

# Money Making Machine

A Competitive Game for 2-4 Players

By Michael Perce

You and up to three others have just earned a starting fund to start up a brand new University! Hire Professors to ship them out to **Conferences** and squeeze your students for all of their money as you each compete to gain the most **Reputation** and obtain the #1 position in The Princeton Review!

## MATERIALS

- Pencils
- Scratch Paper
- Standard Deck of 52 Playing Cards

## SETUP

- Print out or create a University Sheet for each player. (See next page)
- Give each University a 2, 3, and 4 of the same suit, removing any unused 2s, 3s, or 4s from the game. These are each University's **Admission Cards**.
- Separate ALL cards from 5 to 10, and shuffle them together facedown. These are the **Professor Hiring Pool**.
- Reveal the top 4 Professors of the **Hiring Pool** for all Universities to see.
- Shuffle ALL remaining Jacks, Queens, Kings, and Aces together facedown. This is the **Conference Deck**.
- Reveal the top 3 **Conferences** of the **Conference Deck** for all Universities to see.
- Each University starts with **\$300** as a hedge fund.

## REPUTATION AND CORRUPTION

All Universities begin with 5 **Reputation**, and 0 **Corruption**.

If you reach at least 15 **Reputation**, AND place #1 in The Princeton Review, **YOU WIN!**

If you reach 0 **Reputation**, you **LOSE THE GAME**.

If you have at least 10 **Corruption**, rumors about your University start circulating, causing you to lose 1 **Reputation** each year **BEFORE** The Princeton Review is published.

If you reach at least 20 **Corruption**, The Princeton Review reveals your scandals, causing you to be arrested and **LOSE THE GAME**.

## ACADEMIC YEAR

*The academic year is separate from a normal calendar year, and you can only perform certain actions during different seasons!*

The Academic Year progresses as follows:

1. **Summer**
2. **Teaching Prep**
3. **School Year**
4. **The Princeton Review**

Universities will take turns performing actions during each part of the year, according to Academic Year Order.

Academic Year Order starts with the University with the **LOWEST Reputation**, and proceeds clockwise. In the event of a tie, the player who most recently attended a class goes first.

Name of Your College: \_\_\_\_\_

# UNIVERSITY SHEET

## Admission Records

Reputation	Corruption
5	0

Spend **\$150**:  
Gain 1 **Reputation**  
OR lose 3 **Corruption**

Year	1	2	3	4	5	6	7	8	9	10
Freshmen										
Sophmores	0									
Juniors	0	0								
Seniors	0	0	0							
Total Student Count										
Tuition Pricing										
Funds Earned										

Total Available Funds: <b>\$300</b>
--

## Lab Level

0	1	2	3	4	5	6	7	8
✓								

Spend **\$100**: Upgrade Lab Level by 1 stage

## Students Registered

	2	3	4	5	6	7	8
2	✓						
3		✓					
4			✓				

Spend **\$150**: Upgrade 1 Admission Card by 1 stage

## Tuition Pricing

Admission Card Selected	Money Received Per Student	Money Received WHILE Revoking Aid	Corruption
2	<b>\$20</b>	<b>\$20</b>	---
3	<b>\$25</b>	<b>\$30</b>	<b>3</b>
4	<b>\$30</b>	<b>\$40</b>	<b>4</b>

## Hiring Professors

Research Value	Salary Required
5 or 6	<b>\$60 / Year</b>
7 or 8	<b>\$80 / Year</b>
9 or 10	<b>\$100 / Year</b>

## Conferences

Conference Value	Research Required	Reputation
Jack	10	<b>1</b>
Queen	15	<b>2</b>
King	20	<b>3</b>
Ace	25	<b>5</b>

Conference Suit	Requirement
Heart	Attending Professors must all have the same suit
Diamond	Attending Professors must all have the same Research Value
Spade	Attending Professors must have consecutive Research Values
Club	Attending Professors must have all odd Research Values OR all even Research Values

## Publish Research

Professors Returned	Effect
Heart	1: Another University of your choice gains 1 <b>Corruption</b>
	2: Gain 1 <b>Corruption</b> instead of 2 for this Research, another University gains 2
	3+: Gain 0 <b>Corruption</b> instead of 3 for this Research, another University gains 2
Diamond	1: Gain money equal to the Professor's salary
	2: Gain money equal to the total of these Professors' salaries, plus <b>\$20</b>
	3+: Gain money equal to the total of these Professors' salaries, plus <b>\$40</b>
Club	1: Register 1 more Student next year
	2: Register 2 more Students next year
	3+: Register 2 more Students next year, another University registers 1 fewer Student next year
Spade	1: Choose 1 Conference Card, return it to the deck, and replace it. Take another action.
	2: Choose 1 Conference Card and replace it. Repeat this again. Take another action.
	3+: Choose 1 Conference Card and replace it. Repeat this 3 more times. Take another action.

## SUMMER

During the Summer, there are fewer students running around campus, so Universities can improve their infrastructure for the upcoming year!

Each University takes turns according to Academic Year order, choosing 1 of the following actions to take on their turn:

- Upgrade Student Housing
- Upgrade Lab Facilities
- Gentrify the Surrounding Area
- Pass

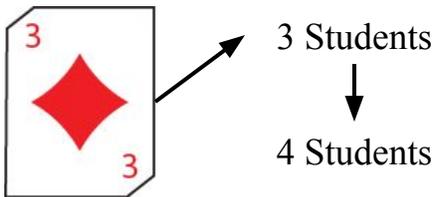
This continues until all Universities have chosen to Pass.

As soon as you take the Pass action, you CANNOT participate until all Universities have Passed.

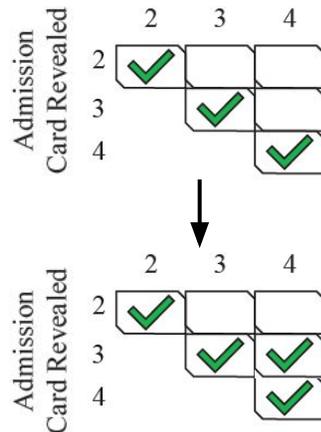
### Upgrade Student Housing:

Spend **\$150** to upgrade the Student Housing at your University. The more housing you have, the more students you can extort money from.

Select 1 of your **Admission Cards** to upgrade, and mark it on your University Sheet. When you reveal that card during **Teaching Prep** to determine how many students are Registered for the year, an additional student will be Registered for each time that card has been upgraded.



For instance, the University for Unusual Cats and Dogs decided to improve their "3" **Tuition Card**. Now instead of Registering 3 students when that card is revealed, they will Register 4 students.



### Upgrade Lab Facilities:

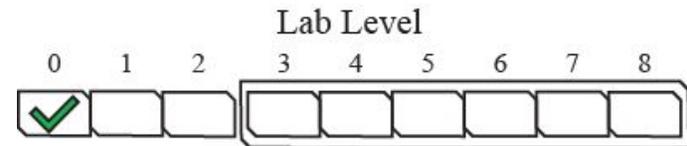
Spend **\$100** to upgrade the Research Labs at your University by purchasing state of the art equipment.

Universities start with a level 0 Lab Facility.

The first University to reach a level 3 Lab Facility earns 3 **Reputation**, and the Joker card as a representation of this award.

If another University reaches a HIGHER Lab Facility Level, that University takes the Joker and the 3 **Reputation** instead.

For example, The Institute for Musical Animated Golems has a Level 4 Lab. However, The University of Dalmationton just upgraded their Lab Facility to Level 5. Therefore, UOD earns 3 **Reputation**, and TIMAG loses 3 **Reputation**.



### Gentrify the Surrounding Area:

Spend **\$150** to improve the area around your University. A better looking campus can make your college look more reputable, or make the public more willing to overlook some grievances.

Choose 1 of the following:

- Gain 1 **Reputation** OR
- Lose 3 **Corruption**

Reputation	Corruption
5	0

# TEACHING PREP

The school year is about to begin! Register your students, rob them of their money, and hire your Professors for the year.

Teaching Prep is broken into the following steps:

1. **Set Tuition**
2. **Register Students**
3. **Collect Tuition**
4. **Hire Professors**

## Set Tuition:

All Universities simultaneously select 1 of their 3 **Admission Cards** and whether to revoke student aid or not. This selected card is that University's Tuition Pricing for the year. Universities will earn that much money from each of their students attending the University and gain a set amount of **Corruption** IF they chose to revoke student aid for more income that year.

Tuition Pricing				
Admission Card Selected	Money Received Per Student	Money Received WHILE Revoking Aid	Corruption	
	2	\$20	\$20	---
	3	\$25	\$30	3
	4	\$30	\$40	4

## Register Students:

Each University shuffles their 2 remaining **Admission Cards** face-down, and randomly reveals 1 of them. This revealed card indicates how many students are Registered for the year. You can Register additional students by upgrading Student Housing.

For instance, the Milliner's University selects their "4" card for Tuition Pricing, choosing to revoke aid. They gain 4 **Corruption**, and earn \$40 per student. Then, they shuffle their remaining "2" and "3" cards, revealing the "2". Without any upgrades, they will Register 2 new students for the year.

		Students Registered							
		2	3	4	5	6	7	8	
Admission Card Revealed	2	✓							
	3		✓						
	4			✓					

Universities retain students for 4 years, and then they graduate.

## Collect Tuition:

Each University earns funds equal to the Total Number of Students attending their University, multiplied by their Tuition Pricing for that year.

$$\text{Additional Funds} = \text{Total \# of Students} \times \text{Tuition Pricing}$$

## Hire Professors:

Each University takes turns according to Academic Year order, choosing to either Hire a Professor or Pass. This continues until all Universities have chosen to Pass.

*As soon as you take the Pass action, you CANNOT participate until all Universities have Passed.*

To hire a Professor, select one of the 4 revealed Professors, and place them in front of you. Then, reveal the top Professor of the **Professor Hiring Pool**.

Hiring Professors	
Research Value	Salary Required
5 or 6	\$60 / Year
7 or 8	\$80 / Year
9 or 10	\$100 / Year

Research Value	8

*You MAY hire more Professors than you have money for.*

After all Universities have chosen to Pass, all Universities **MUST** pay all Professor Salaries from their available funds, starting with the **LEAST** expensive Professors.

If you **CANNOT** pay a Professor's Salary, return them to the bottom of the **Hiring Pool**, AND you gain 1 **Corruption**.

After all Universities have paid their Professors, if you have a total of 0 Hired Professors, lose 5 **Reputation**.

## SCHOOL YEAR

The school year has begun! Your Professors will be busy with their research to present at **Conferences** to improve your University's **Reputation**! However, you can also fire your Professors, take their research for your own, and Publish Research in a journal for immediate effect!

Each University takes turns according to Academic Year order, choosing 1 of the following actions to take on their turn:

- **Attend Conference**
- **Publish Research**
- **Pass**

This continues until all Universities have chosen to Pass.

As soon as you take the Pass action, you CANNOT participate until all Universities have Passed.

### Conferences:

**Conferences** are the best way for your Professors to show off their work and gain **Reputation** for your school.

**Conferences** require at least two Professors from a single University to attend them. The sum of these Professors' Research Values need to meet or exceed the Research Value required to attend the **Conference Card**.

Additionally, **Conferences** only allow certain types of Professors to attend.

These restrictions are based off of the **Conference Card's Suit and Value**.

For instance, The Jack of Hearts requires a total Research Value of 10, and that all attending Professors must share the same suit. The University of Shadow Masters can attend this **Conference** by sending a 5♠, and an 8♠.

Conference Value	Research Required	Reputation
Jack	10	1
Queen	15	2
King	20	3
Ace	25	5

Conference Suit	Requirement
Heart	Attending Professors must all have the same suit
Diamond	Attending Professors must all have the same Research Value
Spade	Attending Professors must have consecutive Research Values
Club	Attending Professors must have all odd Research Values OR all even Research Values

### Attend Conference:

Select any number of your Professors who:

All meet the **Conference Card's** requirement.

**AND**

Collectively have enough Research Value to attend the **Conference**.

Return these selected Professors to the bottom of the **Hiring Pool**. Gain **Reputation** based on the difficulty of the **Conference**.

Return the completed **Conference** to the bottom of the **Conference Deck**, and replace it by revealing the top card of the **Conference Deck**.

You can only attend a single **Conference** on your turn.

### Publish Research:

Select any number of your Professors, and return them to the bottom of the **Hiring Pool**. Gain **Corruption** equal to the number of Professors you returned.

You immediately gain an effect based on the **Number** of Professors you return, as well as the **Suit** of the HIGHEST Research Value returned.

For instance, The University of Ships and Giggles published the research of an 8♥, 6♠, and 9♠. Spades has the greatest Research Value, and 3 Professors were returned, so the USG gets to shuffle away a single **Conference** card a total of 4 times, then take an extra action.

If you return multiple Professors with the same **Value**, choose between their suits.

	Professors Returned	Effect
Heart	1	Another University of your choice gains 1 <b>Corruption</b>
	2	Gain 1 <b>Corruption</b> instead of 2 for this Research, another University gains 2
	3+	Gain 0 <b>Corruption</b> instead of 3 for this Research, another University gains 2
Diamond	1	Gain money equal to the Professor's salary
	2	Gain money equal to the total of these Professors' salaries, plus \$20
	3+	Gain money equal to the total of these Professors' salaries, plus \$40
Club	1	Register 1 more Student next year
	2	Register 2 more Students next year
	3+	Register 2 more Students next year, another University registers 1 fewer Student next year
Spade	1	Choose 1 Conference Card, return it to the deck, and replace it. Take another action.
	2	Choose 1 Conference Card and replace it. Repeat this again. Take another action.
	3+	Choose 1 Conference Card and replace it. Repeat this 3 more times. Take another action.

## PRINCETON REVIEW

*The Princeton Review is THE definitive ranking of colleges! Climb to the number one position to win!*

The Princeton Review ranks Universities solely based off of their **Reputation**. Whenever The Princeton Review is published, perform the following actions:

1. Each University with at least 10 **Corruption** loses 1 **Reputation**.
2. Check to see if a University has LOST!
3. Check to see if a University has WON!

*Universities do not win or lose UNTIL The Princeton Review is published.*

If no Player has won, or if there is a tie for #1, begin a new Academic Year!

## WINNING AND LOSING

All Universities begin with 5 **Reputation**, and 0 **Corruption**.

If you reach at least 15 **Reputation**, AND place #1 in The Princeton Review, **YOU WIN!**

If you reach 0 **Reputation**, you **LOSE THE GAME**.

If you have at least 10 **Corruption**, rumors about your University start circulating, causing you to lose 1 **Reputation** each year BEFORE The Princeton Review is published.

If you reach at least 20 **Corruption**, The Princeton Review reveals your scandals, causing you to be arrested and **LOSE THE GAME**.

## CURRENT PRINCETON REVIEW RANKINGS

1. **University of Sneaky Charlatans**  
**14 Reputation**
2. **Marmaduke University**  
**12 Reputation**
3. **College of Dragon's Tomes**  
**10 Reputation**
4. **Pasta Institute of Debating**  
**8 Reputation**
5. **University of Bananaland: Plantainville**  
**6 Reputation**