

Science!: The Game

Rules!

Summary:

Welcome to the exciting world of *Science!* You are an inventor, and as such you will be inventing and developing various inventions! You can seek to make the world a better place, or seek pure profit. You can cooperate with your fellow inventors, or seek to drive them out of business. The choice is yours! Just don't accidentally cause the apocalypse.

Materials:

- * Five decks of Researcher cards: Interns, Activists, Scientists, Mad Scientists, and Great Thinkers
- * One deck of Inventions
- * One deck of World Events
- * One Doomsday Clock
- * Four role cards
- * A bunch of Monies

Setup:

- * 3-4 Players
- * Set the Doomsday Clock to 1:00.
- * Shuffle each deck individually, then place each face-down on the table.
- * Give each player ten Monies.
- * Each player draws one Invention card and places it in front of him or her.
- * Each player picks one of four role cards, proceeding counterclockwise. Each has an different ability listed on the card.

Rounds:

- * Rounds progress clockwise, in the opposite order from role selection.
- * Each player conducts a single turn.
- * Once each player has had a turn, draw a new World Event card, discarding the old one face down by the World Event deck. Follow the instructions on the new World Event.
 - *After the World Event has been revealed but before any decisions it requires have been decided, players may freely exchange Monies and other bribes. The Politician and Philosopher may only use their invention during this phase, and only once.

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Turns:

- * Each player receives a \$1 stipend at the beginning of his or her turn.
- * During a turn, you may do one of three things:
 - * Seek Funding – Gain \$2 (unless you are the businessman, who gains \$4.)
 - * Research an Invention – Pick the top three cards from the Inventions deck. Select one of these cards and pay the sum specified in the top-right corner to begin researching it. Place the selected invention in front of you and discard the unused cards by the Inventions deck. If none of the Inventions are desirable, you can instead discard all three.
 - * Hire Researchers – Select a type of researcher: Intern, Activist, Scientist, Mad Scientist, or Great Thinker. Pay the amount shown on the card to place a researcher card on any of your Inventions in play. You may hire as many researchers as you desire each turn.

Inventions:

- * Each Invention has a specific number of Slots (shown by the person icon on the card).
- * Each slots can be assigned to a specific Researcher. Once a Researcher has been assigned to an invention, it cannot be removed or swapped to another invention.
- * Once all of the Invention's slots are full, the Invention will be created, publicized, and sent into the world. Flip over each Researcher on the Invention.
 - * You gain an amount of money equal to the sum of each Researcher's monetary value.
 - * The Doomsday Clock moves clockwise(-) or counterclockwise(+) by an amount of hours equal to the sum of each Researcher's Doomsday Clock value. The Clock cannot be moved backwards past 1. If it gets to 12, see the “Doomsday Clock” section.
 - * Place the completed Invention off to the side by the Doomsday Clock. Shuffle the Researchers back into their piles.

Doomsday Clock:

- * If the Doomsday Clock reaches midnight, the game ends.
- * Consult the page in the Booklet of Consequences corresponding to the Invention responsible for taking the Clock to or past midnight. If this is ambiguous, pick whichever you'd rather see.

Winning the Game:

- * If seven inventions are completed before the Doomsday Clock reaches midnight, the game ends.
 - *The player with the most money wins.
 - *The player with the most inventions also wins.
 - *The player with the most socially valuable invention also wins.
 - *The player who is happiest also wins.
- *If the game ends at the same time that the Doomsday Clock reaches midnight, the Doomsday Clock takes precedent (i.e. refer to the Booklet of Consequences instead of winning).
- *For a shorter and easier game, try playing to five inventions. For a longer and more challenging game, try playing to ten inventions.