

SCIENTIA

EVAN SONG

2-4 PLAYERS | 30 MIN | AGE 13+

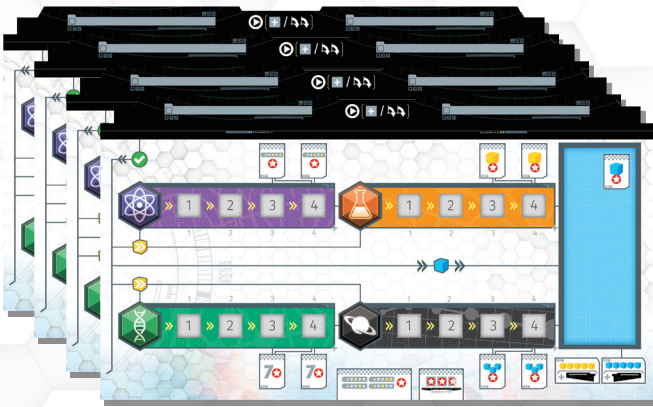
I. GOAL OF THE GAME

In [Scientia], players will race to develop 4 scientific fields:
PHYSICS - CHEMISTRY - BIOLOGY - ASTRONOMY

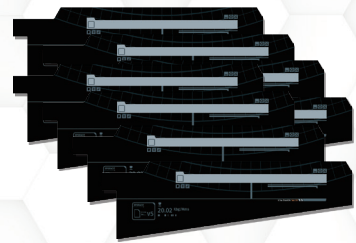
By studying disciplines within each field, new technologies are unlocked for one time use and player mastery of the field advances. Additional bonuses and point multipliers are unlocked through carefully planned development. When the technology and flask cubes run one, the game is over, and the player with the most victory points is the winner.

II. COMPONENTS

4 Personal boards



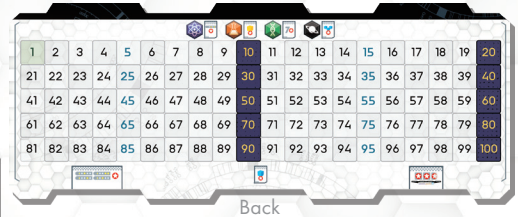
8 Slot tiles



1 First Player Token



4 project boards



48 Flask Cubes
(40 Small, 8 Big)



28 Technology Cubes



24 Double-Sided Projects Cards
(48 Science projects)



4 Hold Tokens



1 Rule Book
1 Reference Sheet

III. SETUP

1. Separate the Project cards into their 4 fields. There are two double sided copies of each project card in the game. Take one base card for each field (marked with base symbol) and choose 2 other cards (without base symbol) per field to use in game. Choose which side of the card you wish to use, and place it on the project board in the area designated for it. Each card has a duplicate in the game. Make sure that 2 same cards are stacked on the project board.

NOTE: If it is your first game, you may follow the 'card recommendation (page 8)'

2. Each player takes a personal board. The slots on personal board shows how many cards can be taken by a player throughout the game. At the beginning of the game, all players begin with 2 slots (noted on personal board) and they can expand slots by meeting certain conditions.

3. Every player takes 4 tech cubes and places one of them on the starting space for each of the four fields on their project board. Then, place the appropriate number of tech cubes for the number of players near the central playing area.

2 players : 6 | 3 players : 8 | 4 players : 10

Any remaining cubes should be returned to the box.

4. Place slot tiles for the double number of players near the central playing area. Any remaining tiles should be returned to the box. They won't be used in this game.

5. Place 4 Hold Tokens near central area.



6. Place the appropriate number of flask cubes for the number of players (A big cube counted as 3 small ones):

2 players : 30 | 3 players : 40 | 4 players : 50

Any remaining cubes should be returned to the box.

7. Choose the first player and give the first player token to her. Starting with the last player and moving backwards in turn order, each player chooses one card from the project board and places it in one of their two available card slots in upright position.

IV. GAME PLAY

Gameplay moves clockwise from the first player. On her turn, each player can choose to take one of the two available actions.

A. TAKING A CARD - Beginning a project

A player take a project card from the project board and place it in one of their open card slots upright position. A project card can be taken only if the player has an available card slot for the project card to be put in.

So if all of a player's available slots are full they may not take this action.

NOTE: A player can have two same cards.



FLASK

A flask cube (blue) is qualified 1 VP (victory point). It can be acquired in various way. When a player does 'Taking a Card' action, if there are any flasks on the card wanted, taking those cubes with card and placing them on card like they were. When that card is completed, flasks on it are moved to the player's flask pool. (Page 4 '2 Gaininig Flask Cubes'). When a player returning the cards before finishing her turn, if there are flasks on the same card in project board, place the card beneath those flasks.

B. ROTATING TWO TIMES - Studying project

A player choose to rotate cards already in their card slots. One 'rotation' is equivalent to rotating a card 90 degrees in a clockwise direction. Players can rotate:

- one card two times (i.e. 180 degrees)

or

- two cards one time (i.e. 90 degrees each)

During this action, if a card becomes fully rotated (i.e. 4 rotations, 360 degrees), that project becomes completed. Completed cards cannot be rotated anymore.

NOTE: It is possible to rotate a card just one time as one action.

During a player's turn they must complete one of the two available actions (A or B).

After the action, if there are any card which is completed their studying (rotating 360 degrees), player must do their 'study completion' phase.

If there is no card becomes completed, the turn ends immediately.

IMPORTANT : Before doing 'Study Completion' phase, player must finish his action completely.



After a player's turn ends, the next player (to the left of the current player) will take her turn.

Study Completion

Every card finished their studying once it has rotated 4 times (360 degree). A finished card is treated in the manner described below. If more than two cards are finished the same turn, the player determines the order in which the 'Study Completion' are enacted.

NOTE: Player may place Hold Token on finished card to note.

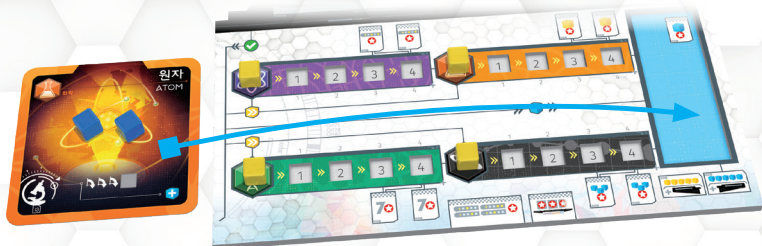
1. MOVING THE CARD TO THE COMPLETION AREA

Move the card to the completion area of the player board.



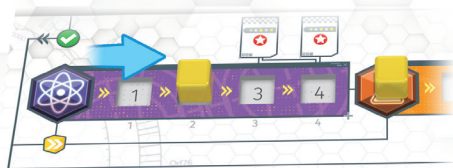
2. GAINING FLASK CUBES

If there are one or more flask cubes on the completed card, take all flasks and place them on the flask cubes' pool on player's board.



3. ADVANCING A TECHNOLOGY

Move the tech cube of the field corresponding with that of the finished card to the next space on its track. If that cube has reached last available space on the track, take an additional tech cube and place it on the first position of that track. (Page 6. 'Taking a new technology cube')



Advancing tech cube with completing a physics card.



Placing a new tech cube with reaching the rightmost space of the track

4. APPLYING THE EFFECTS

Apply the 'Completion Effect' of the finished card. If there are several effects on one card, apply those effects in order, starting with the topmost effect and working down to the bottom.

All effects must be applied, even though it can be applied partially.

If there are any cards finished remaining, repeat the study completion process for each.

IMPORTANT: If a card is finished due to the Completion Effect of a card currently going through the process of study completion, the current card must finish its 'Study completion' procedure before the next card can begin its study completion.

NOTE: Player may place Hold Token on finished card to note.



If there is no finished card, returning all cards completed to their original place on project board. If there is same card on project board, stack on it. In this case, if the card has flask cubes on it, place card beneath those cubes.

EXAMPLE OF STUDY COMPLETION

FINISHING STUDY

You did 'Rotating Two Times' action and finished ROTATION card.



1. MOVING THE CARD TO THE COMPLETION AREA



Move ROTATION card to completion area.

2. GAINING FLASK CUBES



There is no flask cube on ROTATION card. Do the next procedure.

3. ADVANCING A TECHNOLOGY



Advance the tech cube on ASTRONOMY track (which ROTATION's field) one space.

4. APPLYING THE EFFECTS



Apply the completion effect of ROTATION

1. Rotate another your card DNA twice. (It makes DNA finished)
2. Place 2 flasks on one of your card. For now, DNA is the only card of yours, place cubes on it.

5. MOVING THE CARD TO THE COMPLETION AREA



Move DNA which is just finished to completion area along with 2 flasks on it. (So there are two cards in completion area)

6. GAINING FLASK CUBES



Move 2 flask cubes on DNA to flask pool of your personal board.

7. ADVANCING A TECHNOLOGY



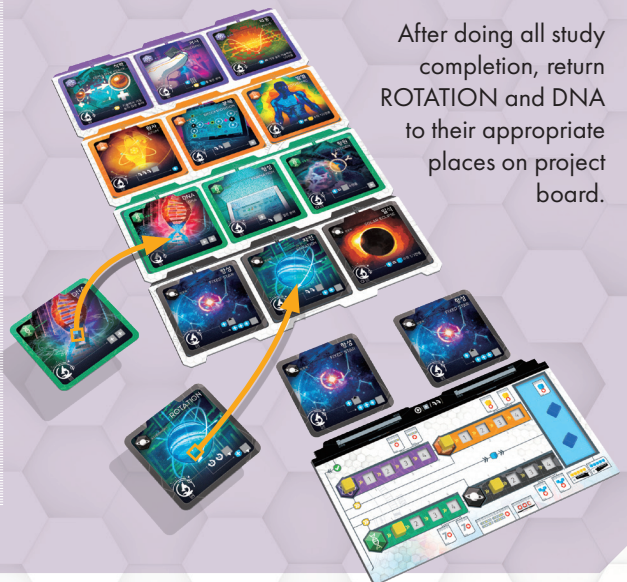
Advance the tech cube on BIOLOGY track (which DNA's field) one space.

8. APPLYING THE EFFECTS



Apply the completion effect of DNA. Take 2 cards on project to your slots available.

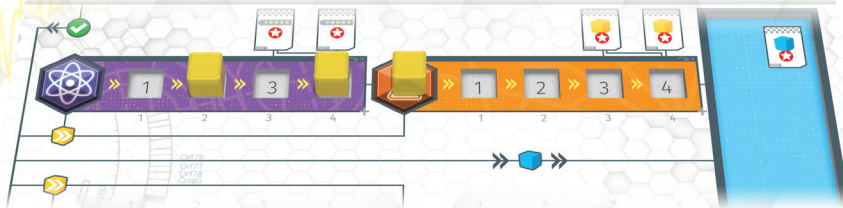
RETURNING CARDS



After doing all study completion, return ROTATION and DNA to their appropriate places on project board.

Taking a New Technology Cube

When advancing a **Technology Cube**, if the cube has reached the final space on its track, take a new technology cube from the supply and place it on the leftmost (0) space on the track. The newly placed cube can there-after be advanced instead, up to the new final space on the track.



Players can check on the 'technology value' of each of the scientific fields on their personal player board by adding the number on the spaces occupied by tech cubes. For example, If there is a cube on the 2 and 4 spaces of the Physics track, that player's Physics technology value is 6.

IMPORTANT: A track can have 4 tech cubes at most. Once a field has 4 tech cubes, there is no more advancing technology event though that field's card is completed.

Expanding Slots

Card slots represent available spaces in which players can begin to study (action A).

All players begin with two card slots at the beginning of the game.

But during the game, two additional card slots can be unlocked, resulting in a total of 4 available slots.

There are two ways to unlock a slot:



A. ACQUIRING A 5TH TECH CUBE

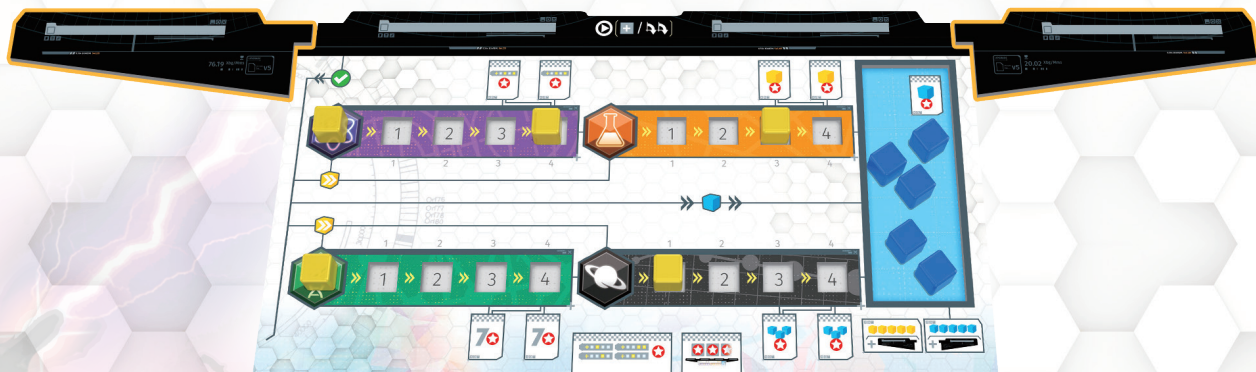
If a player gains a **5th tech cube**, unlock a slot immediately.

NOTE : all players begin with 4 tech cubes. It means the first tech cube acquired will unlock a slot.

B. ACQUIRING A 5TH FLASK CUBE

If there are **5 or more flask cubes** on a player's board, unlock a slot immediately.

Players can unlock slots both ways. However, two slots can not be unlocked in the same way (A and A / B and B). i.e. There is a maximum of 4 slots available to each player.



V. END OF THE GAME

When either **Tech Cubes** or **Flask Cubes** in supply run out, the game enters its end stage. Finish the current round (the last player ends her turn), then each player takes one more turn. After the last player finished, each player will have the same number of turns.

NOTE: In a situation where a player needs to receive tech or flask cubes after they've run out, use the spares from the box or any available substitute to represent the earned number of cubes.

VI. SCORING

When a game ends, flip the project boards and deal one to each player. They will be used as scoring tracks. Use unused cubes to track individual scores. Scores are calculated using the following 4 scoring criteria:

1. FLASK POINTS

1 victory point per **flask cube** on the player's board.

IMPORTANT: Flask on unfinished card cannot be counted.

2. TECHNOLOGY POINTS

Add all technology value from 4 fields and count it as victory points.

3. SPECIAL SCORE FOR EACH FIELDS

If **tech cube** reached the rightmost space of a field's track, it will give the special victory points.

Each field has two special score spaces on its track (rightmost and next rightmost).

If two cubes occupy both spaces, take all scores from both spaces.



•**PHYSICS** (Next rightmost - rightmost):

- Choose one field and take its Technology values
- Choose one field and take its Technology values

IMPORTANT: You cannot choose same field two times when your cubes occupy both spaces.



•**CHEMISTRY** (Next rightmost - rightmost):

- 1 VP for each **tech cube** on board
- 1 VP for each **tech cube** on board.



•**BIOLOGY** (Next rightmost - rightmost):

- 7 VP
- 7 VP



•**ASTRONOMY** (Next rightmost - rightmost):

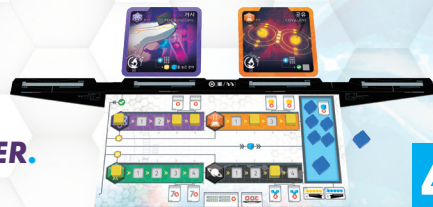
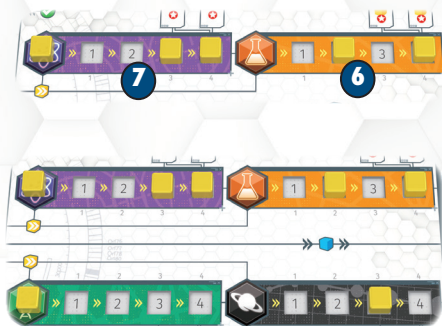
- 1VP for every **3 flask cubes**
- 1VP for every **3 flask cubes**

4. UNFINISHED CARDS

1VP for each unfinished card on your board.

Sum the VP. Who has the most VP is WINNER. In case of tie, they share the victory.

NOTE: You can decide the way of tie-breaking of your favor for tournaments, etc.



ANATOMY OF A CARD

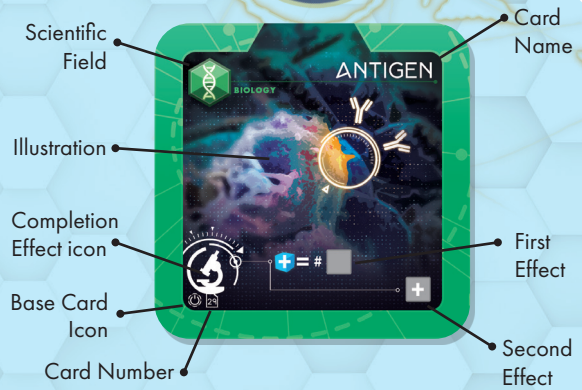
There are 2 same cards in this game. When a card is chosen for a game, use those 2 same cards. All cards are double-sided but use only one side for a play.

Each field has 3 cards and place same cards as stacked. One of each field's cards must be base card (with base card icon) and other 2 cards must be cards (without base card icon).

During a game, there are no cards added other than 12 cards.

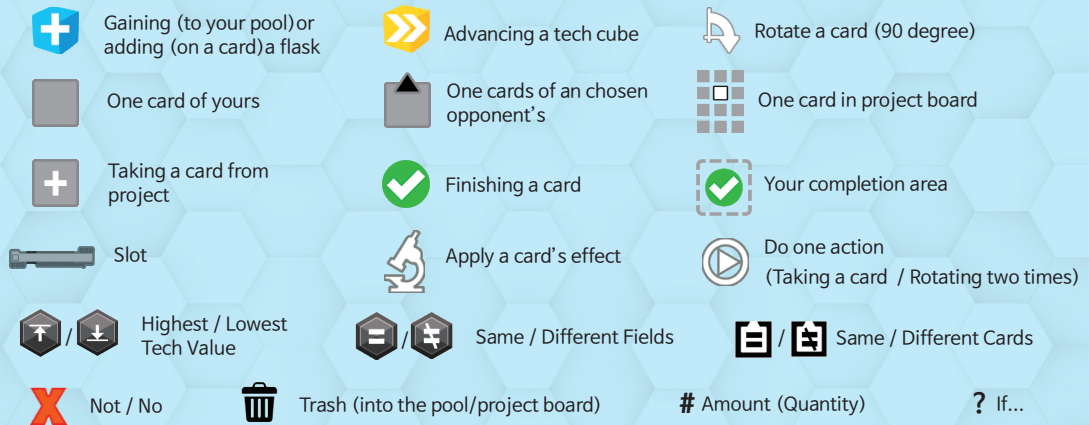
Card number(1~48) is unique number for each card to find in reference sheet or card recommendation (See below).

Card effect must be applied in order. If there is no object to apply the effect, ignore it. All effects must be applied even though they can be applied partially. But in case of effects following '→' symbol, they can be applied only if the conditions before this symbol are fulfilled.



EFFECTS

Reading icons are helpful to understand a card's effect. All effects are described in reference sheet.



CARD RECOMMENDATION

Scientia is a game with numerous different plays regarding 12 chosen cards from 48 available cards. If you get used to play, you can choose cards in random (But you must follow the setting rule in page 2-1). Below is the recommendation of cards' set.

- **The first step of science (First game)** : 2,3,5, 13, 16, 17,25,27,29,37,39,41
- **Advancing science - Collaborating fields** : 4,5,9, 19,22,23,30,31,34,38,41,44
- **For the best of scientific achievement** : 1,8, 11, 16, 17,21,25,31,35,40,46,48

CREDITS

Game Design Evan Song
Illustrations & Graphic Design Vincent Dutrait
Translation Adam Rosenthal
Publisher Jade Yoo

Special Thanks

고상현, 고태운, 김건희, 김기웅, 김기찬, 김남광, 김동진, 김동화, 김형렬, 남상도, 박상글, 서명혁, 서삼구, 서연지, 유재혁, 이승렬, 이주화, 임동진, 전운, 정연민, 조승현, 하태경, 한상현, 황소망, 황웅비, Antoine Bauza, Bruno Cathala, Sébastien Pauchon, Vincent Dutrait
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