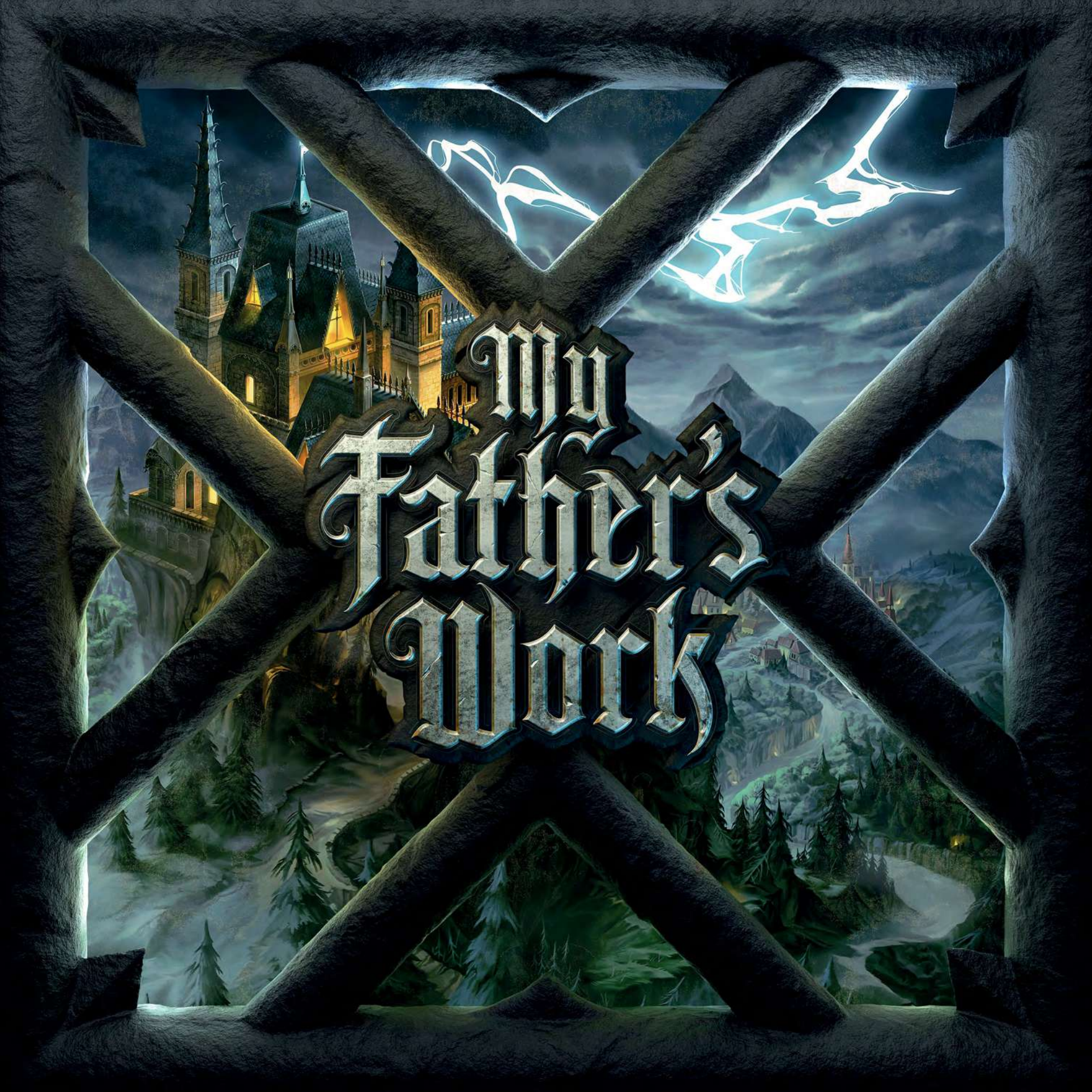

My
Father's
Work

My Father's Work

A Victorian Mad Scientist Game
Enjoyed Over the Course of Three Generations

Ages 14+ | 2-4 Players | 180 Min.

"The walls were lined with iron shelves, each metal slat overfilled with glass jars containing formaldehyde and grotesque curiosities within. Pristine brass tools and refined metals of a quality I had never before laid eyes upon were strewn across sturdy slabs of rock and wood, their edges sharp with use. However, my eyes were soon drawn to a sturdy writing desk, its mahogany eaves inlaid with thin strips of copper, the center of which contained a well-worn leather-bound book. My father's journal; passed down to me and representing years of knowledge and countless experiments. And inside that weathered tome, atop the pearly parchment oxidized yellow at its frayed edges, were the deliberate quill marks of a crazed genius outlining the ambitious project he could never complete in one lifetime—his masterwork.

Without realizing it, my hands were shaking as I clutched the book to my chest. At once, I felt an ownership and anxiety for the scientific sketches scrawled so eloquently on those frayed sheets. It was at that moment that I began my obsession: I would restore this laboratory to its former brilliance and dedicate my life to completing my father's work!"

Watch LEARN & PLAY Visit: www.renegadegamestudios.com/learnmyfatherswork

— COMPONENTS —

1 Village Chronicle Book

1 Game Board (5 pieces)

4 Player Estate Boards

4 Player Aid Cards

24 Compulsion Cards

12 Maladjustment Cards

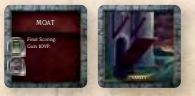
28 "A" Experiment Cards

24 "B" Experiment Cards

32 "C" Experiment Cards

8 Masterwork Experiment Cards

58 Estate Upgrade Tiles



10 Vanity Estate Tiles

4 +50/+100 VP Tokens

4 Voting Tokens

1 Angry Mob Marker

8 Storybook Tokens

1 Start Player Token

24 Miniatures (4 each of 6 sculpts)

24 Plastic Bases

4 Score Track Markers

4 Insanity Track Markers

4 Creepy Track Markers

16 Journal Track Markers

60 Knowledge Cubes

1 Generation Tracker

1 Round Tracker

1 Suspicion Marker

15 Gear Resources

15 Animal Resources

15 Body Resources

15 Chemical Resources

Ingredients

30 Metal Coins

Scenario Box - The Cost of Disease

Scenario Box - Fear of the Unknown

Scenario Box - A Time of War

Goal

In *My Father's Work*, players are competing mad scientists entrusted with a page from their father's journal and a large estate in which to perform their devious experiments. Players earn points by completing Experiments, aiding the Town in its endeavours, upgrading their macabre Estates, and hopefully completing their Father's Masterwork.

But they'll have to balance study and active experimentation, because at the end of each Generation, all of their Experiments and Resources are lost to time until their child begins again with only the Journaled Knowledge and Estate they have willed to them. And since the game is played over the course of three Generations, it is inevitable that the players will rouse the townsfolk to form angry mobs or spiral into insanity from the ethically dubious works they have created. The player with the most points at the end of three Generations is the winner and becomes the most revered, feared, ingenious scientist the world has ever known!

My Father's Work App & Storybook

Before setting up the game, at least one player must download the My Father's Work app for tablet and smartphone devices or visit www.renegadegames.com/playmyfatherswork to access the browser version.

During the course of the game, players will make choices that directly affect the fate of the small village represented by a book of town building layouts called the Village Chronicle. The My Father's Work app acts as the Storybook, and you will need to interact with it during each round of play. It also provides additional setup requirements and rules that are not included in this rulebook.

— SETUP —

In the My Father's Work app, choose the appropriate number of players and a story scenario. After a brief introduction, the app will direct you to turn the Village Chronicle to a certain page to start the game.

1. First, construct the puzzle-piece game board and place the Village Chronicle so that the rings along its spine fit into the empty space at the center of the board. Find the correct Scenario Box and place it nearby.

2. Take the **Storybook tokens**, the **+50/+100 VP tokens**, and the oval **Resource Tray** from the game box and place them nearby as a general supply.

3. Place the **Suspicion Marker** and **Angry Mob token** on the Mob Track space *indicated by the Storybook.*

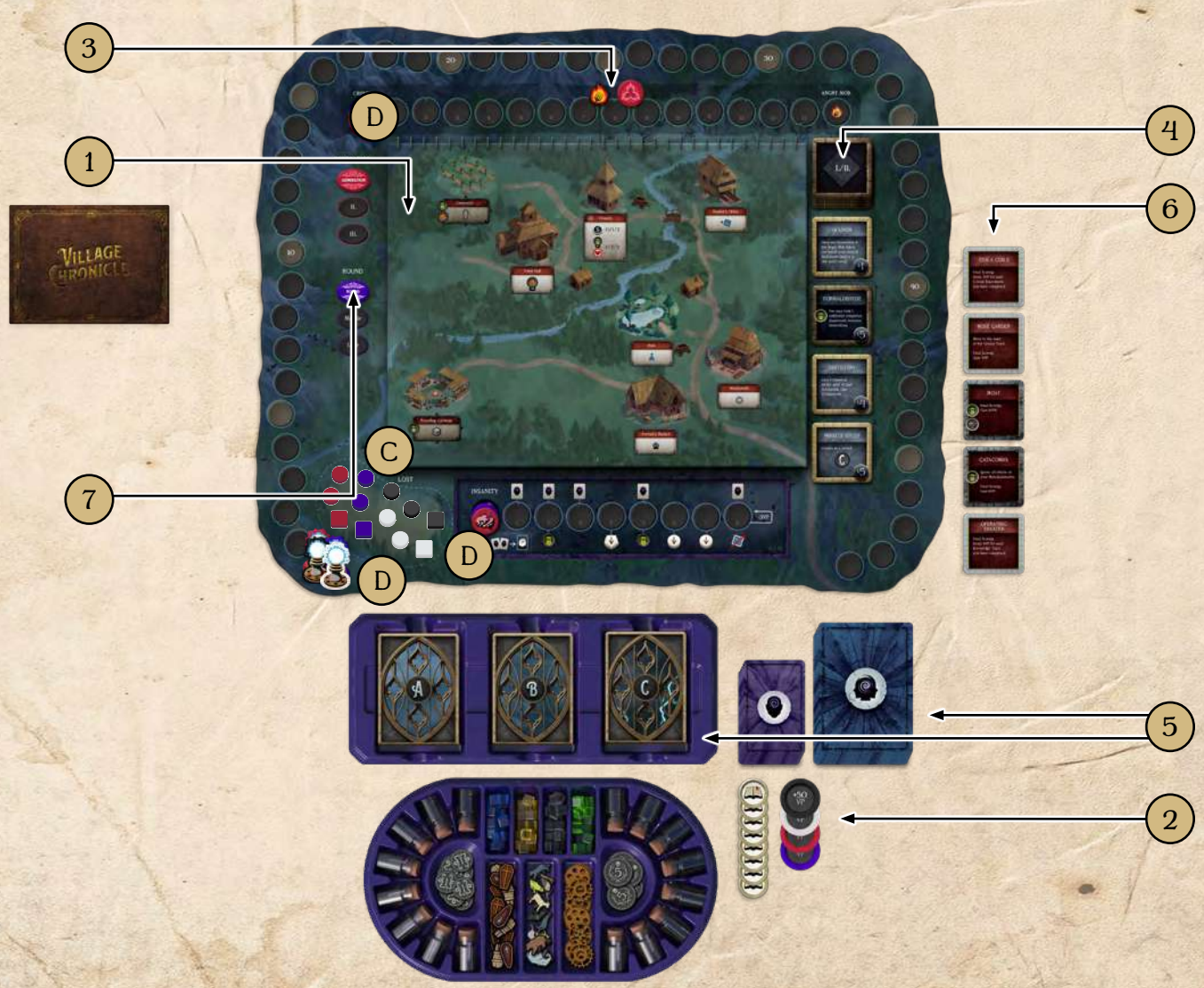
4. Shuffle the **Generation I/II Estate Upgrade tiles** and place them face-down in a stack on the space marked on the game board, then deal one tile face-up into each of the four empty spots below it. The **Generation III Estate Upgrade tiles** will remain in the box for later use.

5. Shuffle the **Compulsion cards** and the **Maladjustment cards** separately and place them near the Insanity Track. Shuffle the **A, B, & C Experiment decks**. Place them back into the Card Tray and place the tray within reach of all players.

6. Take the **Vanity Estate Upgrade tiles** and arrange them by type so they are visible to all players, text side up.

7. Place the **Generation** and **Round Tracker** on EARLY and GEN I respectively.

— BASIC SETUP —



Player Setup

A. Each player takes an **Estate board**, a **player aid card**, a **Storage Shed Estate tile** (marked with an "S" on the back), and all the pieces of their color (Score Track marker, Insanity Track marker, Creepy Track marker, Plastic Bases, Journal Track markers).

B. Place your Storage Shed on the leftmost **Estate Upgrade plot** of your Estate.

C. Place your two Servant **pieces** (circular base) and a single Caretaker (square base) on the Lost space on the game board.

D. Place your **markers** on the start spaces of the Creepy Track, Insanity Track, and Score Track.

E. Place your **Journal markers** at the start of each **Journal Track**, in the first column.

Choosing your Pieces

The plastic bases of your color determine what abilities your pieces have: A circular base represents a Servant, a square base represents a Caretaker, and a hexagon base represents your Self. Your Spouse acts as a Servant during gameplay and is denoted by a circular base with spikes. While certain pieces are made to more closely represent scientists, servants, and caretakers, all pieces can be popped into the base of your choice allowing you to create a team of your choosing.

Shape	Name	Typically Placed	Special
	Self	Estate or Town	No $ penalty Perform action twice
	Servant	Town	Can perform some Estate actions but is Lost at the end of the round
	Spouse	Town	Functions like a Servant, but is referenced by story and game effects
	Caretaker	Estate	Can only perform Estate actions

F. Place your **Spouse** (circle base with spikes), a **Caretaker** (square base), and your **Self** (hexagonal base) pieces on the **Quarters** space of your Estate board along with your **Voting token**.

G. Shuffle the **Masterwork Experiments**. Each player draws one at random and places it face-up by their Estate. This is their **Father's Masterwork**.
All remaining Masterwork Experiments can be returned to the box.
Your Father's Masterwork always remains face-up and can be completed as if it were in your hand. (*If this is your first game, it is recommended that you put all the Masterworks face-up and allow players to choose their favorite for the game.*)

Note: The storybook app will assign the Start Player Token at the start of the First Generation.

Scenarios

My Father's Work includes three different scenarios, each with its own Scenario Box filled with components that will ONLY be used when playing that scenario. After choosing a scenario in the Storybook, be sure to keep the matching Scenario Box nearby. The Storybook will ask you to retrieve certain items from the Scenario Box for special setup and during gameplay. When retrieving items from the box, take care to quickly find only the components required by the Storybook and to keep all other items hidden.

Each scenario has a branching storyline with many paths, and you will not see everything in the Storybook during a single game. Nor will the same criteria for branching the story be used in a subsequent game. Also, do not be alarmed if certain components within a box are never used during your game, as your collective actions will determine what direction the story takes. It will take several plays of the same scenario to unlock all the paths, endings, and components a story has to offer.

Saving Your Progress

My Father's Work is intended to be played in one sitting, however if time does not allow or if a break for dining is required, the app can be paused at the start of a new round and your progress will be saved.

If you are going to pack away the game for an extended period, the **Start of a new Generation** is the best time to pause the game, as all board tracks will reset and the Storybook will provide any new setup requirements.

For detailed instructions and a printable Game Save PDF to save your game for later, simply follow this link: www.renegadegamestudios.com/saveyourfatherswork

"In life, I had never known my father. When I was young, too young to recollect images or form even the most lucid of memories of him, my mother had hastily bundled me away from his estate. From what little information I could gather over my formative years, he was both an eccentric and shrewd businessman."

GAMEPLAY

My Father's Work takes place over the course of three **Generations**. Each Generation consists of three **rounds** which represent the Early, Middle, and Late years of your life. During each round, you will take turns choosing and performing a single action in clockwise order. An action is performed by placing one or more of your pieces (Servants, Caretakers, and your Self) on a single Location in Town or on your Estate and immediately carrying out that action. If you cannot or do not want to take any more actions, you must "pass." A round ends once all players have passed.

At the end of three Generations, the game is over and points are tallied. The player with the most points wins. It is important for new players to note that Resources and money **do not** carry over from Generation to Generation (see "End of a Generation" on page 22). All shared tracks—except the Score Track—on the game board will be reset as well, so do not be discouraged if a Generation has left you penniless and shunned by the Angry Mob as each Generation is a fresh start and the villagers are very gullible.

A Generation follows this sequence:
Start of Generation
Round 1 - Early Years
Round 2 - Middle Years
Round 3 - Late Years
End of Generation

Consulting the Storybook

At the end of each round and Generation, you will need to consult the Storybook app and perform any tasks that the scenario may require before setting up for the next round of play. Usually, this will include retrieving items from the Scenario Box and putting them into play. Sometimes, the story will provide a reason for these items, sometimes it will not. Simply tap on the appropriate button to move the story forward and perform any actions required.

When you see the symbol on a Location in Town, a card, or on a Storybook token, this means you will be able to perform a special Storybook action. This action can be performed by tapping the appropriate button in the app.

The Storybook may give players secret messages or choices that only they should read. Be sure to follow the Storybook's instructions closely. It is always up to that player what information they share or do not share with the group.

Unless otherwise stated, the Storybook should be visible to all players during the game as it may have important instructions for setup or bonuses when you perform certain actions. It may even provide secret messages for players or change some of the rules of the game! Rules in the Storybook supersede any rules in this rulebook and must always be followed as written.

— ORDER OF PLAY —

Start of a Generation—

Consult the Storybook, then:

At the start of each Generation, all players draw one Experiment each from the A deck, the B deck, and the C deck to form their starting hand of three cards.

Then, all players activate any Start of Generation abilities and suffer any penalties from their Estate Upgrades. Some Estate Upgrades (marked with a cracked stone border) that list penalties must be taken at the start of every Generation.

Each player begins the game with a Storage Shed. This will allow them to gain a Resource of their choice. A "Resource" can be a Knowledge cube or an Ingredient or even money.

When an Estate Upgrade lists a penalty, it means that you must also suffer that penalty at the start of every Generation. For example, if you have a Dungeon, you gain 1 Creepy and 1 Insanity at the start of each Generation.

Start of a Round—

Consult the Storybook, then:

As stated previously, there are three rounds per Generation. The app will keep track of the current round and Generation, and provide reminders when you reach the end of a Generation.

At the start of each round, each player draws one Experiment from the deck of their choice.

Then, each player gains $3 from the supply.

Round Structure

Beginning with the Start Player, each player takes **one** action for their turn, then play continues to the next player in clockwise order. An action consists of placing one or more pieces on a single Location and receiving the benefit **and** penalties shown there. If a player does not have any pieces available to take an action, they **must** pass. Once a player has passed, they can take no further actions this round. Once all players have passed, the round ends.

"My father never visited. His letters too, were infrequent, lacking the basic sentimentality of a father, marriage partner, or the generous benefactor as I had come to view him. On the rare occasion that my mother did mention him, she told me how brilliant he once was and how beguiling his ambitions."

Your Turn
On your turn, choose any piece(s) in your Quarters and place them on a single Location in **Town** or on your **Estate** then perform that Location's effect immediately. You may place multiple pieces of a single type on a Location and receive the effect for each piece placed.

Annette places a Servant piece on the Park. Since she is the first player to place a piece here, she pays nothing to the supply, receives a Chemical, and ends her turn.

You may place pieces on a Location that is already occupied:

If a **Town Location** already contains **any** player's pieces (including your own), you must **pay $1 to the supply as an added cost**. You never pay more than $1 total for this, no matter how many pieces occupy the Location, nor how many pieces you place at the same time.

There is never an added cost to place pieces on a Location on your Estate, even if there are already other pieces there. But, you may only perform one Estate action each turn.

Annette wants to collect 2 Gears on her turn, however John has already placed his Self piece on the Blacksmith. Annette places two Servants on the Blacksmith and pays $1 to the supply. She performs the Blacksmith ability twice and receives 2 Gears.

Different Types of Player Pieces

You have three types of pieces that you may use to take actions. Each type has a uniquely-shaped base and functions differently. At the start of the game and the beginning of each Generation, you will only have your Spouse (which functions the same as a Servant), a Caretaker, and your Self.

Servants (and Spouse)
A circle piece represents a Servant. Servants are oblivious workers that mainly perform actions in Town. The circle piece with spikes represents your Spouse. *Your Spouse functions just like any other Servant, but sometimes story or game effects will refer to this piece specifically.*

You may also place your Servants on your Estate Locations. However, this may result in the Servant(s) being overcome with terror and sent to Lost at the end of the round. Notice the Servant Cost listed in the upper corner of the Record Knowledge action. If a Servant is assigned to Record Knowledge, they will see too much and will be returned to Lost **at the end** of the round.

Similarly, the Perform Experiment action requires 2 Servants to complete and both Servants are returned to Lost at the end of the round.

A piece that becomes Lost can be purchased again during a later round. Which means you can regain your Spouse if you have enough money, just as in real life.

Caretaker

A square piece represents a Caretaker. These corrupted minions are too monstrous to be seen in public, and may **only** perform **Estate** actions, but they suffer no penalties for doing so.

Self

Your "Self" piece represents **you**. You may place your Self in Town or in your Estate to perform either type of action.

When placing your Self to perform an action in Town, you get to perform that action **twice** and you **do not** pay the $1 penalty if that Location already contains other pieces. Some Locations are marked with the **No Self Bonus symbol:** (x1). You may only perform the action in these Locations **once** when your place your Self there.

Some Locations in town are marked with a No Self Bonus symbol. When your Self visits these locations, the ability listed can only be performed once instead of twice.

Creepy, Insane, & Angry Mob Locations

Some Locations in Town have a darker background with spikes and have penalty symbols listed on the border. This indicates a Location deemed suspicious by the townsfolk. When you place pieces on a Location of this type, you must also suffer the listed penalty (or penalties). If you gain an Insanity or Creepy, move your token one space **to the right** on the appropriate track. If you Anger the Mob, move the Angry Mob token one space **to the left**. It does not matter how many pieces you place for a single action, you still only suffer the penalty **once per turn**. For example, your Self piece allows you to use a Location effect twice, but you only receive this negative once.

John wants to collect 2 Bodies from the Cemetery. Annette has already placed a Servant in that location. John decides to place his Self token there. He collects 2 Bodies from the Cemetery and does not have to pay the extra $1 (because he is placing his Self). Then, he suffers the penalty for that Location— 1 Creepy & 1 Angry Mob—only once.

Town Actions

Depending on the current scenario you are playing, the layout and function of the Locations in Town may change. But here is a basic rundown of the most common structures and their abilities:

Resource Gathering Locations

There are two main types of resources in *My Father's Work*: Ingredients and Knowledge. Both will be integral to completing Experiments and can be gained from various Locations around Town and also from completing Experiments themselves.

Ingredients - Park, Blacksmith, Cemetery, Farmer's Market:

Chemical Animal Gear Body

These are the most common types of Locations in the game. For each piece you place at one of these Locations, gain the type of Ingredient listed and add it to your Quarters. Locations may provide multiple Ingredients. For every piece you place there, you always gain the full benefit listed.

Knowledge - Traveling Caravan, Library:

Chemistry Biology Engineering Occult

Knowledge is represented by cubes of four different colors. For each piece you place at one of these Locations, gain the color of Knowledge listed and add it to your Quarters.

While Locations can provide Knowledge, the most consistent way to gain Knowledge is to Complete A-Level Experiments. A-Level Experiments will always allow you to gain Knowledge as a reward.

Some Locations, such as the Library, have a diagonal slash between rewards. This means that you may gain your choice of one of the benefits listed. *If you use the Location more than once (by placing multiple pieces, for example), you may choose to collect the same or a different benefit for each use.*

Laborer's Union: +

The Laborer's Union may change depending on the scenario, however this Location will always provide you a new Servant. Pay any costs listed, take a Servant of your color from Lost and place it in your Quarters. *You can only gain pieces from Lost and only pieces in your color, so if there are none available, you cannot take this action.* Servants gained in this way may be used later in the same round of play. Unless otherwise stated, Servants (or any other pieces) return to your Quarters at the end of each round to be used again and return to Lost at the end of the Generation.

Sometimes, the Laborer's Union will have an **infinity symbol** (∞) above the ability. This means that with one placement, you may perform this action as many times as you would like (and can pay for).

Builder's Office: +

When you place a piece at this Location, you may buy one Estate Upgrade tile from the four available on the board by paying the cost (in $) listed in the circle at the bottom of the tile. Place the tile in the first empty plot on your Estate, from left to right. Then, resolve any penalties on the tile. The listed ability becomes available to use immediately. When an Upgrade is taken from the line-up, immediately slide the other tiles at the Builder's Office down to fill in any gaps and place a newly-drawn tile into the first space.

You cannot build more than one Estate Upgrade with the same name. At the end of the game, each Estate Upgrade on your Estate will be worth 1VP.

Building Estate Upgrades:

Your Estate has plots for eight Estate Upgrades. When you buy an Upgrade it must be placed in the next available plot from left to right. The first three plots require no additional $ to build. However, each subsequent plot lists an amount in $ that must be paid in order to place the tile (in addition to the cost of the Upgrade).

If your first three plots are full when you gain an Upgrade, you **must** either spend the $ listed on the next available plot to expand your Estate to the next space (always left to right) **OR** discard an Upgrade from your Estate and build the new Upgrade in that plot. This Upgrade tile is discarded to the game box. You must expand from left to right: you cannot choose to build on a more expensive plot first.

For Estate Upgrades that list penalties in either Insanity or Creepy (with a cracked stone border), the penalty must be suffered **when the tile is purchased and again at the start of each Generation**. Move one space to the right on the appropriate track for each icon depicted.

Annette has decided to purchase a Hedge Maze Estate Upgrade for $2. However, Annette has filled her first three Estate plots with Upgrades. She could discard an existing tile, but since she has the additional $, she pays $3 total and places the Upgrade in the next available plot left-to-right. The Hedge Maze lists a "Creepy" symbol, so she moves her token forward 1 space on the Creepy Track.

Arrows in Church or Town Hall: ←

Arrows are always good. Locations like the Church or Town Hall generally allow you to speak with the townspeople and convince them how creepy or insane you aren't. An arrow underneath a symbol means that you move it backwards on a track and away from danger. A symbol displayed without an arrow is always a penalty that presses your marker forward on a track.

Angry Mob, Creepy, & Insanity Tracks

Sometimes, actions that you take will require you to move tokens along these tracks.

Angry Mob/Creepy Track

This track represents both your level of overall Creepiness in the townsfolk's view and how riled up the townsfolk have become. As such, these competing forces share the same track.

The Suspicion marker sets the maximum value for the Angry Mob token. It blocks the track and prevents the Angry Mob token from moving to the right into or past its current space.

However, as you perform actions that anger the townsfolk, the Angry Mob token moves further to the left. As you perform Creepy actions, your marker moves further to the right. And if they ever meet, the Angry Mob chases you out of town with torches and pitchforks held high.

Anytime your marker is overtaken or surpassed by the Angry Mob marker, **you can no longer take Town actions with any of your pieces.**

Exception!: The **Church** is always an exception to this rule. Even if you have been overtaken by the Angry Mob, you may always send Servants or your Self to the Church (if the Church is available) in an attempt to reduce your Creepiness in the eyes of the townsfolk. Once you are no longer overtaken, you may return to taking actions as normal.

Being overtaken by the Angry Mob can severely limit your ability to take actions as none of your pieces will be able to take actions in Town while your Creepy level is equal to or higher than the Angry Mob marker. However, you can always reduce this Creepiness by visiting the Church.

"The townspeople spoke of him in hushed tones, as though the mere uttering of his name in the light of day might suddenly fling open the hinges of his submerged coffin. According to his will and testament, each of his progeny, myself and my dear brothers and sisters, were to be gifted one of his many plots of land near a small village in Romania. My spouse marveled at the extravagant castle that would be my inheritance."

Insanity Track
This track represents your descent into madness, which is good at first but can quickly spiral out of control. Each player's marker moves individually from left to right along this track. For **each space your marker moves, you will gain the bonus and/or penalty listed above and/or below that space**.

You do not gain these bonuses or penalties if an Experiment or action causes you to move backwards on the Insanity Track.

Creepy Icons/Lost Servants:
Several spaces on the Insanity Track are marked with Creepy icons. You gain a Creepy when reaching one of these spaces. If you move to a space with a Servant/Spouse below it, you immediately choose the appropriate piece (it does not matter if it is used, unused, or already in Lost) and place it below that space of the Insanity Track. **At the end of the round**, this piece is placed on Lost.

When regaining sanity (moving left on the track) you do not discard or gain Compulsion cards, nor regain Servants, nor suffer the penalties listed. If you advance again, however, you will receive any bonuses and penalties as normal.

Compulsion Cards

As any good mad scientist knows, passion can be a good thing. Each time you move into a space on the Insanity Track with a Compulsion card above it, you must draw a Compulsion card. Keep this card secret from the other players. Compulsion cards are random tasks that you now feel are absolutely integral to your work, and they will award you points when you complete them.

On a future turn, when **any** action or effect causes you to complete the task listed on the card, reveal the card, score the points listed immediately, and discard the Compulsion.

Many Compulsion card requirements can be completed in several ways. For example, if a card states that you must collect an Animal, you may collect this Animal from Town, from an Experiment, or even from a Storybook event.

Discard an Estate Upgrade
If you move into a space marked with this symbol, you must discard an Estate Upgrade tile of your choice from your Estate board. This tile is removed from play for the remainder of the game.

Maladjustments:

At the end of each Generation, for every two Compulsion cards you still hold, you must draw one Maladjustment. As opposed to Compulsions, which are kept secret, Maladjustments are flipped

face-up in view of all players. These are irremovable traits and penalties resulting from poor parenting. Maladjustments remain in effect for the entirety of the **next** Generation and are **always bad**.

End of the Insanity Track
If your marker should ever move past the end of the Insanity Track, you immediately lose 3VP and gain the penalties listed for the last space again. If you should move multiple spaces past the end, resolve these penalties for each space.

"Free" Actions

Sometimes, an ability will offer a "free action." A free action is an ability that you may take at any time during your turn in addition to your regular turn action. However, it is not "free" of cost: You must still pay any costs or penalties associated with the action in order to perform it.

Storybook Additions:
As the game progresses and the Town changes, the Storybook will explain any new Locations. If needed, tap on the appropriate building to read a description of its function. However, once you are familiar with the standard actions and symbols, most of these additions will be easy to understand.

Estate Actions

A true scientific brain requires a laboratory. Estate actions are listed on your player board and rarely change during play. Below is a detailed explanation of each of these actions:

Estate Affairs:

Place a piece here to **draw three Experiment cards, keep one** and discard the rest or **gain $1** instead. You may draw these three total Experiments from any available Experiment decks in any combination you choose. A discarded Experiment is always discarded face-down to the bottom of the appropriate deck.

For ease of play, allow the next player to begin their turn while you decide which cards to discard. You have until the start of your next turn to discard two Experiments.

Record Knowledge:

This action allows you to record Knowledge in your Journal, both to pass it on to the next Generation and to use for Experiments during this Generation. There are four Journal Tracks, representing each of the four types of Knowledge (Engineering, Chemistry, Biology, and Occult). Above these tracks is listed the cost, in Knowledge cubes, that you must spend in order to move a track's marker forward into that space.

When you place a piece here, pay the appropriate amount of Knowledge cubes from your supply and move your marker one space forward on the Journal Track. You may only move **one track one space forward** with each Record Knowledge action you take.

"When I arrived at the estate to claim my inheritance in the autumn of 1831, I felt a strange sense of déjà vu. With its lavish gardens, elaborately engraved stone archways and gothic spires, walking the grounds felt like wandering in an elaborate dreamscape. While my body wracked with the exertion of a long and strenuous journey, I could not deny the sudden kinship I felt with my departed patriarch."

The Knowledge cube(s) you spend must be exactly the same as the track you advance: *Occult Knowledge can only be used to record Occult Knowledge.*

Discard To Gain a Card

The symbol below your Journal Track indicates that each time you take a Record Knowledge action you may also discard Experiment cards from your hand equal to your new level on the Journal Track and draw an equal number of cards from the deck(s) of your choice. For example, if you move to the 2nd level of Biology, you may discard exactly two Experiments from your hand and draw two new cards.

There are two benefits to moving your markers along the Journal Tracks:

- For each space forward you have moved on a Journal Track, you receive one free Knowledge of that type towards the cost of all future Experiments.
- As you reach the second and third spaces on each track, you **also** receive the permanent abilities listed on that track.

Free Knowledge gained from Journal Tracks can only be used towards Experiment costs and not towards advancing on the Journal Tracks. This is a permanent discount and can be used for every Experiment for the rest of the game. The special abilities listed on the second space of each track are available for you to use at any time they are applicable.

The Occult Track is slightly different in that it lists penalties that you must incur at the Start of each Generation. This is because free Occult Knowledge counts as WILD Knowledge when performing an Experiment (see "Occult is WILD" on pg. 20). You do not gain Insanity when you Record Occult Knowledge.

Annette decides to take her first Record Knowledge action of the game. She places her Caretaker on the Record Knowledge Location on her Estate board. Annette then pays 1 green Biology cube to the supply as it costs one Biology cube to move her marker onto the first space. She moves her marker forward one space and can choose to discard 1 Experiment from her hand to draw from the deck of her choice. Even though she has 2 more green Biology cubes, she can only take one Record Knowledge action per turn.

A quick explanation of the three special abilities listed on the Journal tracks:

- *Chemistry: Gain 1 Servant from Lost at the start of each Generation.*
- *Biology: Store 2 Resources remaining in your supply at the end of each Generation.*
- *Engineering: When creating an Experiment pyramid, this counts as a completed "B" Experiment.*

Vanity Estate Upgrades: +V

When you reach the third level of any Journal Track, you must immediately build a Vanity Estate Upgrade of your choice from those available. You must still pay the $ cost to expand to a new plot or build your tile over an existing Upgrade as normal. You cannot build more than one Vanity Estate Upgrade with the same name.

Vanity Estate Upgrades provide scoring bonuses at the end of the game. A limited supply of 10 (two copies of each) are available for you to gain during play. Vanity Estate Upgrades cannot be bought, and will only be gained through Journal Tracks, Experiment rewards, and Storybook events.

Later in the game, John wants to Record Knowledge in order to push his Occult Journal Track to the third space. John places 1 Servant on his Record Knowledge Location and pays 3 gray Occult cubes to the supply. He moves his marker one space forward on the track. Not only can John now use 3 Occult Knowledge towards any Experiments, he immediately builds an available Vanity Estate Upgrade. John chooses the Tesla Coils, places them in the next empty plot on his Estate and pays $2.

"While sampling some of the immaculate wine selections in the cellar, I stumbled for a moment, steadying myself on a nearby metal artifice for torchlight. To my surprise, some internal mechanism activated with a whir of gears and a distinct doorway appeared from within the stonework. With great wonder and trepidation, I stepped into a most expansive laboratory."

Perform an Experiment

Each Experiment card has three important pieces of information: Cost, Reward, and Type. The Cost to perform an Experiment is listed in the upper left corner and is composed of other Experiment Levels, Ingredients, and Knowledge. The Reward for completing an Experiment is listed along the bottom and generally includes victory points, Ingredients, Knowledge, and—for more impressive Experiments—gaining Insanity, Creepy, and attracting the Angry Mob. The Type of an Experiment is sometimes referenced by story events and abilities. It is denoted by a border that shares the same color as the type of Knowledge (Chemistry, Biology, Engineering, Occult).

Experiment Card Breakdown

To perform an Experiment, place your Self, your Caretaker, or 2 Servants on the Perform Experiment Location and pay all the costs in the upper-left corner of the Experiment you want to perform to the supply. Then, place the completed Experiment face-up near your Estate and gain all the rewards and/or penalties listed at the bottom of the card.

Occult is "WILD"

Occult Knowledge may be used during an Experiment as required Occult Knowledge or as **ANY** other type of Knowledge. But, when you use Occult Knowledge **in any way** to perform an Experiment, you must **move one space forward on the Insanity Track for each Occult Knowledge you used**. *Occult Knowledge only causes Insanity when used in an Experiment. You do not gain Insanity when collecting Occult Knowledge or recording Occult Knowledge.*

Experiment Levels Cost - The Experiment Pyramid

Early "A" Experiments require only Ingredients as a Cost, but higher level Experiments also require that you have already completed a certain number of lower-level Experiments as well. "B" Experiments require Ingredients and Knowledge. They also require that you have completed at least 1 "A" Experiment. "C" Experiments require Ingredients and Knowledge. They also require that you have completed at least 1 "A" Experiment and 2 "B" Experiments.

A Masterwork Experiment ("D" level experiment) requires Ingredients and Knowledge, and also requires 1 "A" Experiment, 2 "B" Experiments, and 3 "C" Experiments. This makes them considerably more difficult to complete.

During the game, you will be able to store completed Experiments and receive free Experiment levels from your Journal Tracks and Estate Upgrades. Each of these stored Experiments counts towards the requirements of any new Experiments. *For example, if you have stored an "A" Experiment at the end of a Generation, you may immediately begin performing "B" Experiments at the start of the next Generation.*

Annette would like to complete a C - Level Experiment. She places her Caretaker on the Perform Experiment Location. Then she reveals "The Mistake" from her hand. This Experiment is a C - Level Experiment that requires a Gear, an Animal, and 4 Biology Knowledge. First, Annette checks her completed Experiments: she has one stored "B" Experiment and she has completed an "A" and a "B" Experiment already this Generation. She qualifies! Annette then pays a Gear and an Animal to the supply. She also pays 2 green Biology cubes from her Quarters. She has already moved one space on the Biology Journal Track, so she counts the permanent Knowledge as her third Biology Knowledge. And finally, she needs to use one Occult Knowledge from her Quarters as a WILD Knowledge—She moves one space forward on the Insanity Track for doing so. Now she has completed the Experiment! She moves forward one space on the Insanity Track and the Creepy Track. She collects a Body and gains 10VP. Since it is the second Generation, she also receives a bonus of 4VP as shown on the "C" Experiment.

+ Permanent Biology Knowledge From Journal Track

Gain:
+
+10VP + 4 Bonus VP
+

"A" Experiments Provide Knowledge
In most scenarios, standard Knowledge will not be available in the Village Chronicle. So, how is the novice scientist supposed to gain this most important resource? By completing Experiments, of course! While all levels of Experiments may sometimes provide Knowledge, **"A" Experiments will always provide Knowledge**. Use them early and often!

"C" Experiment Bonus
Listed on all "C" Experiments is a bonus to remind you that, depending on the Generation, you will receive a bonus for completing it:

- During the 1st Generation, score an additional 8VP for each "C" Experiment
- During the 2nd Generation, score an additional 4VP for each "C" Experiment

Stored Experiments
At the end of each Generation, you will have the opportunity to store one completed Experiment under the Stored Experiment tab of your player Estate. This Experiment will count as **one completed Experiment of that level,** but provides no other bonuses.

+50/+100 Tokens

If a player ever crosses the 49 point mark with their scoring token, they begin again at zero and take a +50 marker from the supply and place it in their Quarters to note this. If they ever cross this point again, they flip the token to +100 and begin again at zero.

End of a Round

Once all players have passed, the round ends. At the end of each round, all players must perform these steps (simultaneously) in order:

1. Place any Servants on the Insanity Track, Record Knowledge, or Perform Experiment Estate Locations on Lost.
2. Collect all your pieces from the Town and your Estate and place them in your Quarters.
3. Pass the Start Player token to the next player in clockwise order.
4. Consult the Storybook by tapping to continue to the next round and resolving any events that pop up. *This is mainly a reminder that you should always complete the End of Round steps before continuing.*

Then, **discard the bottom 2 Estate Upgrades** on the game board. Slide the two remaining Upgrades down, then draw and fill in any empty spaces.

If it is the end of the "Late Years," continue with the End of a Generation. Otherwise, move on to the start of the next round.

End of a Generation—

Consult the Storybook, then:

> *It is important for players to first tap to continue in the Storybook* **before** *performing the End of Generation tasks, as the scenario may have special requirements or give out rewards based on the players' performances.*

At the end of each Generation, all players must perform these steps (simultaneously) in order:

1. Choose **one** Experiment in your hand to keep and discard all the others to the bottom of the appropriate Experiment deck(s).
2. Choose **one** Experiment you completed this Generation and slide it under the Stored Experiments tab next to your Journal Tracks so that the Experiment Letter is visible. Then, discard all the other Experiments you completed this Generation to the bottom of the appropriate Experiment deck(s). *Any Experiment stored under your Stored Experiments tab counts as a completed Experiment of that level and can never be removed or replaced.*

3. Discard any Maladjustment cards from the previous Generation.
4. Check for new Maladjustments: You gain 1 Maladjustment for every 2 Compulsion cards remaining in your hand. Then, discard all of your Compulsion cards.
5. Place your Spouse, one Caretaker, and your Self in your Quarters. Place all your other pieces on Lost.
6. Reset all Creepy & Insanity markers to zero.
7. **Discard ALL Resources and money to the supply.**

It is important for new players to note that Resources and money do not carry over into the next Generation. Players will only keep their Journals, Stored Experiments, Estate Upgrades, and one Experiment in their hand between Generations. Everything else is discarded.

End of GENERATION II:

Late Estate Upgrades

At the end of Generation II, collect all of the Generation I/II Estate Upgrade tiles from the game board and return them to the game box. Retrieve the **Generation III** Estate Upgrade tiles, shuffle them, and place them face-down in a stack, then deal four new tiles into the spaces on the game board. The Generation III Estate Upgrades provide bonuses and abilities that are specific to the end-game.

Insanity Track Flips

Flip the Insanity Track to the reverse side for Generation III. You will notice that it provides maladjustments that dangerously go into effect immediately upon reaching them.

End of the Game

After three Generations, the game is over (the Storybook will remind you and tracks your progress). At the end of the game, tap on the Storybook one more time to resolve any final events. The Storybook will then remind you of the following scoring:

- Score points for your Vanity Estate Upgrade abilities.
- Score -3VP for any Maladjustments you gained at the end of the third Generation.
- Score 1VP for each Estate Upgrade added to your Estate.

The Scientist with the most points is the winner. In the case of a tie, the player that completed their Great Grandfather's Masterwork Experiment is the winner. If still tied, the player with the most Estate Upgrades is the winner. Otherwise, enjoy your family's legacy of shared infamy.

End of an Era

Once the game has been completed, do not clear away all the components into the box just yet: the Storybook will provide the final Epilogue to your shared story. Once an Ending has been unlocked, it will be available to view as a milestone in the app.

FAQ:

Can I tell other players what I've read when I see a secret message in the Storybook?
Yes. Unless the Storybook specifically tells you otherwise, it is entirely up to you if you share what you have read, lie about what you've read, or stay silent. However, you can never show the Storybook screen containing a secret message to the other players.

If I have the Knowledge I need to complete an Experiment, can I still use Occult Knowledge instead?
Yes. Even if you have the Knowledge you need, you may always substitute Occult Knowledge (remember to gain 1 Insanity for each Occult Knowledge used).

If I draw a new Compulsion card and have just fulfilled the requirements, can I immediately complete it?
No. Any Compulsion cards drawn cannot be completed by the action that caused it to be drawn. They must be completed on a future turn.

Are Resources limited?
No, they are meant to be infinite. It is impossible to buy all the animals in the world. While we've provided a substantial amount, a specific scenario or ambitious player may cause a Resource to run out. If that is the case, use another item as a temporary substitute until the supply is restocked.

What happens if I have no room for an Estate Upgrade but I want to build a new one?
You may always discard an Estate Upgrade of your choice and build the new one in the newly opened spot. For example, if you gain a Vanity Upgrade but do not have money to expand to a new plot, you must discard one. You do not have to pay for a plot a second time if you discard an Upgrade from that plot.

Designer Notes on Xenophobia

The sad truth about classic works of fiction, especially during time periods where travel to foreign lands would have been arduous at best if not a complete impossibility, is that there is a good amount of "otherism" employed to help the narrative resonate with the intended audience. In other words, authors didn't know much about these locations and their people, so they made up a bunch of bullshit and their readers ate it up. Readers still do, in fact.

As much as I've tried to reduce, remove, or inject humor into aspects of Victorian life and the cultural appropriation that occurred, gaps in my research exist and misconceptions abound. For example, most historians note that Transylvania was actually quite lovely during this time. All I ask is that you immerse yourself in the gothic horror tropes, and recognize that the places described did exist, but did not ever exist in this form, this context, nor would it be plausible scientifically, culturally, or geographically for pretty much any of the events described in the game to occur.

In fact, nearly all of the events are pulled from the deep repository that is Western history and folklore (Salem Witch Trials, Pennhurst Asylum, Arizona's Privatized Prisons, Spiritualism). The most important culture to be afraid of, as always, is your own.

Credits

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Lead Developer / Additional Game Design: Dan Blanchett
Senior Producer of Board & Card Games: Dan Bojanowski
Associate Producer of Board & Card Games: Jimmy Le
Senior Creative Lead of Board & Card Games: Anita Osburn
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Finance Clerk: Minnie Nelson
Event Manager: Chris Whitpan
Creative Production: Noelle Lopez & Todd Crapper

Special Thanks:
My Father's Work is dedicated to my mother. I have a ceaseless ambition and unconquerable ego which she never shared for both good and ill. However, she encouraged me to explore my artistic side at every important juncture in my life. I am both indebted to her and in debt because of her. Rest in peace.

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For additional information or support,
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Icon Guide

Ingredients

Chemicals
Animals
Gears
Bodies

Knowledge Types

Chemistry
Biology
Engineering
Occult

Move on Tracks

Insanity
Creepy
Angry Mob

Frequently Used

No SELF Bonus
Gain
Gain 1 Caretaker from Lost
Move track backwards
When you place this piece
Money

Buy an Estate Upgrade
Gain a Vanity Estate Upgrade
Discard an Estate Upgrade
Search any Experiment Deck + take 1 card
Consult the App
Any Knowledge

Piece Roles

Self
Servant
Spouse
Caretaker
Spouse or Servant