

INSTRUCTIONS:

WELCOME TO UC DAVIS DESIGN:

You were once a normal college student until one day you woke up with an intense ambition: to be the best designer and take the campus by storm! Unbeknownst to you, several of your peers seem to have had the same idea around the same time. You must perform well and win Egg Heads to conquer the university halls. Question is, will you do it fair and square, or by cheating?

HOW TO PLAY:

- 1) All players start out with 4 Bad/Clutter and 4 Good/Principle cards
- 2) Players must all start in different colored zones
- 3) Players start turns, clockwise:
 - Assign a Clutter card to the player going next. When you do this the clutter card remains face up until it is countered by a Principle Card.
 - Use valid Principle Card on Active Clutter card assigned to you.
 - Draw a Principle and Clutter Card. You can only have 4 of each type at a time. If you have 4 of any, you must still draw and discard until you have 4.
- 4) Due Date is revealed. Repeat steps 1-3 until due date is fulfilled. All active clutter cards and spent Principle and Clutter cards are reshuffled into their respective deck. Game ends after 5 due dates.

ADDITIONAL NOTES:

INSTANT - Cards that have Instant Card in their description are cards that can be used even when it isn't the player's turn. If used during the turn a due date closes, the instant Card has priority and is treated as if it went into play before the due date turn came.



BAD-STANDING - Bad-Standing is a status given to a player for doing bad actions like cheating. Bad-standing is also conferred to a player if they are bottom player twice in a row. Bad-standing is NOT cancelled out by Good-Standing status.



GOOD-STANDING - Good-Standing is a status given to a player for doing good actions like succeeding. Good-standing is also conferred to a player if they are top player twice in a row. Good-standing is NOT cancelled out by Bad-Standing status.