/NTRODUCT ACADEMY

GAME

Players: 2–7 • Ages: 10 and up • Duration: approx. 45 minutes

The idea of the game

Introduct Academy Game is all about gaining skills and knowledge about software development. Trade skills with the other players and place them in your classrooms. And the more skills you have in your classroom, the more books you get when you learn them. If you have the most books at the end of the game, you win! The following rules describe the original Base-Game for 3-5 players, with the original skills.
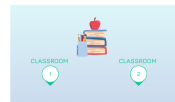
Contents & Setup

Give one of the classrooms fields to each player. These cards have one side showing three classrooms and one side showing two classrooms:

If there are three players, use the cards with the three classrooms side up

If there are four or five players, start with two classrooms each.

For 3 players | For 4-5 players

Pick a starting player and give them the starting player card. (The second starting player card is a replacement card if you need it—you can keep it in the box.)
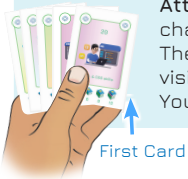There are 104 cards showing 8 different kinds of skills. The large number printed on each card tells you how many cards with this kind of skills are in the game.

Starting Player Card

| Elixir	GoLang	.Net	NodeJs	React & Angular	PHP	SQL	**20**	HTML & CSS
6x	8x	10x	12x	14x	16x	18x	20x	
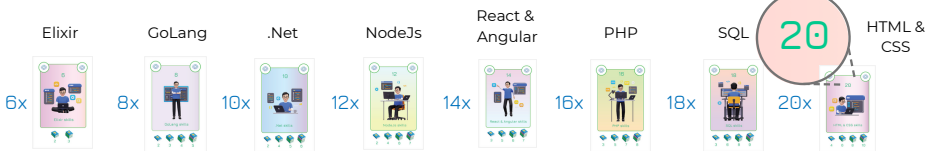
Shuffle all the cards and deal **five cards** to each player.

Attention! This is the most important rule of the whole game! You cannot change the order of the cards in your hand at any point during the game! The first card you are dealt is the first card in your hand. It is completely visible to you. Put all other cards you receive behind it, in the order drawn. You may never sort your cards for any reason.

First Card

Put the remaining cards in the center of the table as a draw pile, book side up. During the game, you will create a discard pile next to it and a book stack in front of each player (see illustration below).

The layout at the start of a four-player game

Discard Pile   Draw Pile
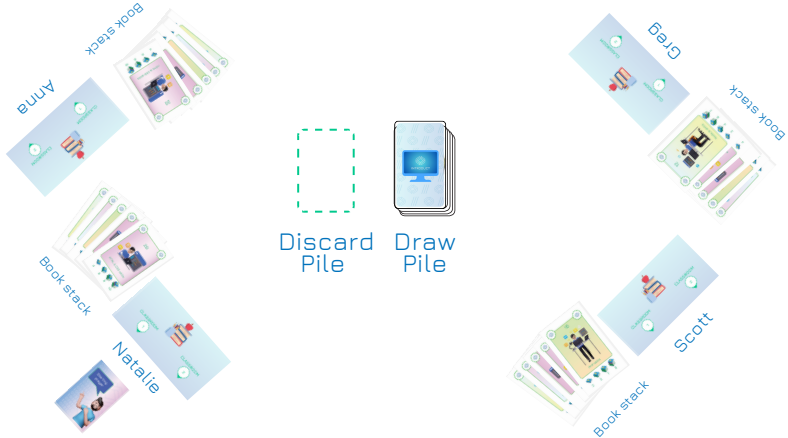
Playing the game

The starting player is the first active player. After that, players take turns going to the in clockwise order. The starting player keeps the starting player card for the whole game (see "The End of the Game"). When it is your turn, you play through these four phases in order:

1. Place Skill Cards from Your Hand
2. Turn Over and Trade Skills Cards
3. Place Turned-over and Traded Skill Cards
4. Draw Skill Cards

Important Rules for Placing Skills:
You can only place one kind of skill in each field at a time. You are allowed to place the same kind of skill in two different classrooms at the same time, but not two kinds of skills in the same classroom. Put the skill cards in your classroom on top of each other, as shown to the left.

Phase 1: Place Skill Cards from Your Hand

You **must** place the first card in your hand (i.e. the one that is completely visible) in one of your classrooms (see both illustrations to the right). After that, you may **choose** to place one more card – the one that is now completely visible – in one of your classrooms (see both illustrations to the right). You **cannot** place a third skill at this time.

3
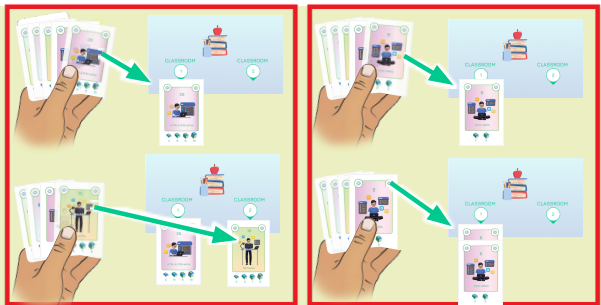
When placing, you **start** or **extend** the column of cards in the field.

If you have to place a kind of skill you do not have space for, you **must** finish a class first (see "Completing classes").

If you do not have any cards in your hand at the start of phase 1, skip it and go straight to phase 2.

Phase 2: Turn Over and Trade Skill Cards

Turn over the top two cards from the draw pile and put them next to it face-up for all players to see. The turned-over cards belong to you: You can place them in your classrooms or use them to trade with the other players.
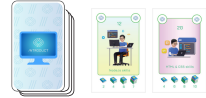
Example #1: Natalie has turned over a Node.JS skill and a HTML&CSS Skill. She keeps the HTML&CSS Skill, but there is no space for the Node.JS skill in her classroom so she offers it up for trade to the other players. She asks: "Would anyone like this Node.JS skill? I'd like to trade it for a Golang skill."
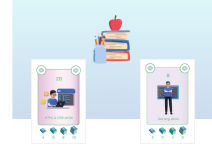
Rules for trading skills

- Only the active player is allowed to trade with the other players. The other players cannot trade with each other.
- You may all trade using your hand cards, no matter where they are in your hands. The active player can use the two turned-over cards for trading in addition to their hand cards.
- You **cannot** trade cards you have received in a trade.
- You **cannot** trade the cards in your fields, either.
- You are allowed to trade any number of skills for any number of other skills (e.g., two HTML&CSS skills for one React&Angular skill).

Example #2: No-one wants to trade with Natalie, so she ups her offer: "I'll give you the turned-over Node.JS skill and a SQL skill from my hand for a Golang skill."
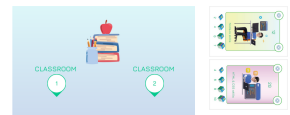
Trade

Note: Only remove skills from your hand once the trade has been agreed on. Both players have to agree to the trade. This way, you can avoid discussions about where the card was in your hand after having taken it out of order too soon.

Put any skill cards you receive in trade next to your classroom fields horizontally for now. **Do not add them to your hand!**

Example #3: Anna accepts Natalie's offer of the Node.JS skill and the SQL skill Natalie puts it next to her classroom horizontally. Anna does the same with the Node.JS skill and the SQL skill.
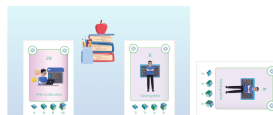
Natalie's Classroom

Anna's Classroom

Note: As a special form of trade, you can also give another player skill cards. Players receiving gifts have to agree to take them, though. If they refuse, you cannot give them the cards.

You may continue trading for as long as you like, even after the turned-over cards are gone. When you want to stop, tell the other players. This ends phase 2.

Phase 3: Place Turned-over and Traded Skill Cards
All players who have horizontal cards next to their classrooms now **have to place** them. **As the active player**, you will also have to place **any turned-over cards** you have not traded away. You can plant your new skill cards in any order you choose.

Example #4: Natalie plants the GoLang skill she received in trade and the HTML&CSS skills she turned over in her two classrooms. Anna plants the Node.JS skill and the SQL skill in her two classrooms.

Natalie's Classroom   Anna's Classroom

If you have to place a kind of skill that does not match the skills you already have in your classroom, you will have to finish a classroom before you can place your new skills (see "Harvesting Beans").

Phase 4: Draw Skill Cards
End your turn by **drawing three cards, one after the other**, from the draw pile. Put them in the **back** of your hand, behind the last card, in the order you draw them. Then, the player to your left becomes the new active player.


Completing classes

You may complete classes from your classrooms **at any time** during the game, even when you are not the active player. Each kind of skill has its own **"skillmeter"**. This tells you how many Books you get for a given number of skills you complete.
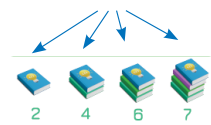**Note:** Some completions may not earn you any books!

The PHP Skill skillmeter tells you:
If you complete 1 or 2 SQL skills, you do not get any books. For 3 or 4 SQL skills, you earn one book. 5 or 6 SQL skills earn you two books, for 7 SQL skills you get three books, and 8 or more SQL skills pay out four books.

Skillmeter

Number of books

2   4   6   7
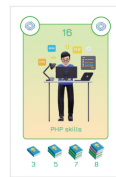
Number of skill cards

When you complete skills, follow these steps:
❶ Count the number of cards in the classroom you want to complete. ❷ Check the top card's skillmeter. ❸ Turn over as many of those cards as you get books (according to the skillmeter) so that their book sides show. ❹ Put these cards on your book stack. ❺ Put the remaining cards from your field face-up (logo side up) on the discard pile. ❻ After you complete, the classroom must be empty—you **cannot** complete only part of your classroom.

Example #5: Greg has 3 SQL skills in one of his classrooms. The SQL skillmeter tells him that these three skills are worth 1 book. Greg turns one card over to its logo side and puts it on his book stack. Then, he puts the remaining two SQL skills on the discard pile.

Book stack   Discard pile   Draw pile
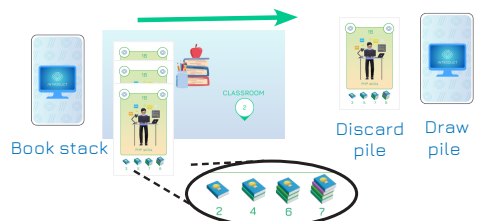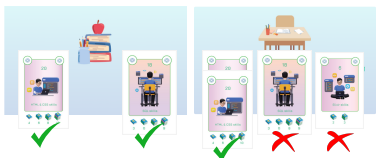
The Skill Protection Rule
If there is only one skill card in one of your classrooms, you cannot collect it as long as you have another classroom containing more than one skill card.

If the draw pile is empty

When you draw the last card from the draw pile, re-shuffle the discard pile. Turn it over and put it back in the center of the table as the new draw pile.

The end of the game

The game ends when the draw pile runs out for the third time. If this happens during phase 2, "Trading Skill Cards", complete phases 2 and 3 of your turn (even if you could only turn over one card instead of two), then the game ends. At the end of the game, collect all of your skill classrooms and give yourself the appropriate number of books. Cards in your hand **do not** count towards your total. Count the cards in your book stack. Each card is worth one book. The player with the most books wins the game! If there is a tie, the tied player who sits the furthest away from the starting player (going around the table clockwise) wins the game.