オフトゥンからの脱出

Escape from the Futon

‹Expansion 01›
Life With a Cat

Over spring break, you managed to pass an intense course and escape repeating a year. A quarter of the new term has passed since then. You've reflected on that experience and took enough credits to keep from falling into the same rut. However, with the midterm examination on the horizon, it appears that the best grade competition will be starting again. Your prior victory has you fired up, and last-minute cramming will get the job done.

There is the shadow of the new housemate...

Contents

Lesson cards: 20 (6 types)

Round cards: 2 (mattress and comforter)

Changes to the Standard Rules

This expansion adds 20 lesson cards that are shuffled into the ones from the base game during setup. The flow of the game remains the same, but the Lesson phase now runs 8 rounds instead of 4. A pair of round cards are included to help players keep track.

All players *must* start the game using the side of their comforter card without a cat.
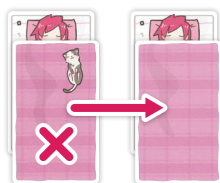
Due to an ongoing card effect, a player may not be able to freely choose "Skip Class" during the lesson phase. However, if their stamina reached 0 during a previous round, the effect is temporarily ignored and they must select "Skip Class".
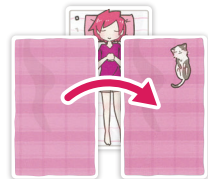
Special cards

Living With a Cat

Upon collecting their first "Living With a Cat" card, players flip their comforter over to reveal a new pet cat. Every additional "Living With a Cat" collected counts as another cat. During the Exam Phase, players receive additional points for their feline friends that are added to their exam score.

Points for cats are scored as follows:

Cats	1	2	3	4	5
Score per cat	10	20	30	40	50
Total score	10	40	90	160	250

Doing Your Best/Doing Okay in the Library

When a player acquires one of these cards, their rise card from the round is placed underneath it. Be sure to leave the Exam phase information at the bottom visible. This rise card is not collected and used during the Exam phase. Instead, the exam points from this lesson card and the rise card below it are added together. The player then adds the total to their exam score.

Example: In the image above, "Doing Okay in the Library" is scored and the "Wake Up" rise card is under it. The score will be:

20 *(Lesson card)* + **20** *(Rise card)* = **40** Exam points