

YOUR CLASS REP

FREE PRINT & PLAY | CARDS 01-14



CARD 01



CARD 02

QUICK RULES

GOAL & SETUP

Each player builds a seven-card Classroom with exactly one Class Rep and six non-Class Rep cards. Place all available cards face-up; players take turns choosing cards until both Classrooms are complete. The winner of the most recent game chooses first. If that game tied or neither player has played, the youngest chooses first.

Keep your chosen cards in your hand. You may ask to review your opponent's selected cards at any time during this phase.

THE CAMPAIGN PHASE

The Campaign Phase lasts six turns. Keep cards in hand hidden. Each turn, both players choose one card and reveal it at the same time.

MATCHUP RESULT

Apply any Class Rep Abilities and Influential Abilities that affect the matchup. The card with higher Influence wins unless an ability changes the result. The winning card stays face-up and the losing card turns face-down. If the matchup is tied, or an ability conflict remains unresolved, both cards stay face-up.

ABILITY CONFLICTS

A Class Rep Ability takes priority over a non-Class Rep Ability. If both conflicting abilities belong to Class Reps, or neither does, the card with higher Influence takes priority. If Influence is tied and the conflict remains unresolved, both cards stay face-up.

END OF THE CAMPAIGN

You may review your own and your opponent's face-down cards at any time. After six turns, reveal your seventh card. It does not count toward either player's Vote total, and its ability does not activate.

THE TALLY PHASE

Apply Voter Abilities to your face-up cards, then count the Votes on those cards. The player with the most Votes wins the election and must shout: "I AM YOUR CLASS REP!"

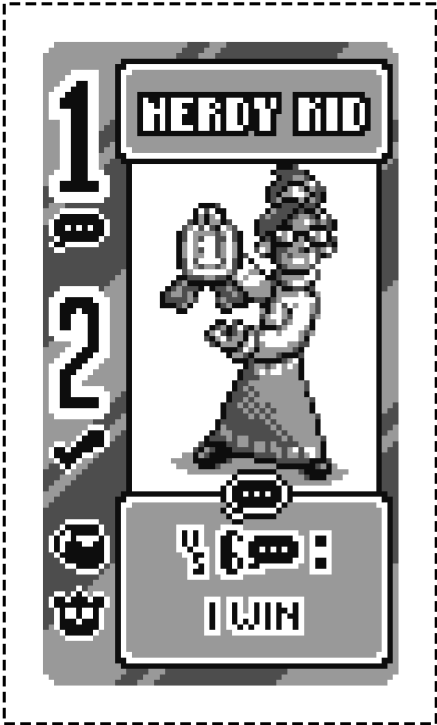
If Vote totals tie, the player with more face-up cards wins. If still tied, compare the total printed Influence of face-up cards. If still tied, both players win.

ABILITY TIMING

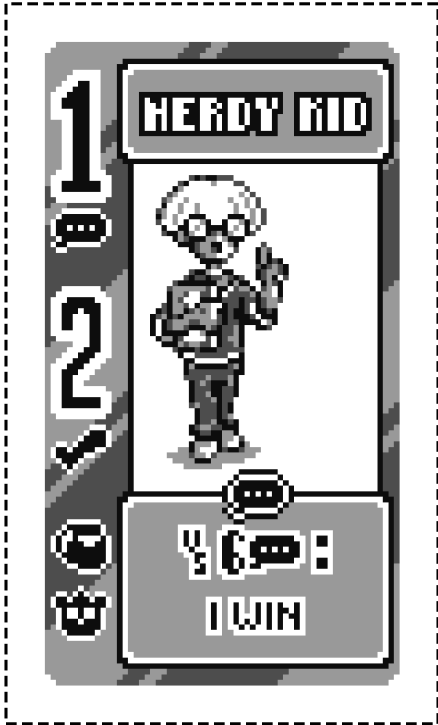
Class Rep Abilities and Influential Abilities take effect during Campaign matchups and primarily affect Influence or the matchup result. Voter Abilities take effect during Tally and change Votes. Follow each ability's stated conditions.

YOUR CLASS REP

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CARD 03



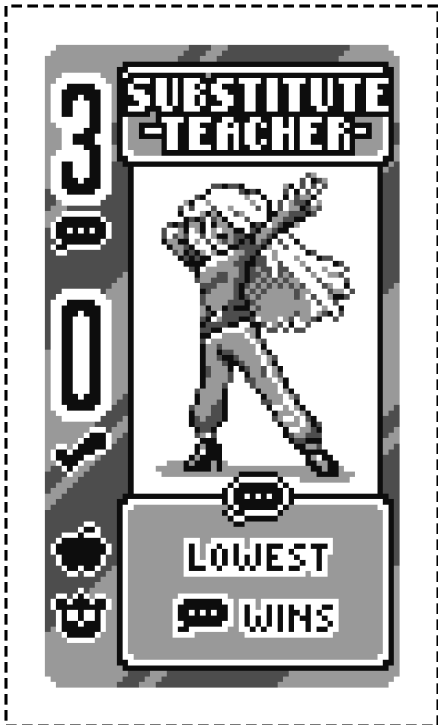
CARD 04



CARD 05



CARD 06



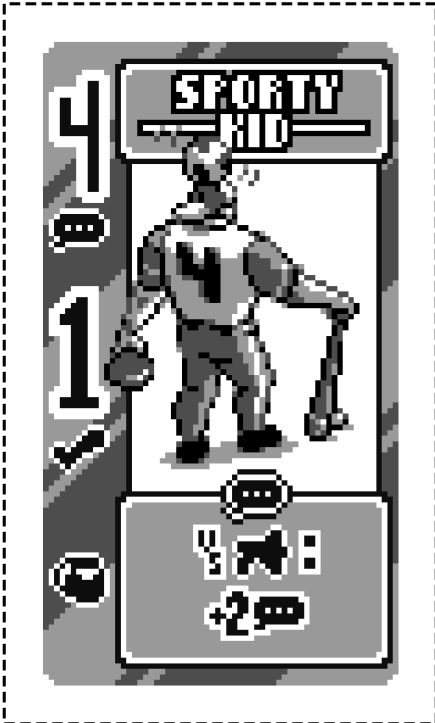
CARD 07



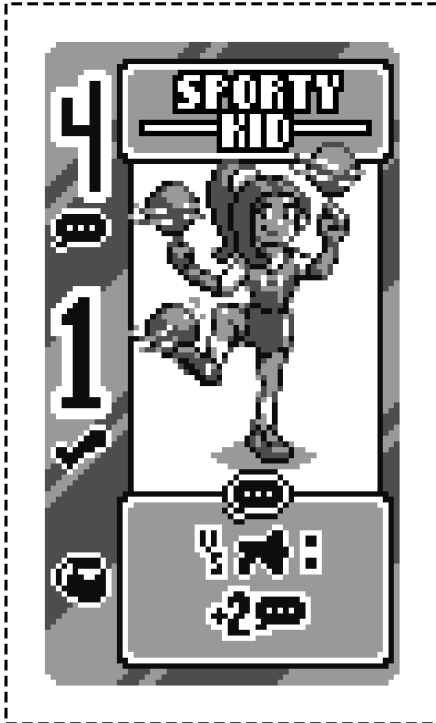
CARD 08

YOUR CLASS REP

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CARD 09



CARD 10



CARD 11



CARD 12



CARD 13



CARD 14