

## ReadMe01: Intro

*Mad science is just like any other kind of totally legitimate field of study. Before students can get to work on their grand schemes, unholy abominations, and giant fighting death robots, they have to get through freshman year.*

Mad Science 101 is a game of combining contraptions where each player tries to expand their masterpiece, sabotage their opponents, and complete their mad professor's mad assignments. The first to finish three assignments passes the class and wins the game! Mad Science 101 is made for 2-4 players and it plays for 15-30 minutes.

**To play, you'll need:** 41-card Component deck,  
15-card Assignment deck, 1-3 friends

## Readme02: Setup

- 1~~Shuffle the Assignment deck and put the top two cards face up on the table, then add one more for each player. These cards are the Agenda.
- 2~~Shuffle the Component deck. Each player draws three cards and keeps their hand secret.
- 3~~Put the top four cards of the Component deck face up on the table. These four cards are the Workshop.
- 4~~In unison, each player chooses a card from their hand and places it face up in front of them.
- 5~~Randomly decide who goes first. We suggest going by who spent the most time in school.

## Readme03: Turns

During your turn, you can take two actions from the following, either choosing to do one of them twice or two of them once each.

- ~~Put a card from the Workshop into your hand.
- ~~Attach a card from your hand to an open port on any Device. (You can attach a Component to an opponent's Device, but it becomes theirs to do with what they please.)
- ~~Activate one of your Components. Remember that you can't activate any one Component more than once in a turn.
- ~~Move one of your Components to an open port on your Device.

After you've taken your two actions, pass the turn to the player on your left.

## Readme04a: Terms

~~**Assignments** are how you win the game. The moment any player fulfills the conditions necessary to "**complete**" an assignment, they take it from the others and place it in front of themselves.

~~**Components** are the bits, pieces, and half-finished doohickeys that each player attaches to build their Device. A player's **Device** is all of their combined Components.

~~A card is only called a Component when it's in play and is part of a player's Device.

~~**Attaching** a Component refers to putting it next to a Component on your Device.

~~Components can only be attached where you have an open **port**, a side a Component's card where there isn't currently another Component attached.

## Readme04b: Terms

~~A Component can only be **activated** when it is attached to the right type of Components, as described on its card.

~~The **Workshop** contains 4 face-up Component cards at the start of the game and is accessible to any player on their turn. Keep it face up and make sure each card is visible to all players.

~~The **Agenda** contains face-up Assignment cards. Keep it face up and make sure each card is visible to all players.

~~Both the **Assignment Deck** and the **Component Deck** are kept face down.

~~Whenever a card mentions a deck, but doesn't specify which one, it is the Component Deck.

## Readme05a: Reading Components

~~Look through the Component deck to find the card named "4-D Television". Aside from the card's name, the top of its card has a very important piece of information: its type. There are four different types of Components:

 Hard Science	Practical 
 Impractical	Pseudoscience 
 Components are typeless and are best used to sabotage opponents' Devices	

*(4-D Television is an Impractical Component because it has a  symbol next to its name.)*

## Readme05b: Reading Components

~~At the bottom of the card, you'll find its rules text. All components (aside from  ones) all have an If/Then statement that describes when it can be activated and what it does.

~~4-D Television's text means that it can only be activated when it is attached to at least one  Component and at least one  Component. When it is activated, you choose a  Component and put it on the bottom of the deck. Then, the player whose  Component that was gets to take a card from the Workshop.

## Readme06: Components

~~Whenever any effect would separate your Device into two or more separate groups of Components, put all but one of those groups into your hand.

~~A Component can be activated any number of times during a game, but only once in a turn.

~~Activation abilities from Components happen in the order they're written, from top to bottom down the card.

~~When activating a Component, wait until you follow its full instructions to see if any player has completed an Assignment or has unattached Components.

## Readme07: The Workshop

~~Whenever a card is taken from the Workshop, refill it with the top card of the deck.

~~The abilities of some Components can expand or shrink the Workshop, so it might not always have the same number of cards.

~~No effect can shrink the Workshop to less than 1 card.

~~Make sure that all players are able to see the Workshop, and pay attention whenever a new card is revealed.

## Readme08: Assignments

~~If it's your first time playing, take a look at the Assignments before playing, so you know what to expect.

~~Each Assignment can only be completed by one player. If two or more players meet the conditions to complete an assignment at the same time, play normally until only one player can complete the Assignment.

## Readme09: The Agenda

~~Whenever a player completes an assignment, refill the Agenda with the top card of the Assignment deck.

~~Make sure that all players are able to see the Agenda, and pay attention whenever a new card is revealed.

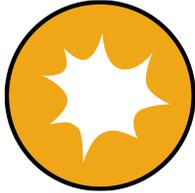
## Readme10: Endgame

When a player completes their third assignment, they win the game!

Designed by Matthew Bombara  
BlackTieGames.com

Illustrated by Frank Marsters  
TheKeywords.net

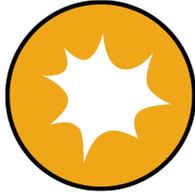
### 4-D Television



>|IF (attached to );THEN -  
~~Put a  Component of your choice on the bottom of the deck. Its controller may take a card from the Workshop.

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### 100 Duck-Sized Horses



>|IF (attached to );THEN -  
~~Put a card from the Workshop on the bottom of the deck. Do not replace it with a card from the deck. (*The Workshop shrinks by 1.*)

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### Ancient One Detector



>|IF (attached to );THEN -  
~~Switch a Component of your choice with one from the Workshop.

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### Assortment of Buttons and Levers



>|IF (attached to );THEN -  
~~Put the Workshop on the bottom of the Deck. Each player puts a card from their hand into the Workshop. If this would shrink Workshop, refill it from the deck.

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### Bottled Orphan Souls



>|IF (attached to );THEN -  
~~The player of your choice puts a card from their hand into the Workshop. (*The Workshop expands by 1.*)

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### Brain in a Jar



>|IF (attached to );THEN -  
~~Switch a card in your hand for one in the Workshop.

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## Brainswapper

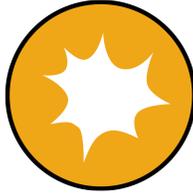


>|IF (attached to );THEN -  
~~Two players of your choice switch hands. (*You can choose yourself for this effect, but don't have to.*)

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## Brown Note Emitter

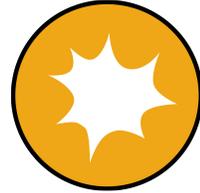


>|IF (attached to );THEN -  
~~Each player puts one card from their hand on the bottom of the deck.

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## Cat in a Box

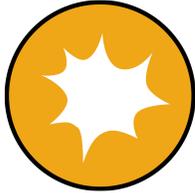


>|IF (attached to );THEN -  
~~Shuffle the deck. Each player draws a card.

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## Controlled Explosion

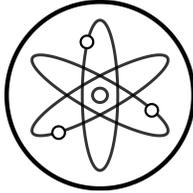


>|IF (attached to );THEN -  
~~Set your hand aside. Each opponent gives you a card from their hand. Attach one to your Device and put the others on the bottom of the deck.

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## Crackling Electrodes



>|IF (attached to );THEN -  
~~Put any number of your Components into the Workshop, then attach that many cards from the Workshop to your Device.

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## Crystal Array

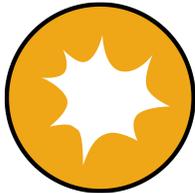


>|IF (attached to );THEN -  
~~Move a  Component of your choice to an open port on the same Device.

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## Dinosaur Fetus

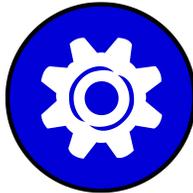


>|IF (attached to );THEN -  
~~The player of your choice puts one of their Components into their hand.

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## Doomsday Clock

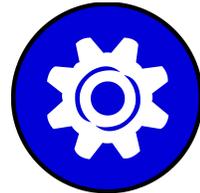


>|IF (attached to );THEN -  
~~Each player puts one card from their hand on the bottom of the deck.

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## Endless Unlikelihood Engine

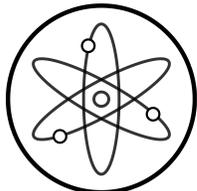


>|IF (attached to );THEN -  
~~Shuffle the deck. Each player draws a card.

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### Exposed Gearwork



>| IF (attached to ); THEN -  
~~Move a Component of your choice to an open port on the same Device.

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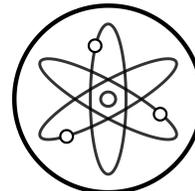
### Faulty Wiring



>| Components attached to this one can't be activated.  
>| This Component can't be moved except by Component abilities.

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### Graphic Calculator



>| IF (attached to ); THEN -  
~~Shuffle the Workshop into the deck and refill it with 4 cards. (*The Workshop expands or shrinks to 4.*)

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### Hacked Terminal



>| Components attached to this one can't be activated.  
>| This Component can't be moved except by Component abilities.

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### Haunted Refrigerator



>| IF (attached to ); THEN -  
~~The player of your choice puts one of their Components into their hand.

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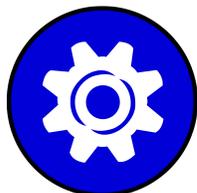
### Hopeless Kludge



>| Components attached to this one can't be activated.

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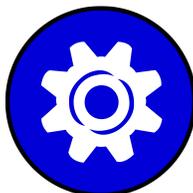
### Interplanar Gateway



>| IF (attached to ); THEN -  
~~Switch a card in your hand with one in the Workshop.

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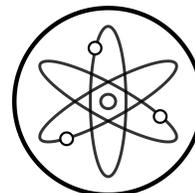
### Miniature Hadron Collider



>| IF (attached to ); THEN -  
~~Put a Component of your choice on the bottom of the deck. Its controller may take a card from the Workshop.

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### Moonshining Still



>| IF (attached to ); THEN -  
~~Switch a card in your hand with one in the Workshop.

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## Morally-Questionable A.I.



>|IF (attached to );THEN -  
~~Activate any two Components.  
(They must be attached to the necessary Component types and be able to be activated.)

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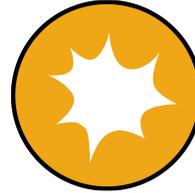
## Near-Death Ray



>|IF (attached to );THEN -  
~~Put a  Component of your choice on the bottom of the deck. Its controller may play a card from their hand.

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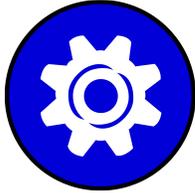
## Ominous Theremin



>|IF (attached to );THEN -  
~~Move a  Component of your choice to an open port on the same Device.

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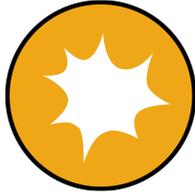
## Potato Battery



>|IF (attached to );THEN -  
~~Shuffle the Workshop into the deck and refill it with 4 cards. (The Workshop expands or shrinks to 4.)

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## Reanimatorial Apparatus



>|IF (attached to );THEN -  
~~Put a  Component of your choice on the bottom of the deck. Its controller may play a card from their hand.

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## Rotating Astrolabe



>|IF (attached to );THEN -  
~~Put any number of your Components into the Workshop, then attach that many cards from the Workshop to your Device.

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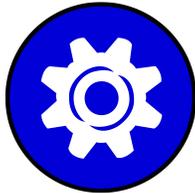
## Scrying Pool



>|IF (attached to );THEN -  
~~Put two cards from the Workshop into your hand, then put one of your Components into the Workshop. (The Workshop shrinks by 1.)

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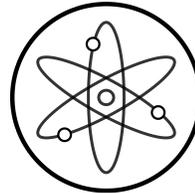
## Single D Battery



>|IF (attached to );THEN -  
~~The player of your choice puts a card from their hand into the Workshop. (The Workshop expands by 1.)

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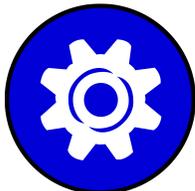
## Smart Toilet



>|IF (attached to );THEN -  
~~Each player shuffles their hand into the deck and draws two cards.

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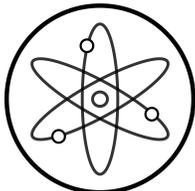
## Space Monkey



>|IF (attached to );THEN -  
 ~~Put a  Component of your choice on the bottom of the deck. Its controller may play a card from their hand.

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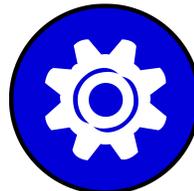
## Spinning Rotors



>|IF (attached to );THEN -  
 ~~Put a  Component of your choice on the bottom of the deck. Its controller may take a card from the Workshop.

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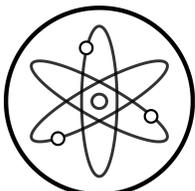
## Stolen Cable



>|IF (attached to );THEN -  
 ~~The player of your choice exchanges their hand with the Workshop. (*The Workshop expands or shrinks to that number of cards.*)

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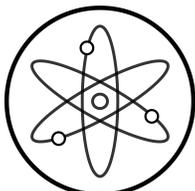
## Synthetic Black Hole



>|IF (attached to );THEN -  
 ~~Put the card of your choice from the Workshop on the bottom of the deck. (*The Workshop shrinks by 1.*)

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## Tesla Coil



>|IF (attached to );THEN -  
 ~~Look at the top card of the deck. You can either attach that card to your Device or add it to the Workshop. (*If you add it to the Workshop, it expands by 1.*)

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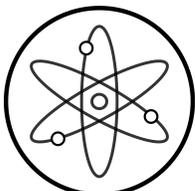
## Unstable Reactor



>|  Components attached to this one can't be activated.  
 >| This Component can't be moved except by Component abilities.

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## Whirring Servos



>|IF (attached to );THEN -  
 ~~Switch the Component of your choice with one from the Workshop.

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## Wrench in the Works



>|  Components attached to this one can't be activated.  
 >| This Component can't be moved except by Component abilities.

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We hope you enjoy playing Mad Science 101!  
 For more information about this game and our others, check out BlackTieGames.com

To purchase your own full-art copy of Mad Science 101, head to:

<https://www.thegamecrafter.com/games/mad-science-101>

(Take this card out before playing.)

## Completionist Design

The player with the most Components that have no open ports completes this Assignment. (A *Component has no open ports when it is attached to a Component on each of its four sides.*)

That player must have at least 2 Components with no open ports.

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## Conventions of Practical Engineering

Complete this Assignment when you activate two  Components in the same turn.

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## Explosions for Non-Majors

Complete this Assignment when you activate two  Components in the same turn.

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## General Cooperative Engineering

Complete this Assignment when you activate two adjacent Components in the same turn.

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## History of Minimalistic Design

When all players have at least 4 Components on their device, the player with the fewest Components completes this Assignment.

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## Intro to Science Non-Fiction

Complete this Assignment when you activate two  Components in the same turn.

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## Lessons in Alternative Engineering

The player with the most  Components on their Device completes this Assignment.

That player must have at least 2  Components.

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## Logic, Lunacy, and You

Complete this Assignment when you activate a  Components and a  Component in the same turn. (You can activate them in any order, as long as you activate both types of Components in the same turn.)

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## Origins of Industrial Assembly

The player with the most Components attached in a straight line completes this Assignment.

That player must have at least X Components in that line, where X is 3 + the total number of completed Assignments.

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## Practical Pseudoscience

Complete this Assignment when you activate a



Components and a



Component in the same turn. (*You can activate them in any order, as long as you activate both types of Components in the same turn.*)

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## Pseudoscience Theory

Complete this Assignment when you activate two



Components in the same turn.

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## Psychology of the Creative Mind

The player with the most cards in their hand completes this Assignment.

That player must have at least X cards in their hand, where X is 5 + the total number of completed Assignments.

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## Studies in Modern Excess

The player with the most Components on their Device completes this Assignment.

That player must have at least X Components on their Device, where X is 4 + the total number of completed Assignments.

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## The Art of the Maniacal Laugh

Complete this Assignment when you activate a



Components and a



Component in the same turn. (*You can activate them in any order, as long as you activate both types of Components in the same turn.*)

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## TV/VCR Repair

Complete this Assignment when you activate a



Components and a



Component in the same turn. (*You can activate them in any order, as long as you activate both types of Components in the same turn.*)

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