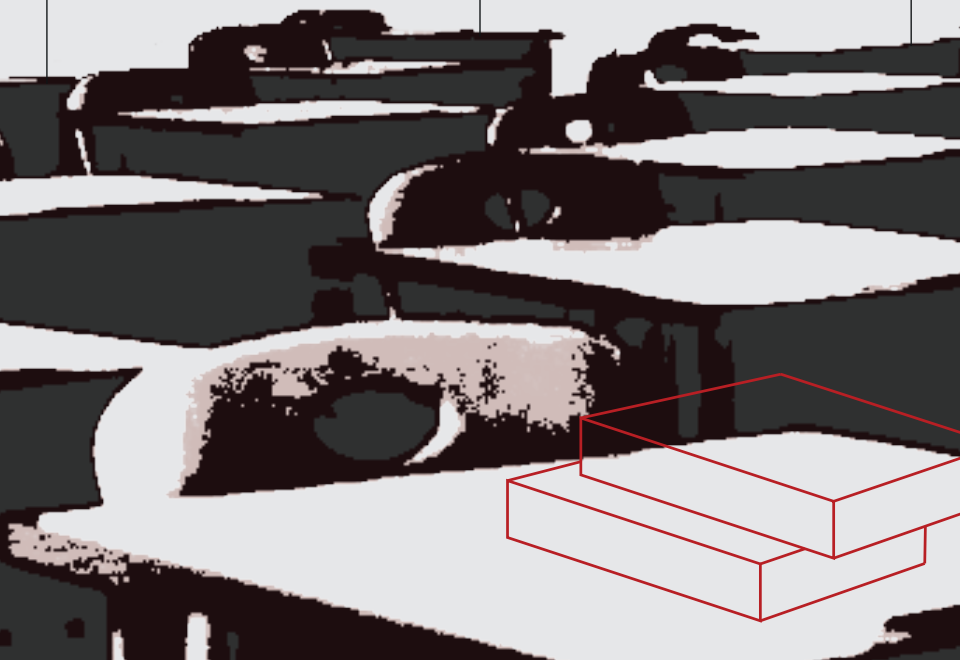


“课余时间”

RULEBOOK

“SPARE
TIME”



INTRODUCTION

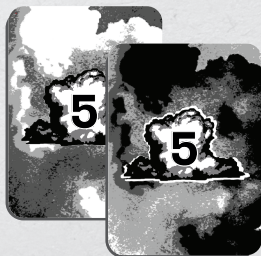
As senior students at a Chinese boarding middle school, you are preparing for one of the most life-changing milestones: the high school entrance exam. To succeed, you need to stay disciplined and manage your time wisely across five key subjects.

DO NOT FORGET: While you are putting things off, someone else is hard at work, getting closer to their goals. If you do not put in the effort now, the top-ranking schools might end up with someone else's name on their list. This is a race, and every moment counts!

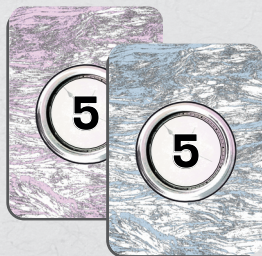
OVERVIEW

Spare Time is a competitive team game for 2-4 players. You will be competing within a set time limit to place tiles from a shared pile onto your weekly schedule boards.

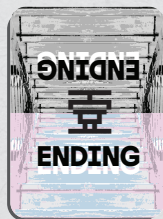
GAME PIECES



SHADOW CARD x8



MOMENT CARD x8



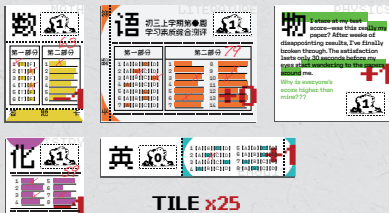
ENDING CARD x6

WEEKLY SCHEDULE		Days until the high school entrance exam: <input type="text"/>	<input type="checkbox"/>					
<i>Say, productive!!</i>								
	SUN	MON	TUE	WED	THU	FRI	SAT	
SCHOOL TIME	6am							
	7am							
	8am							
	9am							
	10am							
	11am							
	12pm							
	1pm							
NOTES								

WEEKLY SCHEDULE x2

SCORING SHEET	NAME: <input type="text"/>					
	STUDENT ID: <input type="text"/>					
SCORE						
	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	
TILES						
SHADOW						
ROLE						
EFFECTS						
TOTAL SCORE						
SHADOW						
	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	
TILES						
SHADOW						
ROLE						
EFFECTS						
TOTAL SCORE						
MOMENT						
	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	
TILES						
SHADOW						
ROLE						
EFFECTS						
TOTAL SCORE						

SCORING SHEET x6



TILE x25

ROLE

Players split into two roles:

High Achievers

If your **Score** this round is higher than your previous round, add **1 Shadow** to the current round during scoring.

Underperformers

If your **Score** this round is higher than your previous round, deduce **1 Shadow** to the current round during scoring.

(**Score** and **Shadow**—See Scoring section for details)

SETUP

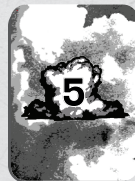
Each role has the following:

- ✦ 1 Weekly Schedule
- ✦ 1 Scoring sheet
- ✦ 4 Shadow cards
- ✦ 4 Moment cards

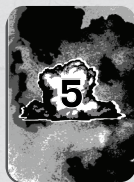
To set up the game:

1. Shuffle all tiles face-down and place them in the center.
2. Place your Weekly Schedule and Scoring sheet in front of you.
3. Arrange your Shadow cards and Moment cards face-down into separate piles.
4. Put the 6 Ending cards face-down. Do not read the flavor text on them until the end of the game.

▽ These are cards for High Achievers



▽ These are cards for Underperformers



The rules vary depending on the number of players:

2 Players

Each player rolls 1d6. The player with the higher roll chooses their role first.

High Achievers

- ∴ Has 3 minutes to flip and place tiles.
- ∴ Starts 30 seconds earlier than Underperformers.

Underperformers

- ∴ Has 2 minutes 30 seconds to flip and place tiles.

3 Players

Players split into two groups, one with 1 player and the other with 2 players. One player plays as High Achievers, and the other two are Underperformers.

High Achievers

- ∴ Has 3 minutes to flip and place tiles.
- ∴ Starts 1 minute earlier than the Underperformers.

Underperformers

- ∴ The group has 2 minutes to flip and place tiles.

4 Players

Players split into two groups, each with 2 players. Each team rolls 1d6. The group with the higher roll chooses their role first.

High Achievers

- ∴ The group has 2 minutes 30 seconds to flip and place tiles.
- ∴ Starts 30 seconds earlier than Underperformers.

Underperformers

- ∴ The group has 2 minutes to flip and place tiles.

3. Calculate Points

Calculate each group's **Score**, **Shadow**, and **Moment** based on the placement of tiles on their Weekly Schedule. Write them down on your Scoring sheet.

(See Scoring section for details)

4. Reveal Shadow and Moment Cards

Based on the cumulative **Shadow** and **Moment** for the current round, reveal corresponding **Shadow** and **Moment** cards:

- ∴ Flip over all cards with a number less than or equal to your current cumulative total.
- ∴ **Shadow** and **Moment** cards have number 5, 10, 15, 20 on their back.

Starting next round, the **Shadow** and **Moment** cards you reveal will apply their effects during scoring.

▶ For example, In Round 2, if your total shadow is 12 and your total moment is 9, reveal Shadow cards labeled 5 and 10, and the Moment Card labeled 7.

$$h(x) = 2 - (\ln x + \frac{1}{x} + 1)$$
$$= 2 - \ln x - \frac{1}{x} - 1$$
$$= 1 - \ln x - \frac{1}{x}$$

$$h(1) = 0$$

在 $(1, +\infty)$ 上 < 0

↑ $h(x) \pm$

$$h'(x) = 2 - (\ln x + \frac{1}{x} + 1)$$
$$= -\ln x - \frac{1}{x} + 1$$

$$h''(x) = -\frac{1}{x} + \frac{1}{x^2} = \frac{-x+1}{x^2} < 0$$

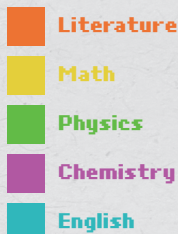
SCORING

Score

- ❖ Add up **Score** from your schedule sheet. **Score** is marked in bold red on each tile.
- ❖ Check if your Weekly Schedule includes all five subjects. Missing a subject deducts **3 Score**.
- ❖ Read the flavor text on the **Shadow** cards you revealed in the previous round. Apply the effect of the **revealed Shadow card with the highest number** during scoring.
- ❖ Read the flavor text on the **Moment** cards you revealed in the previous round. **Choose one revealed Moment card** and apply its effect during scoring.
- ❖ Count the unused light gray empty spaces on your Weekly Schedule. Each empty space deducts **1 Score**.
- ❖ Check if all tiles are correctly oriented. Each incorrectly oriented tile deducts **3 Score**.

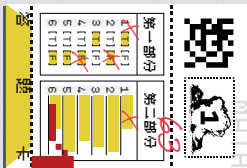


▶ Each color on the tile represents a school subject



▶ Each empty space represents time not dedicated to studying

▶ *Tips: You may use the flavor text or the numbers' orientation on the tile to determine if it is correctly oriented. This example on the right shows incorrect orientation.*



Shadow

- ✦ Add up **Shadow** from your schedule sheet. **Shadow** is represented by black and white cloud-like icons.
- ✦ Read the flavor text on the **Moment** cards you revealed in the previous round. **Choose one revealed Moment card** and apply its effect during scoring.

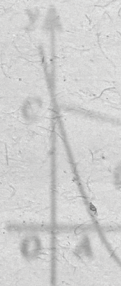
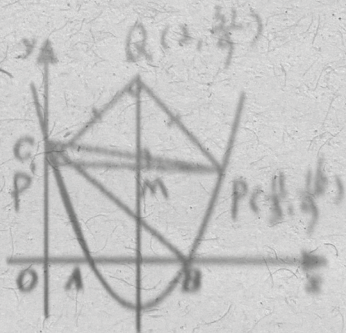
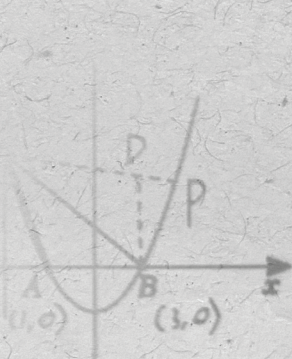


Moment

- ✦ Count the unused light gray empty spaces on your Weekly Schedule. Each empty space adds **1 Moment**.

Important:

Do not read the next pages until you have completed five rounds of play and scoring!



ENDING

After completing five rounds, calculate your Total Score, Shadow, and Moment. Then, answer the following questions to reveal your ending:

Question 1:

Compare your Total Scores. Is your Score higher or lower than your opponent's?

- A. Higher ----- Go to Question 2
- B. Lower ----- Go to Question 4

Question 2:

Is your total Moment 20 or higher?

- A. Yes ----- Flip over and read Ending Card 6
- B. No ----- Go to Question 3

Question 3:

Including the last round, is your Shadow enough to reveal all four Shadow cards?

- A. Yes ----- Flip over and read Ending Card 4
- B. No ----- Flip over and read Ending Card 5

Question 4:

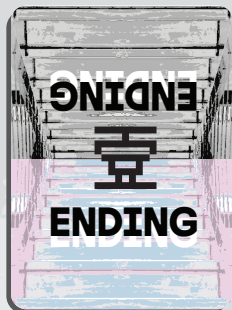
Including the last round, is your Moment enough to reveal all four Moment cards?

- A. Yes ----- Flip over and read Ending Card 3
- B. No ----- Go to Question 5

Question 5:

Is your total Shadow 20 or higher?

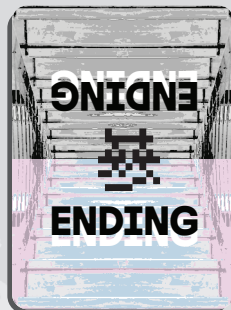
- A. Yes ----- Flip over and read Ending Card 1
- B. No ----- Flip over and read Ending Card 2



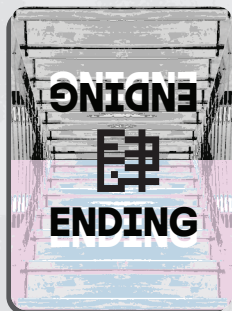
ENDING CARD 1



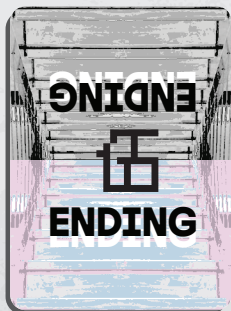
ENDING CARD 2



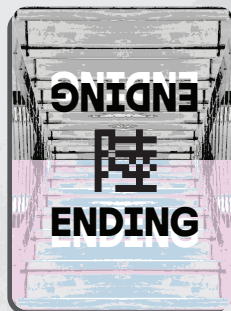
ENDING CARD 3



ENDING CARD 4



ENDING CARD 5



ENDING CARD 6

