

PARADOX UNIVERSITY - MVP PROTOTYPE BOARD

Setup Phase

- Every player draws a Major Card.
- Take 3 Time Tokens.
- Draw 2 Event cards.
- Determine Turn Order.

SHARED DECKS



CLASS DECK



EVENT DECK



DISCARD PILE


SEMESTER TRACK

SEMESTER 1
DRAW
PLAN
RESOLVE
REFRESH

SEMESTER 2
DRAW
PLAN
RESOLVE
REFRESH

SEMESTER 3
DRAW
PLAN
RESOLVE
REFRESH

SEMESTER 4
DRAW
PLAN
RESOLVE
REFRESH




GRADUATION
Fulfillment = GPA + Passion - Stress

ACTION AREA

STUDY
Gain GPA - Risk Stress



SOCIALIZE
Clubs & Connections



EXPLORE
Draw Event - Chaos/Variance




MVP COMPONENTS AREA

CLASSES (3)
EVENTS (3)
CLUBS (1)

PLAYER BOARD - PARADOX U ID CARD

MAJOR: _____
 GPA: _____
 Passion 0 1 2 3 4 5 6 7 8 9 10
 Stress 0 1 2 3 4 5 6 7 8 9 10
 Time Tokens O O O
 Completed Classes and Clubs:

CLASS CARD TEMPLATE

CLASS 


Name: _____

Effect

- **Gain:** _____
- **Risk:** _____

Notes (optional):

EVENT CARD TEMPLATE

EVENT 

Name: _____

Effect:

- _____

Roll (optional):

1-2: _____

3-4: _____

5-6: _____

Global or Self: _____

CLUB CARD TEMPLATE

CLUB 

Name: _____

Join Requirement:

- _____

Benefit:

- _____

Roll (if needed): _____

SUMMARY

Objective - Graduate with the Highest Fulfillment Score = GPA + Passion - Stress.

Semester Flow (one round)

- 1. **Draw Phase** - Draw 1 Class and 1 Event card.
- 2. **Plan Phase** - Spend Time Tokens to Study, Socialize, or Explore.
- 3. **Resolve Phase** - Apply effects from cards and tokens.
- 4. **Refresh Phase** - Reset tokens, advance to next semester.

Game End - After four semesters, all players total Fulfillment. Highest score = Valedictorian 🏆

Optional Titles - Most Social, Most Experimental Major, Most Stressed 😓

Explore Mechanic - Action + Resolution Flow

Spend 1 Time Token (study, socialize or explore) → Draw Event Card → Apply Effect

Event Cards: +1 Passion, Global Class, +1 Stress, Other Event, Other Event

<=> Explore Flow: Choose to spend token on Explore → Event Card → Outcome

Mechanic B Prototype - Time Token Allocation

Time Tokens: Study, Socialize, Explore

Example Turn: 1. Player spends 1 Time Token to Explore.

2. Draw 1 Event Card.

3. Apply Event Card Effect.

Game Rules

1. **Setup**
 - Shuffle the Class, Club, and Event Decks. Place the decks on the board.
 - Each player chooses a Major Card.
 - Draw 1 Class Card and 1 Event Card.
 - Place chosen decks on the board (Class, Club, Event).
2. **Turn order** - each semester, players go in clockwise order, starting with the player that started the semester (regardless if they previously chose each semester).
3. **Game Components**
 - Major Cards: 30, Class Deck: 20, Club Deck: 10, Event Deck: 10, Time Tokens: 20 (10 Major, 10 Minor), Stress Tokens: 20 (10 Major, 10 Minor), Fulfillment Tokens: 100 (10 Major, 90 Minor).
4. **Introduction** - At the start of the game, students (your class, stress, and passion) are set up. Welcome! Your goal is to graduate with the highest Fulfillment Score (GPA + Passion - Stress).
5. **1st Semester Phase** - Each player draws 1 Class and 1 Event card. If an Event effect of another student is mandatory.
6. **2nd Semester Phase** - Spend Time Tokens to take actions: Study (1 GPA), Socialize (1 Passion), Explore (Stress). Spend the right tokens every action.
7. **3rd Semester Phase** - Apply and refresh cards and tokens.
8. **Refresh phase** - Return Time Tokens and advance the semester marker.
9. **End of Turn** - Discard event cards, return time tokens to pool. Pass the player token clockwise.
10. **History of Game Terms** - Fulfillment = overall score. Major = starting character card. Time Tokens = resource for actions. Stress = negative point.
11. **Strategy tips and notes** - Managing Time Tokens between Study and Explore to buy items under consideration is to ensure enough GPA. Public relations may not be a good idea.