

ON YOUR TURN



BRIGHT IDEA USES:

- Substitutes as a Stated Idea.
 - Add 2 activations to a location.
 - +/- 1 to Inkpot movement.*
- *Can never be reduced to 0 or less.*

Choose one action:



State Ideas (Pg 12-14)

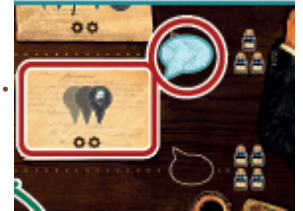
1. Place 1 (or 2) Ideas on an empty space of the meeting board, pointing the speech bubble "tail" at an action.

Note: You cannot take an action you already have an Idea pointing to.

2. Take the action the speech bubble tail is pointing to 1 (or 2) times.
3. Move your Inkpot the number of spaces indicated on the row where you put your Idea.
4. Activate the tiles on the row (or column) that your Inkpot stopped on, in any order.

*Note: If you land on the  space, **instead** take the bonus above your reputation marker, and any action in the zone below Fraud's reputation marker (or from any zone to the left).*

5. Remove any Bright Ideas that were placed this turn.



Recall Ideas (Pg 19)

1. Count the different spaces where you have Ideas and gain that much Coffee.
2. Take your Ideas back to your supply.
3. On the Vienna board, at the location of Freud or your Professor:
 - a) Claim a Location bonus using a token from that District, OR
 - b) Claim a District bonus:
 - i. Count your Location tags that match the district color.
 - ii. Place a player-color insight and the topmost token from this District on a space that is equal to or less than the counted tags.
 - iii. Trigger the effects of the space you are covering.



Treat Clients (Pg 20) *Note: Each Client can only be treated once per turn.*

1. Pay the insights shown on the top-most dream card of a Client.
2. Gain the rewards listed to the right of the arrow. ►
3. Move the marker on that Client's Therapy track, one space to the left for each Therapy point the dream produced.
 - If this causes the Therapy marker to land on or pass the  space, remove the Client's grief layer* and collect the rewards shown on it.

**This allows you to use a Client's Location tags and abilities.*

 - If this causes the Therapy marker to reach 0, the Client is cured, gaining you the points shown on the Client.
 - Any excess Therapy points produced convert to Heart-Shaped Boxes.
4. Discard the dream card.

END OF TURN

Optional: Use Heart-Shaped Boxes to treat Clients.

Note: Can be used on any turn, even after Treating Clients.

Mandatory: Draft new Clients if you have room.

SETUP

	2 Players	3 Players	4 Players
	12	15	18
	12	15	18

Second player	Third player	Fourth player

3-Player Blocking



2-Player Blocking

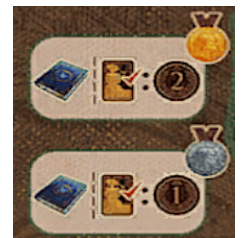


FINAL SCORING

1. Reputation Track:

- Score VP shown on the Reputation Track space.
- The player who has the highest reputation gets 2VP per cured Client and treatise they have.
- The player who has the second highest reputation gets 1VP per cured Client and treatise they have.

Note: Ties are broken in favor of the player on the bottom of a stack.



2. Player-Color Insights in different Districts

- Score 4/10/18 VP if you have player-colored insights in 1/2/3 districts of different colors.



3. Completed Notebook Tile Row

- Score 1/5/16 VP if you have completely filled in 1/2/3 of your rows with tiles.



4. Different Location Tags

- Score 0/1/3/6/10/15 VP for having 1/2/3/4/5/6 different Location tags in play, on Treatises, newspapers, Clients, and Location Goals.



5. Case-Study Clients without Grief Layers

- Check all your Case-Study Clients that no longer have their grief layers, and score them as shown on each card.

Note: Case-Study Clients indicate the maximum amount of VP they can score.



6. Heart-Shaped Boxes

- Convert any remaining Heart-Shaped Boxes into 2VP each.

Note: You may convert insight groups of 1 Major, 1 Median, and 1 Minor insight into Heart-Shaped Boxes at any point.

7. Coffee and Bright Ideas

- Convert any remaining Coffee into Bright Ideas at the usual 3:1.
- Score 1 VP for each remaining Bright Idea.

If there is a tie, the tied player with the highest Reputation level wins.