Family, and Leisure & Health. Depending on which zone a player is in, it is easier to collect points from that category. Each zone includes two different types of physical buildings, most of them which exist in real life at Chalmers campus areas. Some Event cards include requirements of moving your game piece to those specific buildings in order to perform the event.