

A decorative border surrounds the central text, composed of various blue icons representing science and technology, including satellites, microscopes, DNA helices, lightbulbs, and molecular structures.

# NEFARIOUS

The Mad Scientist Game





2–6 players



13 years and above



20–40 minutes

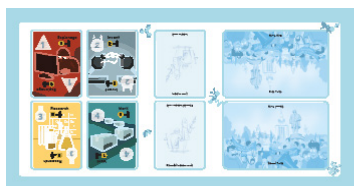
## Introduction

They say that people with IQs over 180 are mentally unstable. Hahahahaha! Pathetic envious fools! After all, they don't know what it means to be a mad scientist — what it means to have their own secret laboratory and to sometimes wake up in the morning hoping to take over the world! Or for that matter, how boring life can be without here and there coming up with a new odd invention or two.

And now the good news. You are not alone. There are other mad scientists who also want to take over the world. Now, your scientific duty is to work around them. Are you ready to play the most destructive game in the history of mankind?

## In the box:

- The board, which has zones for Spies, places for Twist cards, and a spot for the Invention deck and discard pile.
- 30 Spy figures in 6 colors (a set of 5 for each player).
- 36 Twist cards.
- 64 Invention cards (the cards players have in their hands).
- 24 Action cards with 6 colors of card back (a set of 4 for each player).
- 90 coin chits (12 worth \$10, 24 worth \$5, and 54 worth \$1).
- And these rules which you now hold in your hands.



## Setup

At the beginning of the game you've already gone mad. But you still have money and your loyal spies – and of course, some pretty unusual ideas.

1. Put the board in the middle of the table.
2. Shuffle the Invention deck and put it on the board face down.
3. Shuffle the Twist deck and draw 2 of the Twists. Put them on the board face up; they will be in effect during this game. Put the remaining Twist cards into the box (there's no need for them for the rest of this game).

Read the Twists before you move on from the setup: there are some that change the starting amount of money and number of Invention cards.

4. Give a set of 4 Action cards to each player ("Espionage," "Invent," "Research" and "Work").
5. Give each player 5 Spies of the same color; they start in that player's reserve (they aren't on the board yet).
6. Time to finance your plans! Give \$10 to each player; put the rest of the money near the board.
7. Now give each player 3 Invention cards face down (players may look at their own, but should not show them to each other).

The amount of money each player has is public information. Don't hide your stack of money so that it's difficult for other players to count.

Don't show your Invention cards to other players. Still, all the players are free to know how many of them you have.

## Twist cards

**Twists** are special changes to the rules of the game. They make each game unique.

For example, if suddenly  $\pi = 3.31337$ , then a lot of things will change.

The changes may relate to any rules — the starting amount of cards and money, the things that Actions and Inventions do, and even the conditions for winning.

Read the two Twists which modify the rules at the beginning of the game, and make sure you understand them.

If the Twists do something at the same time, follow the rules in the order you turned over the cards at the start.



## The Game

Players in Nefarious act simultaneously.

1. Each player chooses an Action card and places it face-down in front of them.

You can perform only one Action per turn, unless otherwise permitted by Twists.

2. Then each player must turn their card face-up together with the other players.

3. Now players collect income from Spies. Each Spy earns you \$1 each time an adjacent player (only the players directly to your left and right) chooses the Action that Spy is on.

For example, if two of your Spies are on the “Work” zone on the board, and Bill, the player on your right, played Work this turn, then you would receive  $\$1 \times 2 = \$2$ . If both of your neighbors, Bill and Sam, played Work, then you would receive \$2 for each of them,  $\$2 + \$2 = \$4$ .



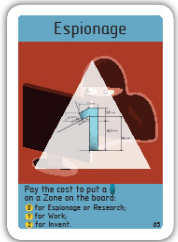
When playing with two players, your opponent is to the left and right of you at the same time. Simply put, you receive double income.

4. Once income is collected, each player performs their Actions chosen at the beginning of the turn, in numerical order: first Espionage, then Invent, then Research, then Work.

## I. Espionage

**Espionage** is one of the main activities of some scientists. If you chose an “Espionage” card, then on this turn you put one of your Spies on one of the four zones on the board (“Espionage,” “Invent,” “Research,” or “Work”), and pay the cost (free for the “Research” and “Espionage” areas, \$1 for the “Work” area and \$2 for “Invent”).

If all five of your Spies are already on the board, playing Espionage won’t let you place a Spy. Espionage never lets you move a Spy, only place one from your reserve. You can’t place a Spy with Espionage unless you can afford to pay for it.



## II. Invent

Hooray! This is exactly what we’re playing for. Those who chose the “Invent” Action at the beginning of the turn now place one of their Inventions on the playing field face down.

Then, they all turn them face up simultaneously and pay the cost of their Invention to the bank. Then resolve the effects of these Inventions. A card’s effect is applied only once: when you play the Invention. Thereafter the card is of no use except to remind you of the number of points it’s worth.

If someone doesn’t have enough money to pay for an Invention, nothing happens. The card itself returns to the player’s hand (see “How to play the Invention cards”).

If multiple players simultaneously play an Invention card, you first apply the effects that affect you with your card, and then, clockwise, all of the effects of the other players that affect you. The order will be different for each player.

Players place their played Inventions right in front them, face-up.



III. Research

There can be no inventing without preliminary research! If you chose this Action, draw an Invention card from the deck and receive \$2.

If the Invention deck is empty, shuffle the discarded Inventions to refresh the Invention deck and then draw a card from it.

IV. Work

True scientists might even work, e.g. consult with some boring factory or teach stupid students. If you chose to Work, then you receive \$4.

Scoring

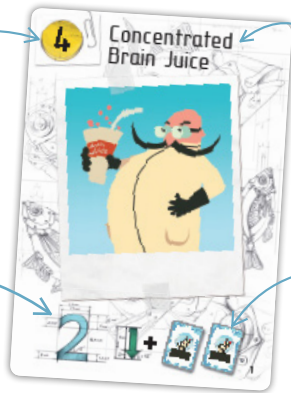
At the end of each turn, check the players' scores. Usually your score is just the total points of the Inventions you played, but some Twists can change that (they refer to VP, for Victory Points). A player who has 20 points or more at the end of a turn, and more points than each other player, wins.

If multiple players have 20 points or more and their scores are equal, the game continues until one player has more points than any other. This may be a player other than one of the ones that previously tied.

How to play the Invention cards

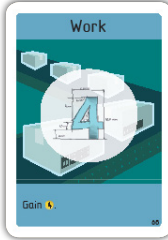
**The cost of the prototype**  
This is the amount you must pay for the Invention.


**Score**  
The number of points this Invention is worth. This is the degree to which your Invention has threatened the world into submission.




**The Invention's title**  
Remember, it's unworthy of a true scientist to add words like "Monstrous," "Incredible," "Fantastic," and "Deadly" to the Invention's title.

**The Invention's effect**  
How the world will change thanks to your Invention. The effect occurs immediately after you pay the cost of the Invention.







The effect occurs for all of the players, except you.




This effect will only affect you.




Draw an Invention card from the Invention deck.




Discard an Invention card to the discard pile from your hand, face-up, if possible.




Receive the indicated amount of \$ from the bank.



Give the bank the indicated amount of \$; \$ doesn't go below \$0.



Put one of your reserved Spies on any of the four zones on the board (without paying for it).




Remove one of your Spies from the board and place it in your reserve, if possible.


The effects of the Inventions occur in the same order in which they are written on the cards. If a card says, "Draw a card" and then below this says, "Discard a card," then you must first draw a card from the Invention deck, and then discard a card from your hand.

If you can't resolve the Invention's effect completely, you must perform as much as you can. For example, if it is written that you must discard two cards from your hand but you have only one — then you should discard the one card you have. If you need to put a Spy on the field but you have already placed all five, then you do nothing.


Some effects have a "/" symbol. The slash means "per;" it means that the effect of the card depends on the number you have of what is specified after the slash.



You get something for each Invention card in your hand.



You get something for each of your Spies placed on the board.



You get something for each Invention you have in play (including the Invention just played).

## Special cards



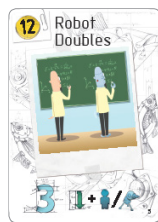
- Draw an Invention card from the deck per Invention you have in play (including this card), and then discard the same number of cards.



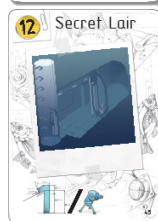
- Get \$1 for each Invention card you have in play (including this card).



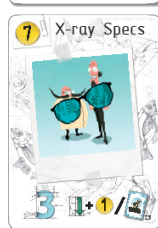
- Get \$3 for each Invention card in your hand, and then discard all of the cards from your hand.



- Place one Spy from your reserve onto the board for each Invention you have in play (including this card).



- Worth 1 point for each Invention you have in play (including this card). This goes up in value for Inventions played after it.



- Get \$1 for each card in your hand.

**Well, now you're ready! Come on, tousle up your hair and start playing!**

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