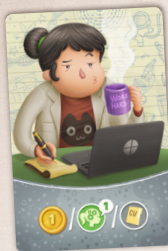
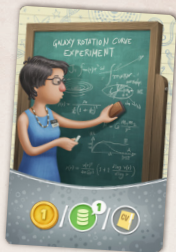


20 STARTING CARDS



16 WORK



4 RESEARCH

16 GRANT CARDS



10 LOCAL GRANTS



4 NATIONAL GRANTS



2 INTERNATIONAL GRANTS

10 PREDOCS



4 POSTDOCS



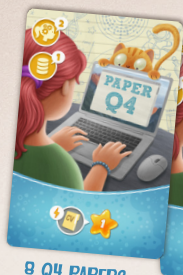
2 SENIORS



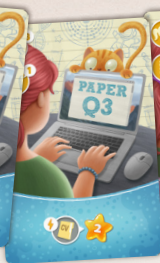
4 LAB EQUIPMENT



26 PAPERS



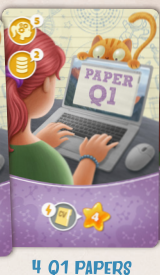
8 Q4 PAPERS



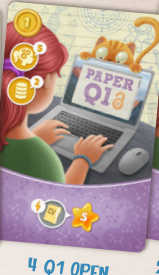
4 Q3 PAPERS



4 Q2 PAPERS



4 Q1 PAPERS



4 Q1 OPEN ACCESS PAPERS



2 TOP PAPERS

5 SITUATIONS



23 SCIENTISTS / INVENTORS



NOBEL RUN

The aim of **Nobel Run** is to manage your own research team and win the Nobel Prize. To do this, you must get funding through grants, hire staff and publish papers in scientific journals. Top scientists and inventors will help you in your quest.

Will you be the first to win the Nobel prize?



2-4



10+



30'

GOAL

The goal of the game is to get **20 or more prestige points** to win the Nobel Prize. You can get prestige points by:

- Publishing scientific papers.
- Getting research grants.
- Hiring staff.
- Being helped by scientists and inventors.



TYPES OF CARDS

The cards are divided into **3 groups**. These groups can be identified by the different patterns and colours at the bottom of the cards.

STARTING
(GREY)



BASIC
(BLUE)



ADVANCED
(PURPLE)



You can consult the icon guide on page 24 to find out more about them.

ANATOMY OF A CARD

1 COST

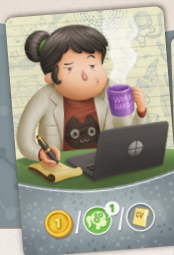
The total cost of the card is placed at the top left and represented by one or more orange icons. You have to pay these resources to get this card.

2 RESOURCES

The different resources that each card provides are shown at the bottom. Each time you use a card, you can choose only one of the resources it provides.

1 INDIVIDUAL CARDS

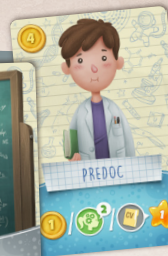
At the start of the game, deal a **deck to each player** consisting of the following 7 cards:



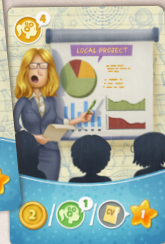
4 WORK



1 RESEARCH



1 PREDOC



1 LOCAL GRANT

2 POOL

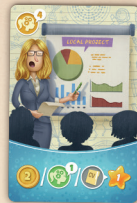
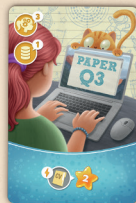
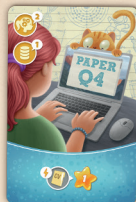
2A Shuffle all the **basic cards (blue at the bottom)** to form a deck. Draw 5 cards from this deck and place them face up on the table to create the pool. Place the deck of basic cards face up next to the pool (showing all players the next card that will go into the pool).

2B Repeat the same process with the **advanced cards (purple at the bottom)**, placing the 5 cards face up in a row and the deck of cards below the basic cards.

CARD POOL

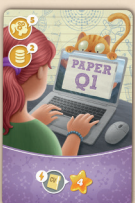
BASIC CARDS DECK

2A



ADVANCED CARDS DECK

2B



STARTING PLAYER

The player who read a scientific article more recently will play first. Then, the game will continue clockwise.



GAME AREAS

During the game, you have 4 areas to manage and play your cards:

CURRICULUM VITAE where you publish the cards and turn them into prestige points.

PLAY AREA where you show the cards from your hand and use their resources.

YOUR DECK where you draw the cards to use during your turn.

YOUR DISCARD PILE where you put the cards face up once you have played them.



CURRICULUM
VITAE



PLAY AREA



YOUR
DISCARD
PILE



YOUR
DECK

STARTING HAND

At the beginning of the game, shuffle your **individual deck** (consisting of 7 cards) and place it face down on the table next to your play area. Then, **draw 5 cards**.

This could be your **hand** for the first round:

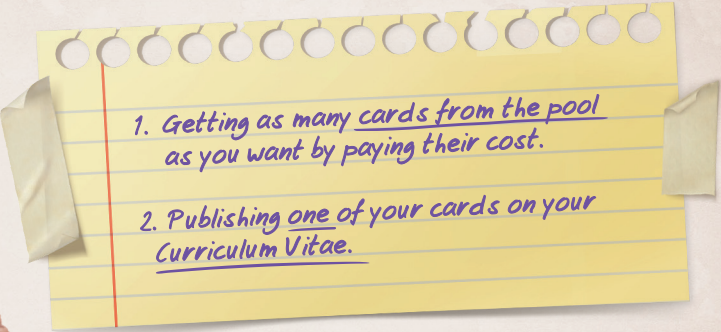


At the bottom of each card, you can find the different **resources** the card provides. However, you can only choose one of these.

For example, if you use the research card (A) you can choose between getting 1 unit of **money** 💰, or 1 unit of **data** 📊, or putting it towards your **Curriculum Vitae** 📄 area and not getting anything. If you use the predoc card (B), you can choose between getting 1 unit of **money** 💰, or 2 units of **effort** 🧠, or taking it to your **Curriculum Vitae** area and earning 1 **prestige** ⭐ point.

WHAT CAN YOU DO ON YOUR TURN?

On your turn, you can use as many of your cards as you want to perform the following actions:

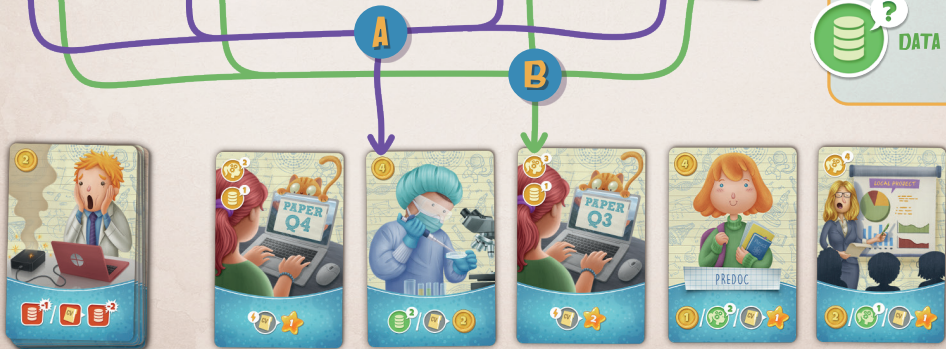
- 
1. Getting as many cards from the pool as you want by paying their cost.
 2. Publishing one of your cards on your Curriculum Vitae.

1. GET NEW CARDS FROM THE POOL

Use your cards' resources to get one or more cards from the pool. The cost of each card is indicated in the upper left corner.

A For example, with these cards illustrated below you could use the 4 units of money 💰 from 3 work cards and 1 research card to get the laboratory equipment card.

B You could also use the 3 work cards illustrated below and 1 research card to use 3 units of effort 🧠 and 1 unit of data 🗄️ to get the Q3 paper card.



During your turn, you can get **several cards from the pool** if your cards have enough resources to pay their cost.

For example, if you have a lab equipment card that gives you 2 units of data (📄) and you have other cards that give you 5 or more units of effort (🧑‍🔬), you can use these cards to get both a Q4 paper (🧑‍🔬 🧑‍🔬 📄) and a Q3 paper (🧑‍🔬 🧑‍🔬 🧑‍🔬 📄) in the same turn.



DID YOU KNOW...? Scientific journals are usually divided into quartiles according to their prestige: Q1 is the first and most prestigious quartile and Q4 is the fourth, least prestigious quartile.

Both used cards and newly drawn cards go to your own **discard pile**. **Exception:** if the card obtained is a **paper (Q4, Q3, Q2, Q1, Q1 Open Access, or Top)**, it goes to your **Curriculum Vitae** immediately ⚡ and provides you its **prestige** ★ points (if you have 20 points or more, this it will be the last round of play, as will be explained later).

DID YOU KNOW...? Papers published in Open Access journals are widely read because they are free to access. However, you have to pay the publisher to make these papers open access.



Every time you get a card from the pool, you must **replenish** it from the **corresponding deck** (the deck of basic cards, if you get a basic card; or the deck of advanced cards, if you get an advanced card), so that there are always **5 basic cards and 5 advanced cards** in the pool.

Important: if you want to get the card that sits on top of the deck of basic or advanced cards, you must discard **one of your cards before** using the necessary cards to get the card on the top of the deck. You can do this **multiple times** during your turn.

HAND FOR THIS TURN

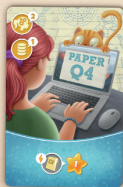


In this example, you want to get the card that is at the top of the basic card deck (Backup data loss). To do this, you can use any of your cards to unlock the card on top of the deck. Then, you can get it with 2 work cards (all these cards - the 2 work cards, the card you got from the pool, and the card you used to unlock it - go to your discard pile).

BASIC CARDS DECK



CARD POOL



2. PUBLISH A CARD ON YOUR CURRICULUM VITAE

In addition to getting cards from the pool, you can **publish** on your **Curriculum Vitae one** of the cards in your hand per turn. This will allow you to get the resources indicated by the **publish icon**:

PUBLISH ICON

PRESTIGE **EXTRA RESOURCES**

- Prestige Points will be counted at the end of the game to decide who wins the Nobel Prize.
- Extra resources: you can use them during this turn to get more powerful cards.

Unlike discarded cards, published cards **cannot be used** in the game again (except to count the prestige points they provided).

For example, this card provides you with:

3 units of money 💰 each time you use it before placing it in your **discard pile**.

4 units of effort 🌱 if you publish it on your **Curriculum Vitae** 📄 to get cards from the pool. After this, you cannot play this card again.



END OF TURN

Your turn ends when you no longer want (or can) get cards from the pool. At this moment, you can discard as many cards as you want to your discard pile. You can also keep cards from your hand for the next round.

Next, draw as many cards from your deck as you need to have a total of 5 cards for your next turn.

If your own deck runs out of cards, **shuffle your discard pile** to form your new deck (place it face down on the table). This means that in future rounds you will be able to use the cards that you got from the pool in previous turns.

At this point, **your turn ends** and the player on your **left** can begin their turn.

NEGATIVE RESOURCE CARDS

Some cards provide **negative** resources. They are intended to be played from your hand against your opponent **in their turn** to ruin their attempts to get cards from the pool. To do this, tell your opponent if you want to use:




A) Normal effect.


B) Publication effect.


AFFECT
CURRICULUM



NEGATIVE
RESOURCES




A If you choose to use the **normal effect**, your opponent will have to discard one or more of their cards to make up the same resources (or more) than those indicated by the negative resource card. If your opponent does not have enough resources amongst their cards to counter the negative resource card, they must discard all the cards providing that resource (effort , money  or data .

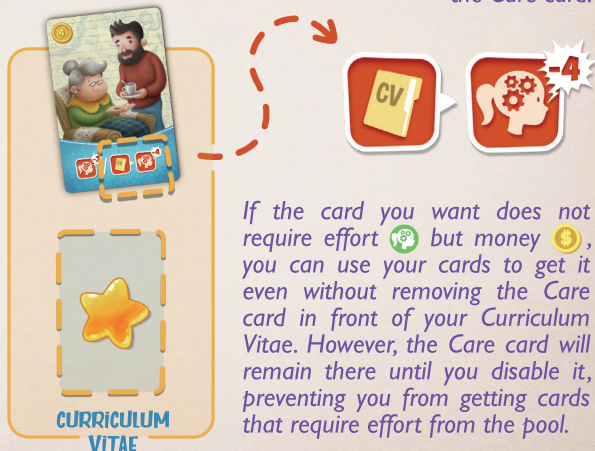
B If you choose to use the **publication effect**  (which is more powerful than the normal effect), you have to place the negative resource card in front of your opponent's Curriculum Vitae. Once you have done this, your opponent will not be able to get cards from the pool that require the type of resource indicated by the negative resource until they discard the cards needed to provide the same (or more) resources as those indicated by the negative resource card. Once your opponent manages to disable the negative resource card, they must publish it on their Curriculum Vitae but it cannot be used against anyone else in this game.



A For example, if you use the **normal effect** of the Care card, your opponent will have to discard one or more of their cards to provide **2 units of effort** .



Once used, put the Care card in your discard pile and the cards your opponent used to disable it in their discard pile.

B Another example: Your opponent places the Care card in front of your **Curriculum Vitae** and says that they want to use its **publication effect**  to affect your Curriculum Vitae. Before you can get any of the cards from the pool **that require effort** , you must use one or more of your cards to obtain **4 units of effort**  to disable the Care card.



If the card you want does not require effort  but money , you can use your cards to get it even without removing the Care card in front of your Curriculum Vitae. However, the Care card will remain there until you disable it, preventing you from getting cards that require effort from the pool.

If one of your cards provides **negative prestige points** and you use its publication effect, you can place it on the Curriculum Vitae of whichever opponent you choose **at any time**. Those negative prestige points will reduce that player's total prestige points.

For example, if a player publishes the Jocelyn Bell Burnell card in your Curriculum Vitae, you will have 4 prestige points deducted from your total score.

SPECIAL CARDS



SALLY KRISTEN RIDE

When you discard this card you must draw **2 cards** from your individual deck. This means you will have an extra card in this turn.

DONNA STRICKLAND

When you discard this card, you can **randomly choose** a card from one of the other players' hand to discard. This means that player will have to play with one less card in their next turn.



END OF THE GAME

The game is over at the end of the round in which a player gets **20 or more prestige points on their Curriculum Vitae**. When this happens, the players continue playing until everyone has had their turn in the final round.

The player with the **most prestige points** at the end wins.

Important: *The player who initially got the 20 prestige points may not win.*



¿DID YOU KNOW...? “Ex aequo” is a Latin expression that means “equally placed.” It is used when two or more participants in a competition are equal.

In the event of a tie, the Nobel Prize will be awarded **ex aequo** to **all players** who achieved the **highest score**. That is, if in the last round there are two players with 22 points and one player with 21 points, the two players with 22 points win.



GOAL

The goal in solo mode is to defeat **Peio**, an evil mad doctor, by getting more prestige points ★ than him.

SETUP

Draw 2 research cards and 8 work cards to form your **starting individual deck**.

Follow these steps to prepare the **pool deck**:

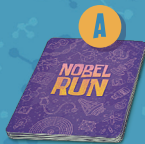


2 RESEARCH



8 WORK

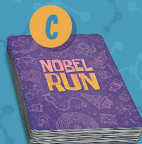
1 Remove **Margaret Eloise Knight** and **Elizabeth Magie** cards from the basic cards deck. Split **basic** cards from **advanced** cards and prepare the following piles. **Shuffle** each one **separately**.



15 BASIC
5 ADVANCED



5 BASIC
15 ADVANCED



REST OF BASIC
AND ADVANCED

2 Place pile **B** at the **bottom**, the pile **C** in the **center**, and pile **A** above:



Place the pool deck face down on the table, draw **10 cards** from the pool deck and place them on the table in 2 rows to form the pool:



WHAT CAN YOU DO ON YOUR TURN?

On your turn, you can do the same actions as in competitive mode:

1. Getting as many cards from the pool as you want by paying their cost.
2. Publishing one of your cards on your Curriculum Vitae.

Once you finish your turn, **Peio** the mad doctor will take the **paper** card that gives the **least prestige points** among those remaining in the pool.

For example, if there is a Q3 and a Q1 left, **Peio** will take the Q3.

if there are no **papers** at the end of your turn, **Peio** will not get any points this turn.


Finally, decide which **5 cards will remain** in the pool for the next turn and **move the rest** from the pool to the game box (these cards will **no** longer be **available** during this game).

Draw **5 cards from the pool** deck and start a new turn with **10 cards** in the pool (the 5 you decided to keep and the 5 you drew).

SITUATIONS

Situation cards (On the shoulders of giants, Care, Backup data loss, Leaking pipeline and Imposter syndrome) are **events** in solo mode.

When you reveal any of these cards from the pool deck, you suffer or benefit from their **normal effect immediately** and they do **not count** as a card for the pool. That is, you have to **draw 1 more card** to have **10 available** cards at the beginning of the turn.

For example, if you draw the **Care** card preparing the pool, during this turn you will have to **spend 2 effort units**  to counter the effect of the Care card before being able to get cards that require effort from the pool.



Important: Some scientist cards have negative effects. However, these cards do not work as events. You can decide whether to get them or not.

You can use cards that provide negative prestige points to reduce **Peio's** score publishing them on his Curriculum Vitae.

END OF THE GAME

After **16 rounds**, the pool deck will be **exhausted** and the solo game ends.

At this moment, you have to **compare** your **prestige points** ★ on your **Curriculum Vitae** with the prestige points of the mad doctor **Peio**:

If you've got **more prestige points** than **Peio**, you **win** the game!

If you've got **less prestige points** than **Peio**, you **lost** the game!



CREDITS

Game Concept: Lorena Fernández.

Game Mechanics: Pablo Garaizar.

Art & Graphic Design: Íñigo Maestro.

Editor: Santi Santisteban.

Rulebook Reviewer: Julia Iriarte, Álex Garcigregor.

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Avda. Los Almendros 40, 28522 Madrid, España.

tranjisgames.com     @tranjisgames



EFFORT: Amount of effort generated by a card, which is then used to get other cards from the pool.



COST OF EFFORT: Amount of effort needed to get a card from the pool.



NEGATIVE EFFORT: Amount of effort that your opponent must pay to disable a negative effort card.



EXTRA CARDS: When you discard this card, you draw 2 additional cards from your deck for that turn.



NEGATIVE CARD: When you discard this card, you force your opponent to discard one of the cards from their hand chosen randomly by you.



MONEY RESOURCE: In the upper left corner, it indicates the money needed to get that card from the pool. In the lower skirt, it indicates the money provided by this card when using it. If it has a negative value, it indicates the amount of money that your opponent must pay to disable it.



DATA: Amount of data generated by a card, which is then used to get other cards from the pool.



DATA COST: Amount of data needed to get a card from the pool.



NEGATIVE DATA: Amount of data that your opponent must pay to disable a negative data card.



PUBLISH: Move a card from your hand to your Curriculum Vitae to get the indicated prestige / resources. When you acquire the card from the reserve, if the icon has a lightning symbol ⚡ it is published immediately on your Curriculum Vitae, providing its prestige points.



AFFECT CURRICULUM: The card is placed in front of your opponent's Curriculum Vitae and the negative effects indicated by the icon are applied.



PRESTIGE: Prestige points are accumulated by each player through their Curriculum Vitae. They allow you to win the Nobel Prize. Negative prestige points placed on your Curriculum Vitae by your opponents are subtracted from your total prestige points.