

RISE OR FALL

THE BATTLE OF THE CLIQUES

A sneaky game by
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3 to 8 players
7 years and up
Length: 10 minutes

Contents:
8 screens
72 cards (9 cards per player)
49 popularity points
1 trash bin
Rules



GOAL OF THE GAME : To achieve the highest number of popularity points.

1. CHOOSE A CLIQUE...



The cheerleaders



The jocks



The geeks



The punks



The goths



The skaters



The artists



The cool teachers

**...AND PICK-UP THE SCREEN AND CARDS FOR THIS CLIQUE,
ALONG WITH 5 POPULARITY POINTS.**



Remove from your hand the color cards of the cliques that are not in play and put them back in the box. Hide your popularity points behind your screen. Then, assemble the trash bin, place it in the center of the table and put the rest of the points in it.



FoxMind

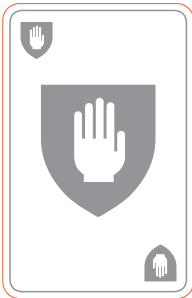
2. PLAY A CARD

All players simultaneously choose a card from their hand and place it face down in front of them.



Attack cards

Choose one of these cards to attack an opponent clique and make them lose popularity points.



Defense card

Choose this card to defend against attacks by other cliques.



Achievement card

Choose this card when you think your clique has earned "bragging rights", which may result in earning extra popularity points.

3. APPLY THE EFFECTS OF THE CARDS

After all players place their cards face down, they are flipped up and their effects are applied simultaneously.

You played an attack card and...

The clique you targeted didn't play a defense card.

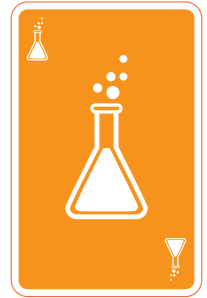
- The attacked clique hands you 1 popularity point.

The clique you attacked played a defense card.

- Your attack was blocked and you throw one of your popularity points into the trash bin.

The clique you attacked played an achievement card.

- The attacked clique hands you 1 popularity point.



You played a defense card and...

One or more cliques attacked you.

- Good for you. Each clique that attacked you throws 1 popularity point into the trash bin.

No one attacked you.

- Oops! Throw 2 popularity points into the trash bin.



You played an achievement card and...

No one attacked you AND no other clique played an achievement card.

- Wow! You impress everyone with your achievements! You take 1 popularity point from the trash bin.

One or more cliques attacked you.

- You give 1 popularity point to each clique that attacked you.

No one attacked you but one or more other cliques played their achievement card.

- Too many achievements . . . and bragging! Nothing happens.



No ganging up or bullying!

If three or more players attack the same clique, the principal intervenes! The players who ganged up are punished and each one throws 1 popularity point into the trash bin. The rest of the round is canceled: do not apply the effects of the cards on the table (which means no one else wins or loses points) and another round starts.



As soon as a player runs out of popularity points, their clique is eliminated. If that player cannot pay to one or more players, these players collect the points from the trash bin. Once a clique is eliminated, the remaining players remove from their hand the color card representing that clique and put it aside.

When all the effects of the cards on the table have been applied, the players re-take their card into their hand. Then, a new round starts, repeating steps 2 and 3.

4. WIN!

When only two cliques remain in play, the game ends. The clique with the highest number of popularity points wins! In case of a tie, both cliques win.

NOTE : For a more engaging game play, players are allowed to talk freely, make alliances or break them as part of plotting their way to victory.

For a simpler and shorter game, remove from play the achievement cards.