

## St. Murphy's Kindergarten

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### Homework #3

**High-Level Summary:** St. Murphy's Kindergarten is a 4 player statistic based rpg board game

**Story/Theme:** You are a group of Kindergarten teachers in a new school trying to keep the school open and functioning. Overcome challenges to get tokens, and at the end of the semester, if all teachers collectively have enough tokens, the school stays open! Additionally, the teachers with the most tokens gets a pay raise.

### Set-Up:

1. Create a pile of buff/debuff tokens next to the game board (the +1/-1 squares).
2. Create a pile of salary tokens next to the game board (green cubes and gold rocks).
3. Shuffle the events cards into a deck and place the deck face-down.
4. Additionally, set the 4 first aid cards to the side of the board.
5. Place the school-week marker (clip) at the number 1 at the bottom of the game board.
6. Let each player select a character and their respective character card, colored character marker, and dice. Give each player 2 salary tokens. Green cubes are worth 1 salary, gold rocks are 5.

### Steps for Playing:

- For each turn, a player must move their character token to a new room on the board not occupied by another player, and follow the instructions listed in that room.
  - If the room specifies a statistical buff (e.g caring +1) the player takes a buff/debuff token and applies the +1 buff by placing the token under the corresponding stat on their player card. It should also be noted that no player stat is able to be less than one, and no player stat is able to be more than 4.
  - If the room specifies that event cards be drawn, that player takes the number of event cards specified from the top of the deck, and follows the event card procedure.
- Event card procedure:
  - For an event card, the player must roll the dice for a specified statistic, and the number of dice the player can roll is their level for that statistic listed on character cards. During the first 5 rounds of the game (before midterms), the player rolls are checked against the "I" requirements. After midterms (rounds 6-10), the "II" roll requirements are checked instead. A player wins by having any number shown on their dice match the numbers listed after I/II (depending on the phase). Event cards are added to a discard pile after they are played. If there are no more event cards, reshuffle the discard pile.

**Win condition:** After all 4 players have had a turn, the round is over, and the school-week token is advanced, starting the next round of turns. After all 10 school weeks are complete and the semester is over, the teacher with the highest salary wins the game.

Images:  
Setup:





Game in Progress:



Win Condition (Mr. Grant won!):

