DR. SCIENCE

2-4 Players / Ages 10+ / 30 min

CONTENTS

88 x Science Cards
20 Physics, 20 Chemistry,
20 Math, 20 Biology, 8 Wild

4 x Researcher Cards
Albert Einstein, Marie Curie,
Elbert Cox, Rosalind Franklin

24 x Validation Cards
Score for adding 2/3/4 cards to
a valid hypothesis

4 x Specialty Cards
Indicates trump suit for Physics,
Chemistry, Math, Biology

GAME OBJECTIVE

You are a renowned PhD in a specialized field of science.
Win tricks and validate your hypothesis to earn ★.

The scientist with the most prestige (★) wins!

GAME SETUP

Prepare Validation Cards

1. Remove **Validation cards** based on player count and return them to the box.

Remove the "4" cards for 2/3 players.

Remove the "3/4" cards for 2 players.

2. Create **three face-up stacks** of Validation cards for adding ▯, ▯▯, or ▯▯▯ cards to your tableau.
3. Sort each stack from **highest to lowest** ☆, with the top card having the most ☆.

Assign Researcher and Specialty

1. Each player selects a **Researcher card**, which also determines their personal trump suit for the game.
2. Place each player's matching **Specialty card** face up near their play area as a reminder of their trump suit.
3. Return unused cards to the game box.

Prepare the Science Deck

1. Use **22 cards per player**: one copy of each value (1–5) in all four suits, plus **2 Wilds per player**. For example, in a 3-player game, use 66 cards (3 of each value 1–5 in each suit and 6 Wilds). Return unused cards to the box. A 4-player game uses all the cards.
2. Each player takes in hand their **Researcher card**.
3. Shuffle the deck and **deal 11 cards** to each player to add to their hand.
4. The remaining cards form a face down **draw pile**. Reveal the top **two cards** to form the draw display.

The player who most recently read a research paper is the first lead. If unsure, choose randomly.

YOU'RE READY TO PLAY!

Example: *3-Player Setup*

GAME OVERVIEW: PhD

Play proceeds clockwise, beginning with the lead. On your turn, follow the **PhD** sequence:

1. PLAY ⇨ **2. HYPOTHESIZE** ⇨ **3. DRAW**

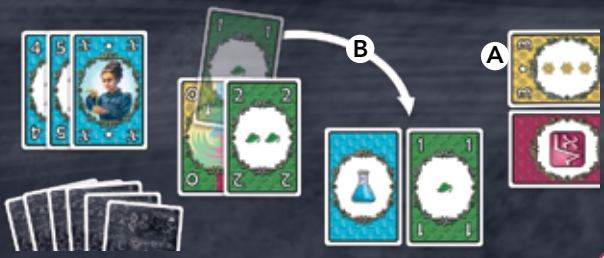
After all players have taken a turn, the trick winner collects the cards face down into their score pile and becomes the new lead.

Continue until the draw pile and display are empty. Each player then takes one final turn, and the game ends.

1. PLAY TO THE TRICK

On your turn, **play one card to the trick from your hand or tableau** — *you do not need to follow suit*. If you are the lead, start the trick (which is currently empty) by playing any one card. In a trick, 3-, 4-, 5-value cards and Researcher cards are each worth 1 ☆.

Example: *Elbert is the lead, and begins the trick by playing* ***3-Physics*** Ⓐ*. Marie doesn't have to follow suit, so she plays* ***1-Biology*** *from her hypothesis (tableau)* Ⓑ.



Trump Cards

In Dr. Science, the **trump suit can change each trick** depending on what is played. Your Specialty card reminds everyone of your personal trump suit.

- When a trick begins, no trump is active. When you play a card in your trump suit to a trick, **trump is now active in your suit**.
- **Only one trump suit may be active per trick.** If an opponent has already activated their trump suit, you may still play a card in your own trump suit, but your trump *does not* activate.
- Once trump is active, **all cards in the trick** matching the active trump suit — whether played before or after activation — are considered trump cards.

Example: *Rosalind leads with* ***2-Biology*** Ⓐ *. Since Biology is her Specialty suit, Biology becomes the active trump for this trick. Albert follows with* ***4-Biology*** Ⓑ *. Marie, whose Specialty is Chemistry, plays* ***1-Chemistry*** Ⓒ *. Because Biology is already active, her trump suit does not activate. Albert wins the trick with the highest-value trump card.*

Wild "0" Cards

- **Wilds** have a value of 0. When played to a trick, **you must declare its suit.**
- If no trump is currently active and you declare your Specialty suit, **playing a Wild activates your trump**.

Researcher Cards

- A **Researcher** is always your Specialty suit. When played to a trick, **you must declare its value (0-6).**

Winning the Trick

- **The trick is won by the highest-value card in the lead suit.** If there is a tie in value and suit, the first played card wins.
- **Trump cards beat all non-trump cards, regardless of suit or value.** If multiple trump cards are played, the highest-value trump wins. If tied, the first played trump wins.

After all players have taken a turn, the winner collects all cards from the trick and places them face down in their score pile.

Example: *Albert leads with* ***3-Math*** **A**. *Elbert decides to play a* ***Wild*** **B**. *Since Math is his specialty, he declares the Wild as Math, making it the trump suit for the trick. Marie plays* ***4-Physics*** **C**. *Albert wins the trick with the highest trump card.*

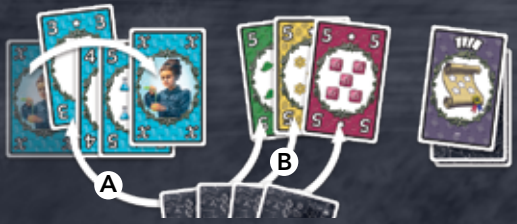
2. HYPOTHESIZE

After playing to the trick, **you may optionally add 1–4 cards** from your hand to your tableau, building, extending, or rearranging sets and runs. All cards must be face up and part of a valid set or run.

If you add only 1 card, you do not score. If you add 2–4 cards, take the **top matching Validation card** and place it face down in your score pile. If no matching Validation card is available, you do not score.

Example: *Your hypothesis (tableau) is empty. You* ***add*** *your* ***Researcher***, ***4-Chemistry***, *and* ***5-Chemistry*** *from your hand to form a valid run. Since you added 3 cards, you take the top Validation card from the 3-card stack (3 ★).*

Example: *You move your* ***Researcher*** *and* ***add*** **3-Chemistry** *to form a valid Chemistry run* Ⓐ*, then* ***add*** ***5-Biology***, ***5-Physics***, *and* ***5-Math*** *to form a valid set* Ⓑ*. Since you added 4 cards, you take the top Validation card from the 4-card stack (5 ★).*



A Valid Hypothesis

- A valid **Set** is 3 or 4 cards of the *same* number in *different* suits.
- A valid **Run** is 3 or more cards of *consecutive* numbers in the *same* suit.
- **Wilds** may be any suit, but are always value 0.
- **Wilds** can be part of a set of 3 or 4 Wilds or the first card in a run in any suit (followed by 1,2, etc).
- **Researcher** cards may be any value (0-6) in their suit as part of a set or run.

You can re-arrange cards in your tableau at any time to form new sets and runs. If you move a **Wild**, you may change its suit. If you move your **Researcher**, you can change its value.

Example: *This valid hypothesis has a complete* ***Run*** *of sequential Chemistry cards and a full* ***Set*** *of 3-value cards. A hypothesis may contain any number of sets and runs.*

Example: *You move a* ***Wild****,* ***add*** *another* ***Wild*** Ⓐ*, and* ***add*** *your* ***Researcher*** *to form a valid set of 0s* Ⓑ*. Since you added 2 cards, take the top Validation card from the 2-card stack (2 ★).*

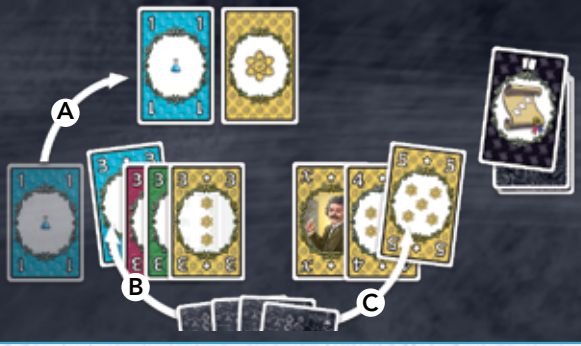
Maintaining a Valid Hypothesis

You're only required to have a valid hypothesis when adding cards to your tableau. That means after adding 1–4 cards, all cards in your tableau must be part of a valid set or run — *no loose cards allowed!*

Playing cards from your tableau to a trick may break your sets or runs, leaving your hypothesis invalid for one or more turns — and that's okay. Just remember: the next time you add cards, your tableau must be valid again.

Example: *After playing to tricks, your hypothesis is invalid. The* ***1-Chemistry***, ***Researcher***, *and* ***4-Physics*** *are loose cards. You need to play these to tricks, or add cards from your hand.*

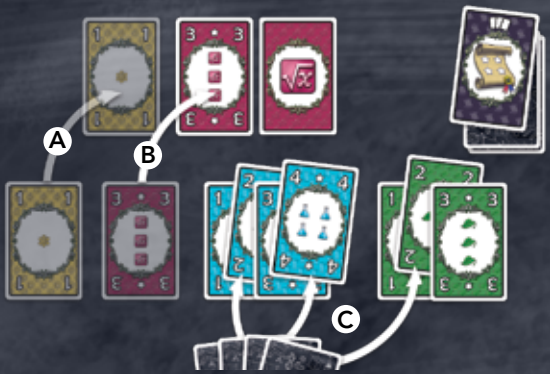
Example: *You play* ***1-Chemistry*** *from your hypothesis (tableau) to the trick* **A**. *You* ***add 3-Chemistry*** **B** *to complete a 4-card set, and* ***add 5-Physics*** *to a Physics run* **C**. *Since you added 2 cards, take the top Validation card from the 2-card stack (3 ★).*



Hypothesis Strategy Tips

- **Play cards from your tableau to tricks to free up space and set up future scoring.** Sometimes it's worth sacrificing a ☆ card to an opponent if it helps you earn a higher-value Validation card later.
- **Think ahead as you play to tricks and draw new cards.** It may take more than one turn to make your hypothesis (tableau) valid again.
- **Don't play your Researcher to a trick too early.** Since you can change the value, it is very flexible in your tableau.
- It may be wise to **add a single ☆ card to your tableau.** Although it won't score right away, it will score at the end of the game if it remains in your tableau.

Example: *You play **1-Physics** to a trick from your tableau and choose not to Hypothesize* Ⓐ *. On a later turn, you play **3-Math** to a trick from your tableau* Ⓑ*, then **add 2-Chemistry**, **4-Chemistry**, and **2-Biology** to your tableau to form a Chemistry run and a Biology run* Ⓒ*. Since you added 3 cards, you take the top Validation card from the 3-card stack (4 ★).*



3. DRAW A CARD

Draw **one card** from the display (then refill it) or the top of the draw pile. You should have **12 total cards** between your hand and tableau after drawing.

When both the draw pile *and* display are empty, each player takes one final turn without drawing.

END OF GAME

After everyone finishes their last turn, and the trick is collected by the winner, each player scores as follows:

1. **Discard any remaining cards in your hand** — they do not score.
2. **Move all cards from your tableau into your score pile,** even if they are not part of valid sets or runs.
3. **Score 1 ☆ for each 3-, 4-, 5-value card and Researcher card in your score pile.** Cards with a value of 1 or 2, and all Wilds, do not score.
4. **Add the ☆ values of Validation cards** in your score pile.

The player with the highest total ☆ wins!

If there's a tie, the tied player with the most ☆ from Validation cards wins. Still tied? The player with the most cards in their score pile wins.

VARIANTS

For 4-players, sit across from a partner. At the end of the game, combine your scores. The team with the highest total wins.

For a longer tournament, play multiple games to a target score (75 ★ for individuals or 200 ★ for partners), rotating the starting player to the left each game.

DESIGN AND DEVELOPMENT

Design: A. B. West
Illustrations: Chris Beatrice
Graphic Design: Luke Beatrice

Play Testers

Greg Beilach, Brian Current, Adam & Krista Dalton, Joey Dudrow, Matt Free, Ross Grinvalds, Megan & Drew Hensley, Caleb Hobson, Karl Mayer, Ben Patterson, Ashley Pettit, Angie & Vinny Romano, Paul Romer, Dave Schnake, Katy Settle, Drew Sorensen, Ellen West, Sue & Galen Woodhouse