Welcometo



A game about trying to get through Stanford University by Noor Fakih, Tom Shahar, Julia Rose Chin for 3-6 players, ages 8 and up

How to Play

There are 4 levels in Surviving Stanford: Frosh, Sophomore, Junior and Senior. There are 5 solo microgames and 1 group Final Exam microgame per level. On each level the microgames will increase in difficulty.

Which version of the game you play will decide how to win!



Cooperative Mode

- 1. Set up the playmat and put the corresponding items on their designated spots.
- 2. Place the Microgame deck in its designated spot and ensure all the cards are in order from 1 to 26.
 - a. NSO → Frosh → Frosh Final Exam → Sophomore → Sophomore Final Exam → Junior → Junior Final Exam → Senior → Senior Final Exam → GRADUATION [26 cards total]
- 3. Play the NSO Microgame to determine playing order. The winner will go first and play will continue clockwise.
- 4. Each player takes turns drawing and playing a Microgame.
 - a. There are 5 solo Microgames and 1 group Final Exam Microgame per level.
 - b. Your cohort must win a majority of the microgames (<= # of players/2) to get to the Final Exam microgame.
 - c. Your cohort must pass the Final Exam microgame in order to get to the next level. If you lose, then you must start again from NSO.
- 5. After you finish Senior Year and the Senior Year Final Exam Microgame, your cohort will play the GRADUATION microgame. If your group has completed on more than 10 items per person (on average), congratulations! You all Survived Stanford! If you lose... well you can always try again:)

Estimated gameplay ~1 hour.

Competitive Mode

- 1. Set up the playmat and put the corresponding items on their designated spots.
- 2. Place the Microgame deck in its designated spot and ensure all the cards are in order from 1 to 26.
 - a. NSO \rightarrow Frosh \rightarrow Frosh Final Exam \rightarrow Sophomore \rightarrow Sophomore Final Exam \rightarrow Junior \rightarrow Junior Final Exam \rightarrow Senior \rightarrow Senior Final Exam \rightarrow GRADUATION [26] cards total
 - b. Remove all of the Final Exam cards from the deck. There should now be 22 cards total.
- 3. Play the NSO Microgame to determine playing order. The winner will go first and play will continue clockwise.
- 4. Each player takes turns drawing and playing a Microgame.
 - a. If you win the Microgame, keep the card.
 - b. If you lose the Microgame, put it in the discard pile.
- 5. Take turns each playing a microgame.
- 6. After you finish Senior Year, play the GRADUATION microgame.
 - a. Whoever has the most bucket list items takes all the cards in the discard pile!
- 7. Count up how many cards each player has earned. Whoever has the most cards wins!

Drinking Mode

*for players aged 21 and up. drink responsibly!

- 1. Set up the playmat and put the corresponding items on their designated spots.
- 2. Place the Microgame deck in its designated spot and ensure all the cards are in order from 1 to 26.
 - a. NSO \rightarrow Frosh \rightarrow Frosh Final Exam \rightarrow Sophomore \rightarrow Sophomore Final Exam \rightarrow Junior \rightarrow Junior Final Exam \rightarrow Senior \rightarrow Senior Final Exam \rightarrow GRADUATION [26] cards total
- 3. Play the NSO Microgame to determine playing order. The winner will draw the first Microgame card and play continues clockwise.
- 4. Everyone who didn't draw the card will take a turn playing the current Microgame.
 - a. If you lose, take a shot!
- 5. After you finish Senior Year, play the GRADUATION microgame. Whoever has the most bucket list items makes everyone else take a shot!



List of Components

Microgame Materials:

- Digital Timer
- Ballons
- Blue pouch with wooden bunnies
 Configuration Cards inside
- Big Wooden Cube
- Small Wooden Cubes
- Wooden Dowel (in the shape of a person)
- Mini Bikes
- Plush Ball
- Recycle Bins
- Pawn
- Flutes
- Combination Lock
- Paper Football
- Ping Pong Ball
- Red Solo Cups
- Blank sheets of paper

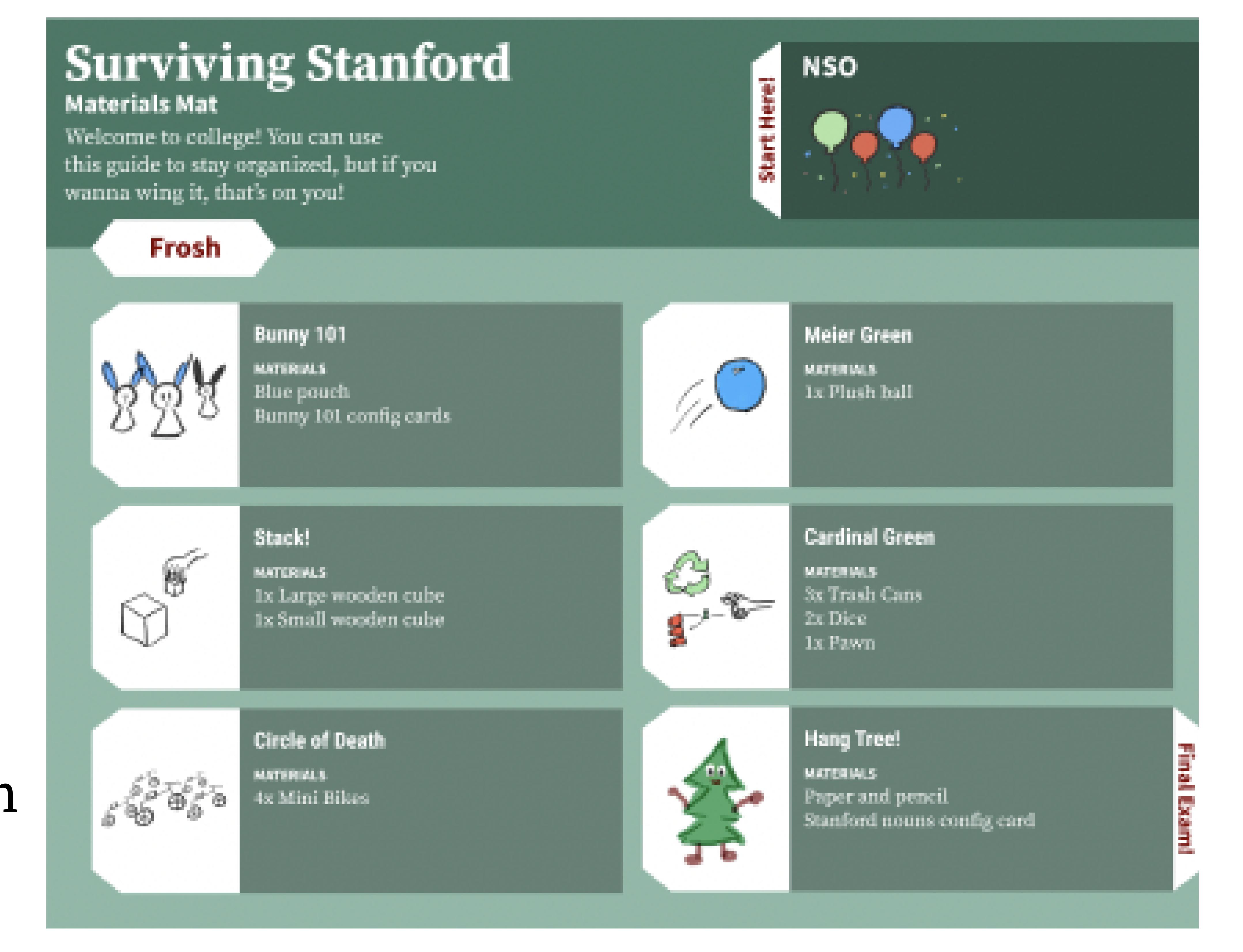
Printed Elements:

- 4x Microgame Materials playmats (1x per level)
- 26x Microgame Cards
- - 5x Bunny 101 Config Cards
 - 8x Pop Quiz! Config Cards
 - 7x LSJUMB Config Cards
 - 7x Study Abroad Config Cards
 - 9x Stanford Categories Config Cards
 - 9x Stanford Nouns Config Cards
- Additional Cards
 - 1x Main Quad Map (Blank)
 - 1x Main Quad Map Answer Key
 - 1x Oh, COHO? Answer Key
 - 1x Unlock the Bike Combination Card
 - 1x Co-op Kitchen Orientation Answer Key
 - 8x Co-op Kitchen Orientation Matching Tiles Cards
 - 1x Bucket List

Microgame Materials Playmats

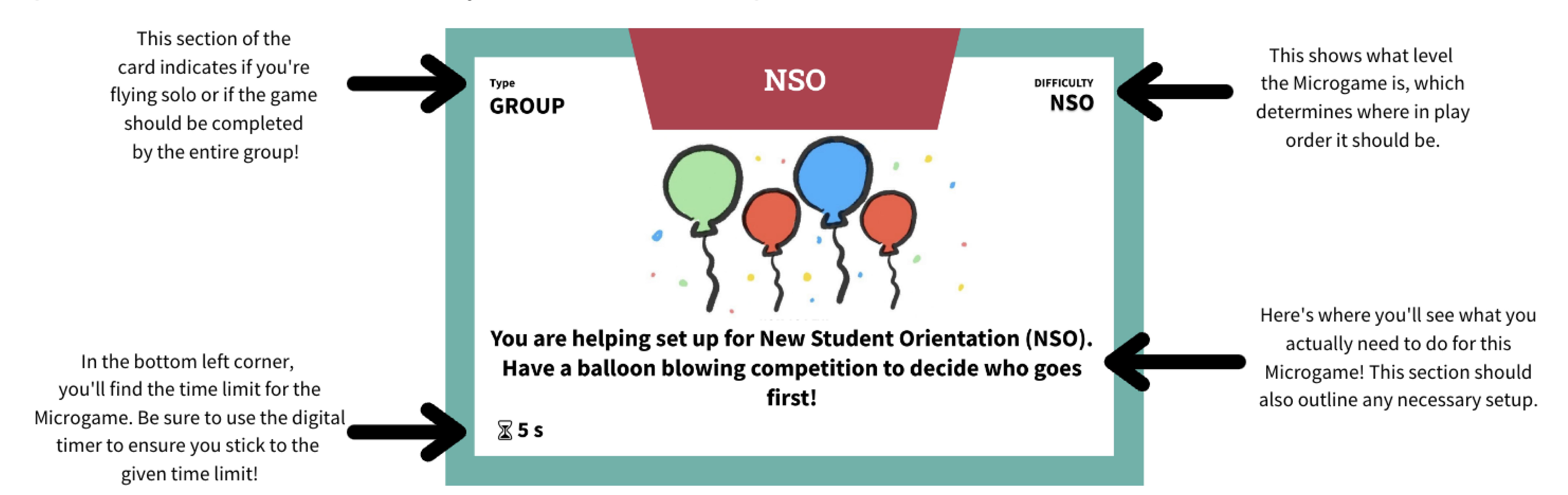
Since some of the Microgames require some setup, we have provided printable playmats to help you organize the Microgame materials beforehand, as well as so you can make sure you have everything you need to Survive Stanford!

The playmat includes a list of every Microgame in that given level, with four total playmats covering NSO/Frosh to Senior/Graduation. Each Microgame tile tells you what you'll need to play that given Microgame, and if there specific configuration cards needed, then there will be an icon on the Microgame card itself indicating as such, too.



Microgames

Microgames are really short minigames that only last a few seconds! Use the included digital timer to make sure you stick to the given time limits:)



What are Configuration Cards?

Certain Microgames require a Configuration Card for setup. This will be indicated by the Aperture icon on the card next to the Microgame title! Then, you can refer to the corresponding section on the playmat to see what materials are required for that

particular Microgame!



Here's an example of a Microgame that requires the use of specific configuration cards! Note the Aperture icon that appears on both the Microgame card and the configuration cards.

