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I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

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# v1

Sep 2022

Game: **MY FATHER'S WORK**  
Publisher: **Renegade Game Studios (2022)**

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Created by Peter Gifford 'Universal Head'  
The Esoteric Order of Gamers



# My Father's Work

## SETUP

In the **storybook app**, choose the appropriate number of players and a story scenario.

Construct the puzzle-piece board and place the **village chronicle book** with the spine rings fitting into the slot. Place the correct **scenario box** nearby. When retrieving items from this box, quickly find only the components required and keep all other items hidden.

Place the **storybook tokens**, the +50/+100 **VP tokens**, and the oval **resource tray** near the board as a general supply.

Place the **suspicion marker** and **angry mob token** on the mob track space indicated by the storybook.

Shuffle the **generation I/II estate upgrade tiles** and place them facedown in a stack on the board space, then deal 1 tile faceup into each of the 4 empty spaces below it. Generation III estate upgrade tiles stay in the box for later use.

Shuffle the **compulsion** and **maladjustment cards** separately and place them near the **insanity track**. Shuffle the A, B, and C **experiment decks** and place them back into their card tray.

Arrange the **vanity estate upgrade tiles** by type, text side up.

Place the **generation** and **round trackers** on the **EARLY** and **GEN I** spots respectively.

Each player takes an **estate board**, a **player aid card**, a **storage shed estate tile**, and all the pieces of their color (**score track marker**, **insanity track marker**, **creepy track marker**, **plastic bases**, and **journal track markers**).

Place your **Storage Shed** on your leftmost estate upgrade plot. Place your 2 **servant** pieces (circular base) and 1 **caretaker** (square base) on the **LOST** space on the main board.

Place your markers on the start spaces of the creepy track, insanity track, and score track, and your journal markers at the start of each journal track, in the first column.

Place your **spouse** (circle base with spikes), 1 **caretaker** (square base), and your **self** (hexagonal base) pieces on the **QUARTERS** space of your estate board along with your **voting token**.

Shuffle the **masterwork experiment cards**. Each player draws 1 at random and places it faceup by their estate. This is your **father's masterwork**; it always remains faceup and can be completed as if it were in your hand. Return all remaining masterwork experiments to the box.

The storybook app assigns the **start player token** at the start of the first generation.

## GAMEPLAY

The game takes place over 3 **generations**, each of which consists of 3 **rounds**: the **early**, **middle**, and **late** years of your life. At the end of each round and generation, consult the **storybook app** and perform any tasks that the scenario requires before setting up for the next round of play.



The **storybook symbol** on a location in town, on a card, or on a storybook token, means you may perform a **storybook action** by tapping the appropriate app button. Unless otherwise stated, the storybook should be visible to all players. If it gives players secret messages or choices, it is always up to that player what, if any, information they share.

### 1. START OF A GENERATION

All players draw 1 **experiment** each from the **A deck**, the **B deck**, and the **C deck** to form their starting hand of 3 cards.

Then, all players activate any **start of generation abilities** and suffer any penalties from their estate upgrades. Some **estate upgrades** (cracked stone border) list penalties that must be suffered at the start of every generation.

### 1. START OF A ROUND

Consult the storybook, then **each player draws 1 experiment from the deck of their choice**. Then, **each player gains \$3** from the supply.

Beginning with the start player, **each player takes 1 action**, then play continues to the next player clockwise. If you do not have any pieces available to take an action, you must **pass**. Once you have passed, you can take no further actions this round. Once all players have passed, the round ends.

**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.

**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.

**You may only perform 1 estate action each turn.** There is never an added cost to place pieces on a location on your estate, even if there are already other pieces there.

## PIECES



**Servants (and Spouse):** Servants mainly perform actions in town. Your spouse functions like a servant, but effects may refer to it specifically.



You may also place your servants/spouses on your estate locations. A servant/spouse assigned to the **RECORD KNOWLEDGE** action is sent to the **LOST space** at the end of the round. The **PERFORM EXPERIMENT** action requires 2 servants/spouses to complete, which are both sent to the **LOST space** at the end of the round.



**Caretaker:** These minions may only perform estate actions, but they suffer no penalties for doing so.



**Self:** This represents you. You may place your self in town or in your estate to perform either type of action. When placed in town, **you may perform that action twice and you do not pay the \$1 penalty** if that location already contains other pieces.



If a location is marked with the **no self bonus** symbol, you may only perform the action in these locations **once** when your place your self there.

When you place pieces on a town location with a darker background with spikes, you must also suffer the listed penalties. If you **gain an INSANITY or CREEPY**, move your token 1 space to the right on the appropriate track. If you **anger the mob**, move the angry mob token 1 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.

## TOWN ACTIONS

Most pieces return to the **QUARTERS** space on your estate board at the end of each round, to be used again and return to the **LOST** space at the end of the generation.

As the game progresses and the town changes, the storybook will explain any new locations. If required, tap on the appropriate building to read a description of its function.

## RESOURCE GATHERING LOCATIONS

Resources can be gained from various locations around town, and from completing experiments.

**Ingredients** (Chemical, Animal, Gear, Body) can be found at the *Park, Blacksmith, Cemetery, and Farmer's Market*.

**Knowledge** (Chemistry, Biology, Engineering, Occult) is represented by cubes of different colors and can be found at the *Travelling Caravan and Library*.

If a location has a diagonal slash between rewards, gain your choice of one of the benefits listed. If you use the location more than once, you may choose to collect the same or a different benefit for each use.



**LABORER'S UNION:** At this location, pay any costs listed, take a servant of your color from the **LOST space** and place it in your **QUARTERS**. 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. If the *Laborer's Union* has an infinity symbol above the ability, you may perform this action as many times as you would like (and can pay for) with 1 placement.



**BUILDER'S OFFICE:** At this location, you may buy 1 **estate upgrade tile** from the 4 on the board by paying the cost on the tile. Place the tile in the first empty plot on your estate, from left to right, then resolve any penalties on it. The tile's ability becomes available to use immediately. Then 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 1 estate upgrade with the same name.

## ESTATE UPDATES

Your estate has plots for 8 **estate upgrades**. If your first 3 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 to the box and build the new upgrade in that plot. You cannot build on a more expensive plot first.

For estate upgrades that list penalties in either **INSANITY** or **CREEPY** (cracked stone border), the penalty must be suffered when the tile is purchased and again at the start of each generation. Move 1 space to the right on the appropriate track for each icon depicted.



If you move into a space with this symbol, you must discard an estate upgrade tile of your choice from your estate board, removing it from play for the remainder of the game.

## ESTATE ACTIONS

**ESTATE AFFAIRS:** At this location, draw 3 experiment cards and keep 1 and discard the rest, or gain \$1 instead. You may draw these 3 total experiments from any available experiment decks in any combination you choose. A discarded experiment is always placed facedown at the bottom of the appropriate deck.

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 the 2 experiments.

**RECORD KNOWLEDGE:** There are 4 journal tracks, one for each type of knowledge (Chemistry, Biology, Engineering, and Occult). Above each column is the cost, in knowledge cubes, you must spend in order to move a track's marker forward into that space.

When you place a piece at this location, pay the appropriate amount of knowledge cubes from your supply and move your marker 1 space forward on the journal track. You may only move 1 track 1 space forward with each record knowledge action you take. The knowledge cube(s) you spend must be exactly the same as the track you advance.

Each time you take this action you may also discard experiment cards from your hand equal to your new level on the journal track and draw an equal number from the deck(s) of your choice.

For each space forward you move on a journal track, you receive 1 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:

- **Chemistry:** Gain 1 servant from the **LOST space** 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.



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. You do not gain **INSANITY** when you record occult knowledge.


 **Vanity estate upgrades:** 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 1 vanity estate upgrade with the same name.

A limited supply of 10 (2 copies of each) vanity estate upgrades are available to gain. Vanity estate upgrades cannot be bought, and are only gained through journal tracks, experiment rewards, and storybook events.

## FREE ACTIONS

A **free action** is an ability that you may take at any time during your turn in addition to your regular action. You must still pay any costs or penalties associated with the action in order to perform it.

## TRACKS

 An **arrow** underneath a symbol means that you move it backwards on a track. A symbol without an arrow is always a penalty that presses your marker forward on a track.

### ANGRY MOB/CREEPY TRACK



The **suspicion marker** sets the maximum value for the **angry mob token**, preventing the token from moving to the right or past its

current space. As you perform actions that anger the townsfolk, the angry mob token moves to the left.



As you perform **CREEPY** actions, your **creepy marker** moves to the right.

**Anytime your creepy marker is overtaken or surpassed by the angry mob marker, you can no longer take town actions with any of your pieces.**

However, even if you have been overtaken by the angry mob, you may always send servants or your self to the *Church* (if it is available) to try to reduce your creepiness. Once you are no longer overtaken, you may return to taking actions as normal.

### INSANITY TRACK



Each player's **insanity marker** moves from left to right along this track. For each space your marker moves, you gain the bonus and/or penalty listed above and/or below that space (you do not if you move backwards on the track).

When you move to a space with a **creepy** icon, you gain a **CREEPY**. If you move to a space with a **servant/spouse** below it, you immediately choose the appropriate piece (whether 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 the **LOST** space.

If your marker ever moves past the end of the track, you immediately lose 3 VP and suffer the penalties on the last space again. If you move multiple spaces past the end, resolve these penalties for each such space.

Each time you move to a space with a **compulsion card** above it, you must draw a compulsion card, keeping it secret. On a future turn, when you complete the task on the card, reveal it, score the points listed immediately, and discard it.

At the end of each generation, for every 2 compulsion cards you still hold, you must draw 1 **maladjustment**. Maladjustments are flipped faceup in view of all players. They remain in effect for the entirety of the next generation and are always bad.

## PERFORM AN EXPERIMENT

The **cost** to perform an experiment (upper left corner) is composed of other experiment levels, ingredients, and knowledge.

The **reward** (bottom) for completing an experiment generally includes VPs, ingredients, knowledge, and gaining **INSANITY**, **CREEPY**, and attracting the angry mob.

The **type** of an experiment may be referenced by story events and abilities and is denoted by a border that shares the same color as the type of knowledge (Chemistry, Biology, Engineering, Occult).

To perform an experiment, place your self, your caretaker, or 2 servants on the **PERFORM EXPERIMENT** location on your estate board and pay all the costs of the experiment you want to perform to the supply. Then, place the completed experiment faceup near your estate and gain its rewards and/or penalties.

**Occult knowledge** is **wild** and may be used during an experiment as required occult knowledge or as any other type of knowledge. However, when you use occult knowledge in any way to perform an experiment, you must **move 1 space forward on the insanity track for each occult knowledge you used**.

Occult knowledge only causes insanity when used in an experiment, not when you are collecting or recording it.

- **A** experiments require only ingredients as a cost.
- **B** experiments require ingredients and knowledge, and also require that you have completed at least 1 **A** experiment.
- **C** experiments also require that you have completed at least 1 **A** experiment and 2 **B** experiments.
- Masterwork (**D**) experiments also require 1 **A** experiment, 2 **B** experiments, and 3 **C** experiments.

Depending on the generation, you receive a bonus for completing **C** experiments:

- During the 1st generation, score an additional 8 VP for each **C** experiment.
- During the 2nd generation, score an additional 4 VP for each **C** experiment.

You can 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.

In most scenarios, standard knowledge will not be available in the village chronicle. While all levels of experiments may sometimes provide knowledge, **A** experiments always provide knowledge.

At the end of each generation, you can store 1 completed experiment under the stored experiment tab of your player estate. This experiment will count as 1 completed experiment of that level, but provides no other bonuses.

## END OF A ROUND

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

1. Place any servants on the insanity track, record knowledge, or perform experiment estate locations on the **LOST** space.
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. Release the storybook by tapping to continue to the next round and resolving any events that pop up. This is a reminder that you should always complete the end of round steps before continuing.

Then, **discard the bottom 2 estate upgrades** on the board. Slide the 2 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

Tap to continue in the storybook before performing any **end of generation tasks**.

Then, all players perform these steps (simultaneously) in order:

1. Choose 1 experiment in your hand to keep, and discard all the others to the bottom of the appropriate experiment deck(s).
2. Choose 1 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 the **LOST** space.
6. Reset all **CREEPY** and **INSANITY** markers to 0.
7. Discard *all* resources and money to the supply.

## END OF GENERATION II

At the end of generation II, collect all of the generation I and II estate upgrade tiles from the board and return them to the box.

Retrieve the generation III estate upgrade tiles, shuffle them, and place them facedown in a stack, then deal 4 new tiles into the spaces on the board. The generation III estate upgrades provide bonuses and abilities that are specific to the endgame.

Flip the insanity track to the reverse side for generation III. You will notice that it provides maladjustments that go into effect immediately upon reaching them.

## SCORING

If a player ever crosses the 49 point mark with their scoring token, they begin again at 0 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 0.

## END OF THE GAME

After 3 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. It will then remind you of the following scoring:

- Score VPs for your **vanity estate upgrade abilities**.
- Score -3 VP for any **maladjustments** you gained at the end of the third generation.
- Score 1 VP for each **estate upgrade** added to your estate.

**The scientist with the most VPs is the winner.**

On a tie, the player that completed their great grandfather's masterwork experiment is the winner. On a further tie, the player with the most estate upgrades is the winner. Otherwise, enjoy your family's legacy of shared infamy.

Once the game has been completed, the storybook provides 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.

# My Father's Work

## I. START OF A GENERATION

All players draw 1 experiment each from the A, B, and C decks. Then all players activate any **start of generation abilities** and suffer any penalties from their estate upgrades.

## I. START OF A ROUND

Consult the storybook, then each player draws 1 experiment from the deck of their choice and gains \$3 from the supply.

Beginning with the start player and going clockwise, each player takes 1 action. If you do not have any pieces available, you must pass. Once all players have passed, the round ends.

On your turn, place any piece(s) from your **QUARTERS** on a town or estate location, then perform its effect. You may place multiple pieces of a single type on a location and receive the effect for each piece placed.

If a town location already contains any player's pieces (including your own), you must pay \$1 to the supply.

You may only perform 1 estate action each turn. There is never an added cost to place pieces on a location on your estate.



**Servants (and Spouse):** These mainly perform actions in town, but you may also place them on estate locations. A servant/spouse assigned to

**RECORD KNOWLEDGE** is sent to **LOST** at the end of the round. **PERFORM EXPERIMENT** requires 2 servants/spouses to complete, which are both sent to **LOST** at the end of the round.



**Caretaker:** These may only perform estate actions, but they suffer no penalties for doing so.



**Self:** This may be placed in town or in your estate. When placed in town, you may perform that action twice and you do not pay the \$1 penalty if that location already contains other pieces.



**No self bonus:** You may only perform this location's action once when you place your self there.

## TOWN ACTIONS

Most pieces return to the **QUARTERS** space on your estate board at the end of each round.

## RESOURCE GATHERING LOCATIONS

Ingredients: *Park, Blacksmith, Cemetery, and Farmer's Market.*



Chemical



Animal



Gear



Body

**Knowledge:** *Traveling Caravan and Library.*



Chemistry



Biology



Engineering



Occult

If a location has a diagonal slash between rewards, choose one. If you use the location more than once, you may collect the same or a different benefit for each use.



**LABORER'S UNION:** Pay any costs listed and move one of your servants from **LOST** to your **QUARTERS**. If there is an infinity symbol above the ability, you may perform this action as many times as desired (if you can pay) with 1 placement.



**BUILDER'S OFFICE:** You may buy 1 estate upgrade tile from the 4 on the board by paying its cost. Place the tile in the first empty plot on your estate, left to right, then resolve any penalties on it. You may use the tile's ability immediately. Then slide the other tiles at the *Builder's Office* down to fill in any gaps and place a new tile into the first space. You cannot build more than 1 estate upgrade with the same name.



If you move into this space, remove from the game an estate upgrade tile of your choice from your estate board.

## ESTATE ACTIONS

**ESTATE AFFAIRS:** Draw 3 experiment cards, keep 1, and discard the rest to the bottom of its deck or gain \$1.

**RECORD KNOWLEDGE:** Pay the appropriate amount of knowledge cubes of the same type as the track, and move your marker 1 space forward on the journal track. You may only move 1 track 1 space with each record knowledge action you take.

Each time you take this action you may also discard experiment cards from your hand equal to your new level on the journal track and draw an equal number from the deck(s) of your choice.

For each space forward you move on a journal track, you receive 1 free knowledge of that type towards the cost of all future experiments. As you reach the second and third spaces, you also receive the permanent abilities listed on that track.

The special abilities on the second space of each track are available for you to use at any time they are applicable:

- **Chemistry:** Gain 1 servant from the **LOST** space 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.

The occult track lists penalties that you must incur at the start of each generation. You do not gain **INSANITY** when you record occult knowledge.



**Vanity estate upgrades:** 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 1 vanity estate upgrade with the same name.

## TRACKS

### ANGRY MOB/CREEPY TRACK

Anytime your creepy marker is overtaken or surpassed by the angry mob marker, you can no longer take town actions with any of your pieces. However, you may always send servants or your self to the *Church* (if it is available) to try to reduce your creepiness.

### INSANITY TRACK

For each space your insanity marker moves, you gain the bonus and/or penalty listed above and/or below that space (you do not if you move backwards on the track).

If your marker ever moves past the end of the track, you immediately lose 3 VP and suffer the last space penalties again.

## PERFORM AN EXPERIMENT

To perform an experiment, place your self, your caretaker, or 2 servants on the **PERFORM EXPERIMENT** location on your estate board and pay all the costs of the experiment you to the supply. Then, place the completed experiment faceup near your estate and gain its rewards and/or penalties.



**Occult knowledge** is **wild** and may be used during an experiment as required occult knowledge or as *any* other type of knowledge. However, when you use occult knowledge in any way to perform an experiment, you must **move 1 space forward on the insanity track for each occult knowledge you used**.

- **A** experiments require only ingredients as a cost.
- **B** experiments require ingredients and knowledge, and also require that you have completed at least 1 **A** experiment.
- **C** experiments also require that you have completed at least 1 **A** experiment and 2 **B** experiments.
- Masterwork (**D**) experiments also require 1 **A** experiment, 2 **B** experiments, and 3 **C** experiments.

Depending on the generation, you receive a bonus for completing **C** experiments:

- During the 1st generation, score an additional 8 VP for each **C** experiment.
- During the 2nd generation, score an additional 4 VP for each **C** experiment.

## END OF A ROUND

Once all players have passed, the round ends and all players perform these steps (simultaneously):

1. Place any servants on the insanity track, record knowledge, or perform experiment estate locations on the **LOST** space.
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 clockwise.
4. Consult the storybook by tapping to continue to the next round and resolving any events.

Then, **discard the bottom 2 estate upgrades** on the board. Slide the 2 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

Tap to continue in the storybook before performing any **end of generation tasks**. Then, all players perform these steps (simultaneously):

1. Choose 1 experiment in your hand to keep, and discard all the others to the bottom of the appropriate deck(s).
2. Choose 1 experiment you completed this generation and slide it under your **STORED EXPERIMENTS** tab so that the experiment letter is visible. This counts as a completed experiment of that level and can never be removed or replaced. Discard all the other experiments you completed this generation to the bottom of the appropriate deck(s).
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 the **LOST** space.
6. Reset all **CREEPY** and **INSANITY** markers to 0.
7. Discard *all* resources and money to the supply.

## END OF GENERATION II

At the end of generation II, return all the generation I and II estate upgrade tiles from the board to the box.

Retrieve the generation III estate upgrade tiles, shuffle them, and place them facedown in a stack, then deal 4 new tiles into the spaces on the board.

Flip the insanity track to the reverse side for generation III.

## END OF THE GAME

After 3 generations, the game is over. At the end of the game, tap on the storybook one more time to resolve any final events, then score:

- Score VPs for your **vanity estate upgrade abilities**.
- Score -3 VP for any **maladjustments** you gained at the end of the third generation.
- Score 1 VP for each **estate upgrade** added to your estate.

**The scientist with the most VPs is the winner.**

## ICONS



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  
and take 1 card



Consult  
the app



Any knowledge



Self



Servant



Spouse



Caretaker



Spouse or  
Servant