













































Matthew's Effect

When you play this card, announce 1 type of resource. All other scientists must give you all their resource cards of that type.











Sabbatical

Place 2 new Experiments as if
you had just conducted them.







Year of Budget Increase

Take any 2 resources from the funding agency. Add them to your hand. They can be 2 of the same resource or 2 different resources.







Year of Budget Increase

Take any 2 resources from the funding agency. Add them to your hand. They can be 2 of the same resource or 2 different resources.







Year of Budget Increase

Take any 2 resources from the funding agency. Add them to your hand. They can be 2 of the same resource or 2 different resources.







Research Costs

Experiment	0 Victory Points	
Paper	1 VP	
Book	2 VP	
Career Development Cards	? VP	

o A book replaces an existing paper
 o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.



1920-1921: The "New Era" of research...
 1922-1923: The "New Era" of research...
 1924-1925: The "New Era" of research...
 1926-1927: The "New Era" of research...
 1928-1929: The "New Era" of research...
 1930-1931: The "New Era" of research...
 1932-1933: The "New Era" of research...
 1934-1935: The "New Era" of research...
 1936-1937: The "New Era" of research...
 1938-1939: The "New Era" of research...
 1940-1941: The "New Era" of research...
 1942-1943: The "New Era" of research...
 1944-1945: The "New Era" of research...
 1946-1947: The "New Era" of research...
 1948-1949: The "New Era" of research...
 1950-1951: The "New Era" of research...
 1952-1953: The "New Era" of research...
 1954-1955: The "New Era" of research...
 1956-1957: The "New Era" of research...
 1958-1959: The "New Era" of research...
 1960-1961: The "New Era" of research...
 1962-1963: The "New Era" of research...
 1964-1965: The "New Era" of research...
 1966-1967: The "New Era" of research...
 1968-1969: The "New Era" of research...
 1970-1971: The "New Era" of research...
 1972-1973: The "New Era" of research...
 1974-1975: The "New Era" of research...
 1976-1977: The "New Era" of research...
 1978-1979: The "New Era" of research...
 1980-1981: The "New Era" of research...
 1982-1983: The "New Era" of research...
 1984-1985: The "New Era" of research...
 1986-1987: The "New Era" of research...
 1988-1989: The "New Era" of research...
 1990-1991: The "New Era" of research...
 1992-1993: The "New Era" of research...
 1994-1995: The "New Era" of research...
 1996-1997: The "New Era" of research...
 1998-1999: The "New Era" of research...
 2000-2001: The "New Era" of research...
 2002-2003: The "New Era" of research...
 2004-2005: The "New Era" of research...
 2006-2007: The "New Era" of research...
 2008-2009: The "New Era" of research...
 2010-2011: The "New Era" of research...
 2012-2013: The "New Era" of research...
 2014-2015: The "New Era" of research...
 2016-2017: The "New Era" of research...
 2018-2019: The "New Era" of research...
 2020-2021: The "New Era" of research...
 2022-2023: The "New Era" of research...
 2024-2025: The "New Era" of research...





Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.





Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.





Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.



Research Costs

Experiment

0 Victory Points



Paper

1 VP



Book

2 VP



Career Development

Cards ? VP



o A book replaces an existing paper
o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.

Research Costs

Experiment

0 Victory Points



Paper

1 VP



Book

2 VP



Career Development

Cards ? VP



o A book replaces an existing paper
o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.

Research Costs

Experiment

0 Victory Points



Paper

1 VP



Book

2 VP



Career Development

Cards ? VP



o A book replaces an existing paper
o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.

Research Costs

Experiment

0 Victory Points



Paper

1 VP



Book

2 VP



Career Development

Cards ? VP



o A book replaces an existing paper
o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.

Research Costs

Experiment

0 Victory Points



Paper

1 VP



Book

2 VP



Career Development

Cards ? VP



o A book replaces an existing paper
o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.

Research Costs

Experiment

0 Victory Points



Paper

1 VP



Book

2 VP



Career Development

Cards ? VP



o A book replaces an existing paper
o Usually, you only play 1 Career Development Card per turn, and you cannot play a Development Card on the turn it's built.



Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.

Mentor

Move the robber. Steal 1 resource card from the owner of an adjacent paper or book.

Funding Overhead

Any players with Grants must return 1 Grant to the funding agency.



Parental Leave

(You must play this card immediately.)
Congratulations on having a child! All other players will now vote on whether or not to grant you parental leave.
*If granted parental leave, you will sit out the next turn but may continue to accumulate resources.
*If not granted parental leave, you are not allowed to accumulate resources until your next turn which will occur as scheduled. You must also return all your Time resources to the funding agency.



Prejudiced Chair

(You must play this card immediately.)
Your work is undervalued compared to your colleagues'.
Lose one Victory Point.



Introductory Course Overload

Assign or pressure another player into teaching the department's massively over-enrolled introductory lecture course. That player must give up to you 1 of their Time resources. If that player has any Grad Students, they may instead assign the labor to 1 Grad Student, but must then give up that Grad Student to the funding agency.



