



# Student Manual

*2018 Edition*



Greetings, Human:

It brings me great joy (or the demonic approximation thereof) to be the first to welcome you to Super Party Battle University, where you shall join the ranks of your peers consuming knowledge and marching tirelessly towards the final ritual you know as “graduation”. Should you survive and obtain the Bachelor’s Degree of Legend (+8 employability), we know you will look back at your time here with great pride, fondness, and minimal alarm. College is the time to discover who you are and be who you want to be – provided you fit neatly into one of the social groups we have specified.

With the finest faculty living or dead in any of the twelve shadowrealms, we are peerless in guiding human minds from idiotic late adolescence to something approaching maturity. That said, we not only wish to see you succeed as students but as people – and as otherworldly entities who defy time and space, our collective journeys through multiple dimensions over several millennia have taught us that there’s no better indicator of social success than the size and sickness (as the kids say) of a rager one throws. Look: we’re demons – not monsters – and we like to blow off steam like any sentient being. Well, some of us. The point is this – grades, hard work, blah blah blah – but if you learn to harness your power, expertly marshal friends and cool guests, and prove your parties to be the most dominant force on campus, we ALL win.

And here at Super Party Battle University, we love a winner. Go forth and party.

Signed,

**Dean Chadley**

Dean Chadley



**Office of The Dean**  
**Super Party Battle University**

## The Cliques of Battle College:

- Freshmen are new to Battle College and just finding their place among the various cliques.



- Greeks are all about partying and recruiting freshmen to join their fraternities and sororities. Beacuse they have their own houses, they also keep a lot of unique pets as mascots.

- Hipsters stray off the beaten path whenever possible. They are performers and protesters, always looking to do things before they're cool.



- ☐ Nerds: Nerds value their brains above all else and excel in the classroom. They are often look to entertainment such as fantasy and video games rather than social interaction.



- ☐ Faculty are the cruel professors and administrators of Battle College. Many of the students report a kind of demonic energy radiating from them that is hard for them to explain... (If a card references a demon, it means a Faculty card)

## Contents:

- ☐ Includes:
- ☐ 108 Water proof "Super Party Battle: Freshman Year" cards
- ☐ 4 Water proof reminder cards
- ☐ 4 Collectible score keeping counter cups
- ☐ 4 Score keeping tokens
- ☐ 12 Tough marker tokens
- ☐ 1 Rulebook

## Set up:

- Give each player a reminder card and a small plastic cup Life counter with token. Place the cup in the center of the token, and point the counter arrow at the 1 point position.
- Shuffle the deck and put it in the center of the table.
- Each player draws a hand of three cards.
- The player who most recently was at a party goes first and play proceeds clockwise.



## Game play:

On each player's turn, they do three things in order:

- Play one card from their hand.
- Attack or party with each of their characters in play.
- Draw cards until they have three in hand.

There are three types of card:  
**Characters**, **Buildings**, and **Classes**.

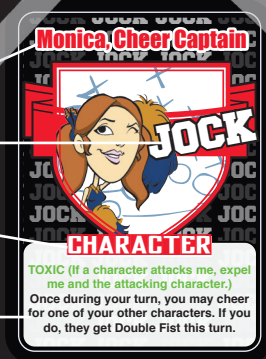
## Characters

Name

Clique

Card Type

Do This



## Buildings

Name

Card Type



BUILDING

Cafeteria

All characters you control have Toxic.  
Whenever a character you control is expelled, lose 1 point.



BUILDING

Do This

Clique

Optometry 212

## Classes

Name

Do This

Clique

Card Type

Have a staring contest with another player. If you win, play 2 cards. If they win, they play a card and then you play a card.



CLASS

### Attacking and Partying:

Each turn, a character can either party or attack another character. When a character parties, their controller gains 1 point. When a character attacks another character, the attacked character is expelled. Put them in the discard pile.

There are three color-coded basic abilities that characters have:

- **Double Fist:** I gain you 2 points when I party.
- **Tough:** When you play me, put a tough marker on me. If a character with a tough marker would be expelled, remove the tough marker instead.
- **Toxic:** If a character attacks me, expel me and the attacking character.
- **Buzzkill:** When I party, instead of gaining you a point, an opponent loses a point.

Don't forget! If a card references a Demon, it means a Faculty!

### How to win:

The first player to 10 points wins the game!



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