



Campus Life: Undergrads on Ecstasy

OFFICIAL RULES

OBJECT

You are at a party at Mr. Boddy's old mansion, hoping to hook up with someone sexy who shares your aesthetic and kink. The sooner you can do this, the better.

SETUP

Look on the board for the START space and Suspect name nearest you. Take that Suspect token as your playing piece and put it on that space. If fewer than six are playing, return the extra tokens to the box; they will not be used. Unfortunately, some people had to study and couldn't come to the party.

Shuffle the Suspect deck and deal one card to each player. Each player should write the name of the Suspect from their card onto their notepad. This is the person at the party that they find most attractive. Return all the Suspect cards to the deck.

Shuffle the Weapons deck and deal one card to each player. Each player should write the name of the Weapon from their card onto their notepad. This is their kink. Return all the Weapon cards to the deck.

Shuffle the Rooms deck and deal one card to each player. Each player should write the name of the Room from their card onto their notepad. This is their primary aesthetic. Return all the Room cards to the deck.

Shuffle the Suspect deck and deal one card to each player. This is a lesser known side of your personality. If there are fewer than six players, deal one card into the Confidential Envelope.

Shuffle the Weapons deck and deal one card to each player. This is a kink you are curious about. If there are fewer than six players, deal one card into the Confidential Envelope.

Shuffle the Rooms deck and deal one card to each player. This is a secondary facet of your aesthetic. If there are fewer than six players, deal one card into the Confidential Envelope.

Shuffle the remaining Suspect, Weapon, and Room cards together and deal them face down, one at a time, into the rooms of the mansion, starting in the Hall and continuing clockwise until the deck is empty.

GAME PLAY

Starting with Miss Scarlet and carrying on clockwise, each player should place a weapon token in a room that does not yet contain a weapon. If Miss Scarlet is not in play, start with the first actual player clockwise from Miss Scarlet's starting position.

Starting with Miss Scarlet (or the first player clockwise from her starting position, if she is not in play), and continuing clockwise, each player takes a turn, as follows:

1. Roll the die. You may move up to this many spaces on the board (even zero spaces) or, if you are in a corner room, take a secret passage into the indicated room. Rooms count as a single space, even though they are larger than the spaces in the corridors. Diagonal movement is not allowed. If you enter a room you must stop movement. Note that the two rooms in the middle of the board have no doors and can be entered from any side. If you are not in a room, you may place one of the cards from your hand face up on the table in front of you to take one of your tabs of ecstasy. Your excitement lets you roll the die one more time and move that many more spaces.

2. If you are in a room with a card in it, draw it into your hand, then either place the card back in the room or keep it and place the card of the same type (Suspect, Weapon, or Room) from your hand in its place. If your card of that type is already face up, you must place the drawn card back without exchanging it.
3. If you are in a room with a weapon token in it and have no weapon, you may take it from the room and place it on your notepad. If you already have a weapon on your notepad, you may trade your weapon for the one in the room or leave it alone. If you are in a room and have a weapon on your notepad, you may drop it in the room.
4. If you are in a room with at least one other player in it, repeat the following steps for each player, in an order of your choosing, until you either hook up or have gone through the process with each occupant of the room unsuccessfully:

Roll the die, then have the other player roll the die. If you end up with the same number, your immediate interests align and you hook up. After seeing the rolls, either player may place one of the cards from their hand face up on the table in front of them to take a tab of ecstasy. This can have one of two effects:

- a) get excited about what the other person is saying and adjust your die roll to be one closer to theirs or;
- b) change the subject and adjust your die roll to be one further away from theirs.

The person entering the room has the option to do this first and then the existing occupant may respond. Note that a player may only reveal one card on their own turn, either to roll more movement or adjust a 'hook up' roll. A player can always reveal a card to respond to a 'hook up' roll, so long as they have one. If two players hook up, immediately remove their tokens from the board, reveal all their cards, their notepad, and any weapon, and proceed to scoring.

5. If a player begins their turn in the hall, they may leave the mansion. They do not hook up with anyone and immediately reveal their cards, notepad, and any weapon, adding up their points to tally their final score.
6. If there are two or fewer players remaining, or if any one player has used their last tab of ecstasy (revealed all their cards) Mr. Boddy comes home to find a party going on. The first player to move into the middle room, where the Confidential Envelope is, hooks up with Mr. Boddy, who is not too picky. This ends the game.

WINNING

The winner is the couple (or single player) with the combined highest score. Scoring is as follows:

Your couple hooked up first:	3 points (only count once per couple)
Your couple hooked up second:	2 points (only count once per couple)
Your couple hooked up third:	1 point (only count once per couple)
You hooked up with the player whose name is on your notepad:	2 points
You hooked up with a player who has a card that is on your notepad:	1 point per match
You have the weapon token that matches the one on your notepad AND you hooked up with a player who has the matching weapon card:	2 points
You hooked up with Mr. Boddy:	3 points
You did not hook up with anybody, but your own name is on your notepad:	3 points
You did not hook up with anybody, but you have a card that is on your notepad:	2 points per match
You did not hook up with anybody, but you have the weapon token that matches the one on your notepad AND you have the matching weapon card:	3 points