

Student Dreams

Player Count: 2-4

Estimated Playtime: 15-20 minutes

Components

Rules (double-sided)

College Cards - 30

Student Info Cards - 10

Student Wants Cards - 15

Barrier Cards - 26

Icon Glossary

US Map with Color Coded Regions

Premise

In this card game, players are taking on the role of college counselors. They're looking at various students' wants, and the barriers they may face on the road to applying and enrolling in college. Your job is to select a college that best suits a student's wants, but also keeping in mind the barriers that could affect their admission process. As you learn about the student, you also learn that it may be hard to find the "perfect" fit. Your goal, as a team, is to discuss how each of your suggestions fits the student in different ways and rank them in order of which college the student should prioritize applying to.

Setup

1. Shuffle each deck (College Cards, Student Info Cards, Student Want Cards, Barrier Cards) separately, placing them within reach of all players.
2. Each player draws 5 College Cards.

How to Play

1. In the first round, the player who most recently visited a college campus draws a Student Card, reading it aloud, and placing it face up so that it is visible to all players.
 - a. Student Info Cards give you a basic overview of the student, such as the state they're living in and general interests.
2. This player then draws 2 Student Want Cards, reading them aloud and placing them next to the Student Card.
 - a. This tells you what this student ideally wants in a college.

- b. If a Student Wants conflict with each other (e.g. drawing both the Urban College and Suburban College Want Card), redraw one of the Student Wants, placing the old card at the bottom of the Student Wants deck.
3. This player then draws 2 Barrier Cards, reading them aloud and placing them next to the Student Card.
 - a. Despite a student's wants, there may be barriers due to certain situations in their life that place a restriction on their college choices. They may even go against the student's wants.
4. After being presented with this information, players will choose a College Card from their hand that they believe best fits the student, placing it face down in front of them.
 - a. If you are playing with 2 players, choose 2 College Cards and draw a card from the College Card Deck into your hand.
 - b. When choosing a college, all information should be kept in mind, but the barriers are more so.
 - c. Keep in mind that they may not be a "perfect fit".
 - d. If information is not listed on the college card but is a concern on the barrier card, feel free to research more specific information about the college.
5. Starting with the player who drew the cards in steps 1-3 and proceeding in a clockwise order, players flip over their College Card, presenting the college they believe the student should apply to and explaining why.
6. After everyone presents their choice, players, as a group, will order the cards based on what colleges the student should prioritize applying to.
7. The round then ends. Repeat steps 1-6, with the player reading and drawing the student cards in steps 1-3 moving around the group in a clockwise order.
8. The game ends when players run out of College Cards in their hands.

Credits

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Special Thanks: Jeffrey Selingo, Richard Wetzels, DePaul's GAM 440 Class of Spring 2025, High School Student Playtesters