

## Stunt Academy

Welcome to Stunt Academy. This is where young slackers are made into the steely, top, up to every trick stunt professionals of the future. So if you're ready, be prepared to give everything you have. Because only the best of the year succeed in landing roles in the really great film. That's why one's results at final exams are not exactly unimportant.

So allocate your strength correctly and you will get your big chance.

### Components

- 42 Kurs [Course] cards

2 x 6 neutral Training Units: Fitness Training and Strength Training

5 x 6 Stunt Disciplines: (K)ampfstunts [fighting], (A)utostunts [automobile], Motorradstunts [motorcycle], (P)yrostunts [pyrotechnics], (F)allstunts [falling]

- 10 Prufer [Examiner] cards
- 4 Student cards
- 4 Arrow cards
- 5 Film Agent cards

### Setup

- The various types of cards are separated from one another.
- The Course cards are shuffled together with the Film Agent cards and placed as a deck in the middle of the table. The top 4 cards from this deck are revealed in a row. The next spot in the row is intended as the discard pile.
- Each player receives a Student and an Arrow card, which he lays out in front of himself. The Arrow card is placed to the right of the Student card so that its arrow indicates the current number of Action Points (AP) that the player has available. Each player begins with 0 AP.
- The Examiner cards are shuffled and placed face down to the side. Then, for each player taking part, that number (3 or 4) of cards are revealed.
- Each player receives an Scoring Chart (copyable from these rules) to track current points.

### Goal of the Game

As students at Stunt Academy players register for their semester courses to train in the five stunt disciplines. Meanwhile they must find as many examiners as possible and in addition can, via a Film Agent, take part in their first films as stuntmen. After each of the four semesters the players will be tested by the Examiners they have chosen. But with each semester the demands mount. The player who in his studies takes many exams, does well at them and rises above his fellow students will emerge as best of the year and wins the game.

### Course of the Game

- The game is divided into four semesters. At the end of each an exam (scoring round) is scheduled.
- The player with the most scars on his body (show, show ...) begins the game with his turn. After that each player takes a turn in clockwise order.
- At the start of his turn each player increases his AP by 3 points (up to a maximum of 9 AP).
- Then he can spend his AP in any order for the actions of his choice (including the same action multiple times) from the following list. Points may be saved as well.

### On his turn a player can ...

- ... register for an offered course. He takes in hand the corresponding card from the four that are laid out and pays the course value in AP. There are Anfänger [Beginner] (1 point), Fortgeschrittener [Advanced] (2 points) and Profi [Professional] (3 points) courses. A player may never hold more than 7 cards in hand. Hand cards are only lost by discarding a collection (see next bullet) during a semester. A simple discard is not allowed.
- ... meld a collection of cards of a Stunt Discipline (all the same color) face up in a stack next to his Student card; this costs 2 AP per discard. To these Stunt Discipline cards, the player may also add neutral Training Unit cards with the goal of fulfilling the minimum requirements for the semester (see below). By melding a collection the player completes his training in this discipline. Once melded a collection may not be added to later and

may not be examined. Each player may only meld one collection per Stunt Discipline each semester. Only melded collections provide examination points at the end of a semester.

Minimum Requirements: The players must fulfill certain minimum requirements each semester. This means that any collection to be melded must reach a certain point value. This consists of 4 points in the first, 5 points in the second, 6 points in the third and 7 in the fourth semester. Fitness and Fighting Training cards are therefore "Jokers" which can be added to any collection in order to reach the minimum requirements. However, they do not provide any examination points.

Example: To meld a collection in the second semester, a player needs, for example, a 3 and 1 Stunt card of a discipline, supplemented by, e.g. a 1 Fitness training card.

- ... choose an Examiner and play it out face up. Each player may only have one Examiner per semester. These provide bonus points according to the given value at exams (see below).

3 Players: The first player to choose an Examiner in a semester spends 5 AP, the second 3 AP, the third 1 AP.

4 Players: The first player to choose an Examiner in a semester spends 6 AP, the second 4 AP, the third 2 AP, the fourth 1 AP.

- ... take a Film Agent card from the layout and place it face up beside himself in order to work in a film as a stunt man. A Film Agent card costs 2 AP.

#### Card Migration and End of the Semester

- At the end of each player's turn the card next to the discard pile is placed face down on this pile. All of the other cards slide toward the discard pile. Then all vacant spaces in the row are filled with new cards from the draw pile, the furthest away positions first. Then it is the turn of the next player.
- When the last card in the first deck is revealed, without shuffling the discard pile is placed as the new draw pile.
- When the last card in the second deck is revealed (regardless of whether the row can be completely filled or not), the player can still complete his turn. Immediately after that the semester ends. Exams follow.

#### Exams

1. Exam Points: One after another, starting with the last player to have a turn, score the melded collections. The value of the Stunt Discipline cards in the individual collections are each tallied. Current Fitness and Strength training cards do not count. After that the bonus (+4, +2, +0) of each respective Examiner in the Stunt Disciplines are added on. Stunt Disciplines which are not listed on the Examiner card are penalized by 2 points. If the player has no Examiner, this counts as a penalty for all Stunt Disciplines. However, no negative totals may be recorded. The results of the collections are recorded as Exam Points under EP in the Scoring Chart.

Example: Player 1 has 2 collections showing [Fighting Stunt (adds up to 4 points) and Automobile Stunt (sums to 7 points)]. His Examiner has +4 for Fighting Stunt and no value for Automobile Stunt (penalty of -2). The total value of the Fighting Stunt cards is 4 + 4 (Examiner) = 8 Exam Points (EP), the Automobile Stunt cards provide 7 - 2 (Examiner) = 5 EP. These values (8 and 5) are recorded.

2. In addition each player marks a check for each completed exam (melded collection) in the corresponding lines of the Scoring Chart. These will be scored at the end of the game.
3. Victory Points: When all players have recorded their Exam Points, the victory points for the semester are determined.  
3 Players: The player with the largest total sum in Exam Points receives 5 victory points, the second largest sum gives 3 victory points, the third largest 1 victory point.  
4 Players:  
The largest sum yields 6 victory points, the second largest sum gives 5 VP, the third largest 2 VP and 0 VP for the smallest sum.

Should two (or more) players have identical Exam Point totals, the victory points for these placements are summed and divided among the respective players.  
 In addition, the player who achieved the most Exam Points in a single collection records 3 bonus victory points. If several players are tied for the highest value, each receives 1 bonus victory point.

- Then all hand cards -- except for one card which each player may keep in hand (not required) -- are discarded. These are shuffled with the remaining Course cards and all of the Film Agent cards and form the draw pile for the next semester.  
 For every 3 Action Points he has remaining, each player may take one into the next semester. (Example: With 7 Action Points it would be 2 AP (2 x 3 and 1 AP is lost).  
 Then three or resp. four new Examiners are laid out (if not enough Examiners are available, these are shuffled with the discarded Examiners and laid out anew).  
 The new semester begins with the turn of the player to the right of the one who ended the previous semester.

End of the Game

- At the end of the fourth semester all players sum victory points.
- In addition checks in the five individual Stunt Disciplines are scored: Each player who alone has the most checks in one of the disciplines receives 2 bonus points. If there are more than players each receives one more bonus point.

The player with the most victory points wins as best of the year. The entire Hollywood film world is open to him as an acknowledged stunt man. The Stunt Academy congratulates you ...

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Scoring Chart

	Player 1		Player 2		Player 3		Player 4	
Fight								
Auto								
Motorcycle								
Pyro								
Fall								
	EP	VP	EP	VP	EP	VP	EP	VP
Semester 1 Min. Req. 4								
Semester 2 Min. Req. 5								
Semester 3 Min. Req. 6								
Semester 4 Min. Req. 7								
Bonus & Final Score								