

# classroom buddies

## A5 Rule Book

Name: \_\_\_\_\_

Subject: \_\_\_\_\_

Year: \_\_\_\_\_

2-4  
PLAYERS



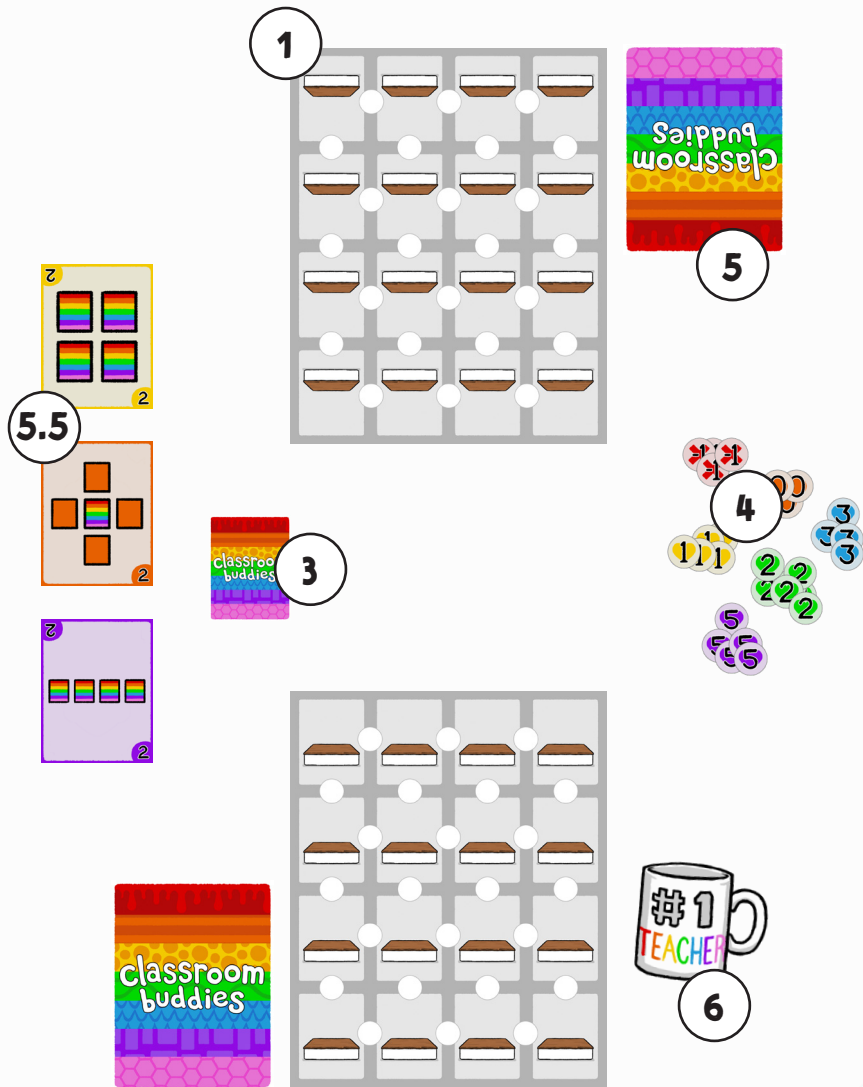
30-45  
MINUTES



AGES  
8+



## TWO PLAYER SET UP



# CLASSROOM BUDDIES

As a teacher at Little Monster School, it's time to assign your students to desks! With kids the way they are, you'll have to pay attention to who they like to sit next to, and which pairs might cause trouble! Hopefully they will all get to sit next to one friend at least, maybe even their Best Friend Forever!

## SET UP

- Each Player takes a player board with 16 blank desks.
- Combine the cards you need for the amount of players:
  - 2 PLAYERS:** Gather the cards with no number in the bottom right.
  - 3 PLAYERS:** Gather the cards with no number and also those with a 3 in the bottom right.
  - 4 PLAYERS:** Gather all the cards.
- Shuffle the Students Deck and place it in the middle of the table where everyone can reach.
- Make piles of scoring tokens where everyone can reach.
- Shuffle the Large Teacher Cards and secretly give all players one card.
- Pick someone to go first and give them the '#1 Teacher' first player mug.

### 5.5. (OPTIONAL) REWARD CARDS SET UP

2/3 Players: Remove the Red 'All Colours' Reward. Shuffle the rest and display three in a 2 player game or five in a 3 player game.  
4 Players: Display all the reward cards where everyone can see.



# GAMEPLAY

The starting player draws from the Students Deck one card plus one card per player (e.g. Five cards in a 4 player game) and place them face up in the center of the table.

Starting with the first player and going clockwise, each player selects one Student and assigns them to a desk. (This Student can not change desks for the rest of the game!)

Once all players have chosen a Student, pass the first player marker to the left. Leaving the left over Student where it is, the new first player draws more Students from the deck, one per player. There will always be one extra student left over, except for the last round in a 3 player game without the Black and White Students.

# EARNING POINTS

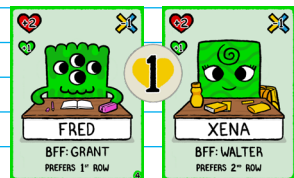
Scoring tokens are placed between desks throughout the game. Scoring tokens are placed for the following pairs:



Orange and Blue are good friends and will score you 2 points. As are Red and Green and Purple and Yellow.

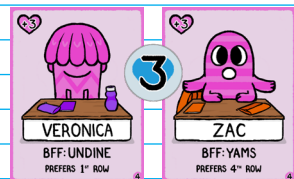
## COMPLIMENTARY COLOURS

Every Student Colour (except Pink) has a Colour they particularly like to sit next to. This is their complimentary colour and scores 2 points!



## SAME COLOURS

All students like to sit next to those of the same colour as well. These pairings will score you 1 point.



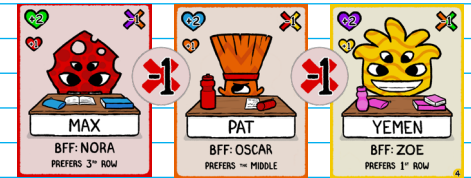
## PINK STUDENTS (4 PLAYERS ONLY)

Pink in particular only likes sitting next to Pink! These pairings will score you 3 points.

# EARNING POINTS CONT.

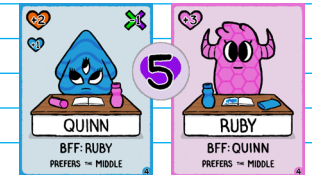
## ANALOGOUS COLOURS

All Students prefer not to sit next to colours that are too similar to them. These pairing will subtract 1 point from your score (see back page).



## BEST FRIENDS FOREVER (BFFS)

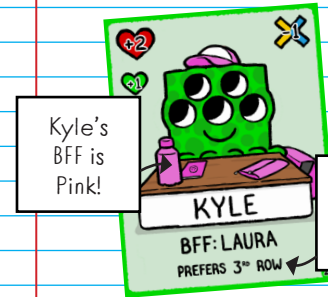
Every Student has a BFF. They REALLY want to sit next to them, and if you manage to get them together they'll score you 5 points! These 5 points override any positive or negative points their colourings would cause with each other.



Students have a hint to their BFFs colour on their desks, to help you think ahead.

## POSITION

Each Student has an area that they prefer to sit. If you get them in the right place, they'll score you a bonus point! The first row is the one closest to you (imagine you're the teacher at the front of the class) and the middle is the 4 desks in the center of your board.



He likes the 3rd Row

All BFF pairings will prefer the same position! If you only get one or neither of them in the correct row that's fine, you'll just miss out on the bonus points.

## TEACHER

Each Student likes one subject in particular based on their colour. If you teach that subject you'll want these students in your class! At the end of the game, each student that matches your hidden Teacher Card will score you 1 bonus point.



# OPTIONAL EXTRAS

## BLACK & WHITE STUDENTS

Recommended for 2 or 3 players, Black and White students are quite different to other students. Unlike other students, they can only be taken into your class if they can sit in their preferred row (they still score a position point). If you must take a Black or White Student and there are no available seats in that row, put them face down on any empty desk. Black Students will score 2 or 3 points for DIFFERENT coloured Students next to them, while White Students will score 2 or 3 points for a SINGLE colour next to them. If a Black and White Student are next to each other consider them BFFs and score 5 points (White can still score 2/3 points for another colour).



## REWARD CARDS

Rewards cards are given during the game to the first player to fulfil their condition, so pay attention! They each score 2 points, except the Red one, which is worth 4 (4 Players only)!

	A student of every colour in your classroom.		A student surrounded by 4 students of a single colour.		4 desks filled in a square.
	4 desks filled in a column.		4 Students of the same colour in your classroom.		4 desks filled in a row.
	4 desks filled in a diagonal line.	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p>"Next to" refers to desks to the left and right, in front and behind! There are 24 pairs you can potentially score points for!</p> </div>			

# END OF GAME

Once each class has 16 Students the game is over and it's time for class! Finish placing tokens between all the students and then add them up. It can be easier to do this as you take them off and collect them to the side! Count up your bonuses for position, your teacher and reward cards and total your final score.

Player with the highest score wins!  
In the case of a tie, the player with the highest teacher bonus wins.

# SCORING EXAMPLE

Tokens: 50 Points

Position: 8 Points  
8 Students are in their preferred position.

Teacher: 4 Points  
There are 4 Yellow Students.

Rewards: 6 Points  
This player was the first to get 4 of the same colour, and 1 of every colour in their classroom!

# CHEAT SHEET

