



*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

### SETTING UP THE GAME

- 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.

### TAKING YOUR TURN

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

### GAME 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.
- ~~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.



### 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.)

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 reads:

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

This means that 4-D Television 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.

### 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.

### 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.

### 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.

### 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.

### ENDGAME:

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