



BUILDING SCIENCE  
RESEARCH PROJECT 2

\$4M

(No. of programs  
owned in set)

1

2

RENT

FULL SET

\$3M

\$8M

THE GAME:



## HOW TO WIN

BE THE **FIRST** PLAYER TO COLLECT 3 FULL PROGRAM SETS OF DIFFERENT COLOURS.

## WHAT THE GAME IS ABOUT

The GET SCHOOLED Game is all about collecting programs and stealing from your opponents! Use action cards to charge tutor fees, swap cards, demand birthday money and lots more. Make sure you put lots of money into your personal bank - other players will take from you, too!

## SET IT UP

1. Shuffle the cards together and deal 5 cards to each player, face down.
2. All look at your cards, but keep them secret!
3. Put the remaining cards face down in the center to create the draw pile.
4. Decide who goes first. Play continues clockwise.

## ON YOUR TURN...

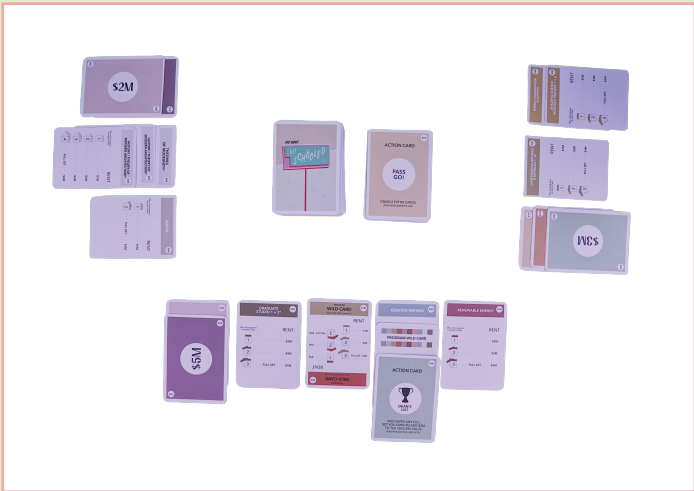
1. **TAKE 2 CARDS**  
from the draw pile and add them to your hand. Later in th game, if you have no cards left, pick up 5 instead.
2. **PLAY UP TO 3 CARDS**  
from your hand, onto the table in front of you. You don't have to play any cards if you don't want to. Play your 3 cards in any combination of the following: A, B, and/or C, in any order (see **WHAT THE GAME LOOKS LIKE**, below).
- A PUT MONEY/ACTION CARDS INTO YOUR OWN BANK**  
Players can charge each other for rent, birthdays, etc. Build up a bank pile in front of you, using money cards and/or action cards.
  - If you put an action card into your bank, it becomes redundant as an action card for the rest of the game. If you use it to pay another player, it must go straight into their bank and cannot be used for its action.
- AND/OR**
- B PUT DOWN PROGRAMS INTO YOUR OWN COLLECTION**  
Remember, 3 different coloured program sets win the game!
  - Lay program cards down in front of you to build up your program sets.
  - Each card shows how many programs there are to collect in that colour set.
  - Collect as many programs as you want, but you need 3 full sets (of different colours) to win the game.
  - You can only reorganize your program collection on your turn. If you realize you've won during someone else's turn, you must wait until it's your turn to say it!
- AND/OR**
- C PLAY ACTION CARDS INTO THE CENTER**  
Follow the instructions on the action cards!
  - Action cards allow you to do things, such as charge other players rent, steal their cards, and demand money for your birthday!
  - If you pick up an action card on your turn, you can play it right away as one of your 3 cards or use it on a later turn.
  - Action cards can also be put into your bank as money. The value is shown in the right-hand corner of the card.(see **THE CARDS IN MORE DETAIL** for more info.)

### IMPORTANT!

#### HOW TO PLAY OTHER PLAYERS

- Cards can **NEVER** go back into a player's hand.
  - **NEVER** pay with cards from your hand, only from the cards in front of you.
  - You can pay with cards from your bank, with programs, or a combination of both. You choose how you want to pay
  - not the player you're playing!
  - Change is **not** given! For example, if a player charges you \$2M tutor fees and you only have a \$3M card in your bank, you don't get change. Bad luck!
  - If you pay with program cards, they must go into the other player's program collection.
  - If you have no cards in front of you to pay with, you don't pay at all!
3. **END YOUR TURN**
    - If you have more than 7 cards in your hand at the end of your turn (not including cards on the table), discard extras to the bottom of the draw pile so you only have 7. If you've run out of cards, take 5 at the start of your next turn.

## WHAT THE GAME LOOKS LIKE



## THE WINNER

TO WIN, BE THE FIRST PLAYER TO COLLECT 3 FULL PROGRAM SETS OF DIFFERENT COLOURS.



## THE CARDS IN MORE DETAIL

	<b>Money Cards</b> Put money cards into your bank pile and use them to pay other players.		<b>It's My Birthday</b> All players pay you \$2M. Happy Birthday! (Rich friends; lucky you!) Can also be banked as money.
	<b>Program Cards</b> Each card shows how many programs you need of that colour to complete a full set.		<b>Dean's List / Graduation</b> Add these cards to a full set of programs to add to the success value. <ul style="list-style-type: none"><li>- You can only have one dean's list and one graduation card to add to the success value.</li></ul>
	<b>Program Wild Cards</b> <ul style="list-style-type: none"><li>- Use program wild cards as substitutes for program cards of one of the colours shown on the card.</li><li>- There are 2 multi-coloured program cards that can be used as programs of any colour. These have no monetary value and cannot be used as payment.</li><li>- You can swap program wild cards around among different sets on your turn.</li></ul>		<ul style="list-style-type: none"><li>- You can only add a graduation card to a program set after you've added a dean's list card.</li></ul> Can also be banked as money.
	<b>Debt Collector</b> Use this card to demand \$5M from one other player. Can also be banked as money.		<b>Forced Deal</b> Swap another player's program card with one from your program collection. Can also be banked as money.
	<b>Pass Go</b> Pick up 2 extra cards from the draw pile. You can play more than one Pass Go card per turn. Can also be banked as money.		<b>Sly Deal</b> Steal a program from any other player and add it to your program collection. You cannot steal a card from a full set of programs. Can also be banked as money.
	<b>Teaching Assistant</b> Play with a standard tutor card to double the amount. Can also be banked as money.		<b>Deal Breaker</b> Steal a full set of programs from any other player and add it to your program collection. Brutal! Can also be banked as money.
	<b>Tutor Card</b> Charge all players tutor fees for program(s) you own that match one colour on the card. Can also be banked as money.		<b>Just Say No</b> Play any time to cancel the effect of any action card played against you. If that player has another just say no card, they can use it to cancel yours; sorry! Can also be banked as money.
	<b>Multi-coloured Tutor Card</b> Charge one player of your choice tutor fees for program(s) you own in one of these colours. Can also be banked as money.		

Contents: 106 cards, including:

**28 Program Cards:** Grey Green (x2), Grey (x3), Grey/Blue (x2), Gold (x3), Orange (x3), Red (x3), Yellow (x3), Brown (x3), Ivory (x4), Beige (x2).

**11 Program Wild Cards:** Grey/Grey Green (x1), Grey/Ivory (x1), Gold/Orange (x2), Red/Yellow (x2), Grey Blue/Brown (x1), Brown/Ivory (x1), Ivory/Beige (x1), Multi-coloured (x2).

**34 Action Cards:** Deal Breaker (x2), Forced Deal (x3), Sly Deal (x3), Just Say No (x3), Debt Collector (x3), It's My Birthday (x3), Teaching Assistant (x2), Dean's List (x2), Graduation (x2), Pass Go (x10).

**13 Tutor Cards:** Grey/Grey Green (x2), Gold/Orange (x2), Red/Yellow (x2), Grey Blue/Brown (x2), Ivory/Beige (x2).

**20 Money Cards:** \$1M (x 6), \$2M (x5), \$3M (x 3), \$4M (x 3), \$5M (x 2), \$10M (x 1).

THE GAME:



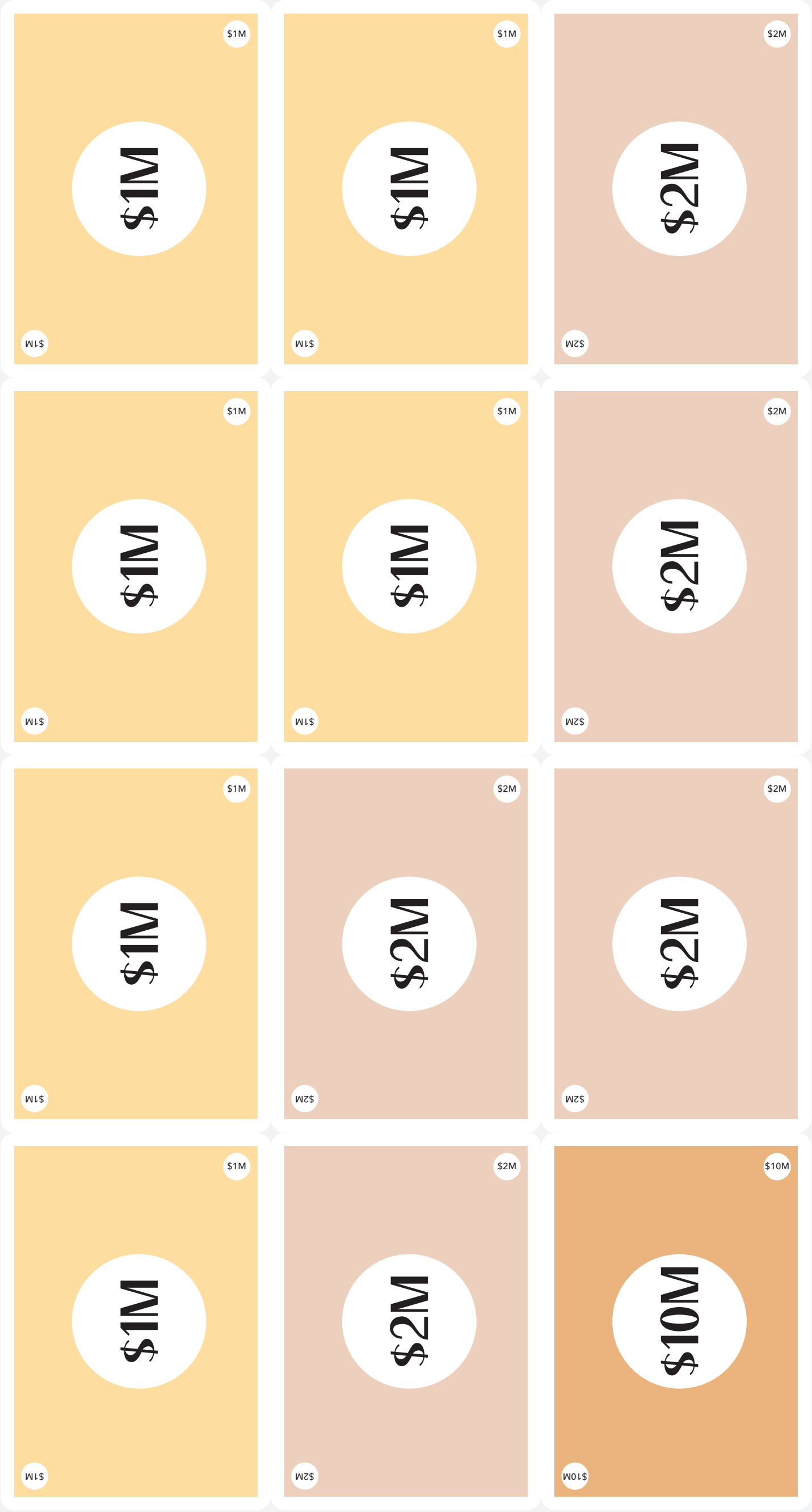
AVAILABLE

FREE PDF  
ONLINE

CARD GAME

AGES 8+  
2-5  
PLAYERS







\$2M

ACTION CARD

IT'S MY BIRTHDAY



ALL PLAYERS GIVE YOU  
\$2M AS A \*GIFT\*  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$2M

ACTION CARD

IT'S MY BIRTHDAY



ALL PLAYERS GIVE YOU  
\$2M AS A \*GIFT\*  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$5M

ACTION CARD

DEAL BREAKER

STEAL A COMPLETE SET OF  
PROGRAMS FROM ANY PLAYER  
(INCLUDES ANY SUCCESS CARDS)  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$5M

ACTION CARD

DEAL BREAKER

STEAL A COMPLETE SET OF  
PROGRAMS FROM ANY PLAYER  
(INCLUDES ANY SUCCESS CARDS)  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

PASS GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

PASS  
GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

PASS  
GO!

DRAW 2 EXTRA CARDS  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

TEACHING  
ASSISTANT

NEEDS TO BE PLAYED  
WITH A TUTOR CARD  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

TEACHING  
ASSISTANT

NEEDS TO BE PLAYED  
WITH A TUTOR CARD  
(PLAY INTO CENTRE TO USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD

TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD




TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



TUTOR

FORCE ONE PLAYER TO PAY  
YOU RENT FOR PROGRAMS YOU  
HAVE IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



FORCED  
DEAL

SWAP ANY PROGRAM  
WITH ANOTHER PLAYER  
(PLAY INTO CENTRE USE)

\$1M

ACTION CARD



TUTOR

ALL PLAYERS PAY YOU TO TUTOR  
FOR PROGRAMS YOU OWN  
IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



DEAN'S  
LIST

ADD ONTO ANY FULL  
SET YOU OWN TO ADD \$3M  
TO THE SUCCESS VALUE  
(EXCEPT BLACK AND GREY SETS)

\$3M

ACTION CARD




FORCED  
DEAL

SWAP ANY PROGRAM  
WITH ANOTHER PLAYER  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



TUTOR

FORCE ONE PLAYER TO PAY  
YOU RENT FOR PROGRAMS YOU  
HAVE IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



DEAN'S  
LIST

ADD ONTO ANY FULL  
SET YOU OWN TO ADD \$3M  
TO THE SUCCESS VALUE  
(EXCEPT BLACK AND GREY SETS)

\$3M

ACTION CARD




FORCED  
DEAL

SWAP ANY PROGRAM  
WITH ANOTHER PLAYER  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



TUTOR

FORCE ONE PLAYER TO PAY  
YOU RENT FOR PROGRAMS YOU  
HAVE IN ONE OF THESE COLORS  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD



DEAN'S  
LIST

ADD ONTO ANY FULL  
SET YOU OWN TO ADD \$3M  
TO THE SUCCESS VALUE  
(EXCEPT BLACK AND GREY SETS)

\$3M

ACTION CARD



SLY  
DEAL

STEAL A PROGRAM FROM  
THE PLAYER OF YOUR CHOICE  
(PLAY INTO CENTRE USE)

ACTION CARD

SLY DEAL

STEAL A PROGRAM FROM THE PLAYER OF YOUR CHOICE  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD

DEBT COLLECTOR

FORCE ANY PLAYER TO PAY YOU \$5M  
(PLAY INTO CENTRE USE)

\$3M

PROGRAM  
WILD CARD  
(Use card either way up.)

RENT

3

2

1

1

2

3

4

FULL SET · \$7M

\$4M

\$2M

RENT

\$1M

\$2M

\$3M

FULL SET · \$4M

PROGRAM  
WILD CARD  
(Use card either way up.)

\$4M

ACTION CARD

SLY DEAL

STEAL A PROGRAM FROM THE PLAYER OF YOUR CHOICE  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD

GRADUATION

ADD ONTO ANY FULL SET YOU OWN TO ADD \$4M TO THE SUCCESS VALUE  
(EXCEPT BLACK AND GREY SETS)

\$4M

PROGRAM  
WILD CARD  
(Use card either way up.)

RENT

3

2

1

1

2

3

4

FULL SET · \$3M

\$2M

\$1M

RENT

\$1M

\$2M

\$3M

FULL SET · \$4M

PROGRAM  
WILD CARD  
(Use card either way up.)

\$4M

ACTION CARD

DEBT COLLECTOR

FORCE ANY PLAYER TO PAY YOU \$5M  
(PLAY INTO CENTRE USE)

\$3M

ACTION CARD

GRADUATION

ADD ONTO ANY FULL SET YOU OWN TO ADD \$4M TO THE SUCCESS VALUE  
(EXCEPT BLACK AND GREY SETS)

\$4M

PROGRAM  
WILD CARD  
(Use card either way up.)

RENT

3

2

1

1

2

FULL SET · \$3M

\$2M

\$1M

RENT

\$1M

FULL SET · \$2M

PROGRAM  
WILD CARD  
(Use card either way up.)

\$1M

ACTION CARD

DEBT COLLECTOR

FORCE ANY PLAYER TO PAY YOU \$5M  
(PLAY INTO CENTRE USE)

\$3M

PROGRAM  
WILD CARD  
(Use card either way up.)

RENT

1

2

1

1

2

3

4

FULL SET · \$2M

\$1M

RENT

\$1M

\$2M

\$3M

FULL SET · \$4M

PROGRAM  
WILD CARD  
(Use card either way up.)

\$2M

PROGRAM  
WILD CARD  
(Use card either way up.)

RENT

1

2

1

1

2

3

FULL SET · \$8M

\$3M

RENT

\$4M

\$2M

\$7M

PROGRAM  
WILD CARD  
(Use card either way up.)

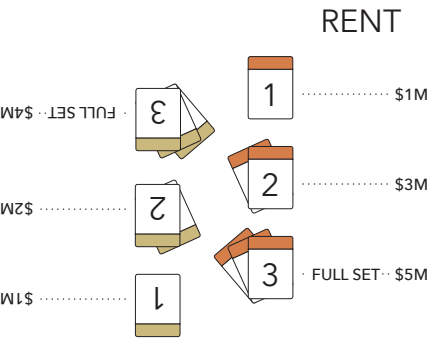
\$4M

PROGRAM

WILD CARD

(Use card either way up.)

\$2M



RENT

PROGRAM

WILD CARD

(Use card either way up.)

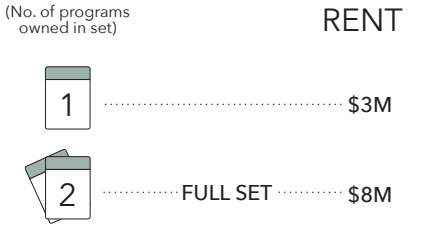
\$2M

PROGRAM WILD CARD

THIS CARD CAN BE USED AS PART OF ANY PROGRAM SET. THIS CARD HAS NO MONETARY VALUE

BUILDING SCIENCE RESEARCH PROJECT 2

\$4M

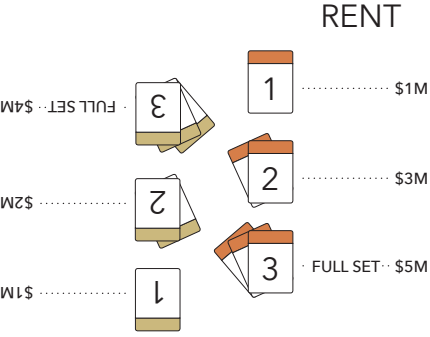


PROGRAM

WILD CARD

(Use card either way up.)

\$2M



RENT

PROGRAM

WILD CARD

(Use card either way up.)

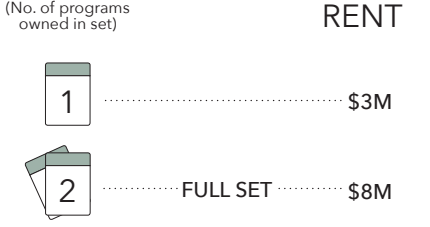
\$2M

PROGRAM WILD CARD

THIS CARD CAN BE USED AS PART OF ANY PROGRAM SET. THIS CARD HAS NO MONETARY VALUE

CREATIVE WRITING

\$4M

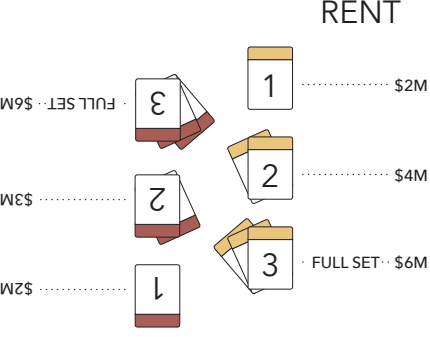


PROGRAM

WILD CARD

(Use card either way up.)

\$3M



RENT

PROGRAM

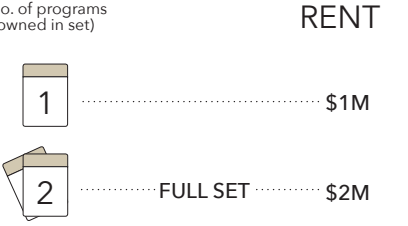
WILD CARD

(Use card either way up.)

\$3M

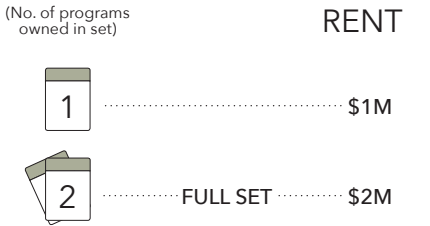
MATHS

\$2M



STRUCTURES 1 + 2\*

\$1M

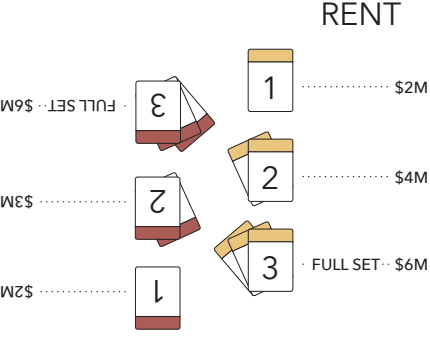


PROGRAM

WILD CARD

(Use card either way up.)

\$3M



RENT

PROGRAM

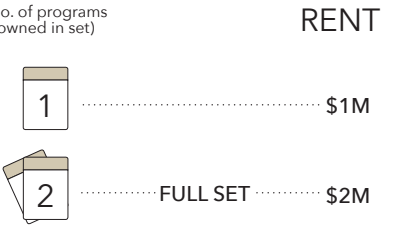
WILD CARD

(Use card either way up.)

\$3M

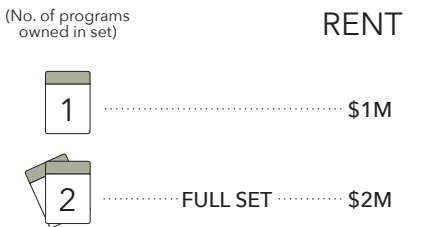
MATHS

\$2M



ARCHITECTURAL PROJECTS 1 + 2\*

\$1M



GRADUATE  
STUDIO 1 + 2\*

\$4M

(No. of programs  
owned in set)

RENT

1	.....	\$2M
2	.....	\$4M
3	..... FULL SET .....	\$7M

CONSTRUCTION METHODS  
& MATERIALS 1 - 6\*

\$2M

(No. of programs  
owned in set)

RENT

1	.....	\$1M
2	.....	\$2M
3	..... FULL SET .....	\$4M

DRAWING 1 + 2\*

\$1M

(No. of programs  
owned in set)

RENT

1	.....	\$1M
2	.....	\$2M
3	..... FULL SET .....	\$3M

GRADUATE  
SEMINAR 1 + 2\*

\$4M

(No. of programs  
owned in set)

RENT

1	.....	\$2M
2	.....	\$4M
3	..... FULL SET .....	\$7M

WORKING  
DRAWINGS 1 - 6\*

\$2M

(No. of programs  
owned in set)

RENT

1	.....	\$1M
2	.....	\$2M
3	..... FULL SET .....	\$4M

SCHOOL WIDE STRIKE

\$3M

(No. of programs  
owned in set)

RENT

1	.....	\$2M
2	.....	\$3M
3	..... FULL SET .....	\$6M

THESIS\*

\$4M

(No. of programs  
owned in set)

RENT

1	.....	\$2M
2	.....	\$4M
3	..... FULL SET .....	\$7M

HISTORY OF ART  
& DESIGN\*

\$1M

(No. of programs  
owned in set)

RENT

1	.....	\$1M
2	.....	\$2M
3	..... FULL SET .....	\$3M

PRINCIPLE'S OF  
URBAN PLANNING

\$3M

(No. of programs  
owned in set)

RENT

1	.....	\$2M
2	.....	\$3M
3	..... FULL SET .....	\$6M

ARCHITECTURAL  
CAD 1 + 2\*

\$2M

(No. of programs  
owned in set)

RENT

1	.....	\$1M
2	.....	\$2M
3	..... FULL SET .....	\$4M

PORTFOLIO, LAYOUT  
& DESIGN 1 + 2\*

\$1M

(No. of programs  
owned in set)

RENT

1	.....	\$1M
2	.....	\$2M
3	..... FULL SET .....	\$3M

RENEWABLE ENERGY

\$3M




(No. of programs  
owned in set)

RENT




1	.....	\$2M
2	.....	\$3M
3	..... FULL SET .....	\$6M







**BUILDING SCIENCE  
RESEARCH PROJECT 1 + 2** **\$3M**

(No. of programs owned in set)	RENT
 1	\$2M
 2	\$4M
 3	FULL SET \$6M




**CODES & STANDARDS\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$3M
 3	FULL SET \$5M




**HISTORY / THEORY OF  
MODERN ARCHITECTURE\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$2M
 3	\$3M
 4	FULL SET \$4M





**ENERGY CONSERVATION  
& AUDITING** **\$3M**

(No. of programs owned in set)	RENT
 1	\$2M
 2	\$4M
 3	FULL SET \$6M




**ENVIRONMENTAL  
SYSTEMS 1 - 4\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$3M
 3	FULL SET \$5M





**THEORIES  
OF MODERNITY\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$2M
 3	\$3M
 4	FULL SET \$4M




**ALTERNATIVE ENERGY** **\$3M**

(No. of programs owned in set)	RENT
 1	\$2M
 2	\$4M
 3	FULL SET \$6M





**HISTORY / THEORY OF  
MODERN ARCHITECTURE\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$2M
 3	\$3M
 4	FULL SET \$4M

**REVIT 1 - 3\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$3M
 3	FULL SET \$5M

**M.ARCH STUDIO 1 - 3\*** **\$2M**

(No. of programs owned in set)	RENT
 1	\$1M
 2	\$2M
 3	\$3M
 4	FULL SET \$4M



















