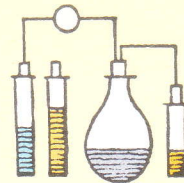# GENIUS!

A SCIENTIFIC DISCOVERY GAME FOR 2-6 PLAYERS

In this game, players take the part of scientists who are all attempting to produce the Unified Field Theory. This is the theory that combines the four fundamental forces of nature: gravitation, electromagnetism, and the strong and weak nuclear fields. To win the game, you must be the first to have a Published Paper in each of the four categories.

INSTRUCTIONS

Begin by cutting out the playing pieces, tokens and cards. Slot the playing pieces onto their bases so that they stand up (see above). The cards are shuffled and placed face down beside the board. All other tokens are kept face up. Each player receives one Goal token for each track and decides which track to move along first. Find 2 dice.

RULES

Decide who will go first by rolling the dice. The person with the highest roll goes first, then play passes to the next person clockwise. You can start on any white square. You move by rolling the dice and going that distance along the track. If you have no Theory tokens for the track you are on, roll one dice; if you already have a Theory token for this track roll 2 dice. You can start out around a track in either direction; but once you have chosen which direction to take, you cannot turn to face the opposite way — except by landing on a white space (see below). Your player counter shows in which direction you are currently moving on a track.

To change tracks you must land precisely on a white space. The following turn, you can move off along either of the intersecting tracks in either direction. (Note that this also allows you to turn round on your current track, if you feel this will help you acquire a Theory token.)

The object of moving on a track is to collect Theory tokens of the corresponding colour. These are obtained as follows. When you first move on to a track, put down a Goal token on the first space where you land. The Goal token's arrow should point in the direction you are moving. When you get back to this Goal token again — either by landing on it or by overshooting it — you remove it from the board and collect a Theory token. The Goal token's arrow must be pointing in the direction of your move for you to convert it in this way. If you want to go round the same track again, collect the Theory token, then place the Goal token where you have just landed. Otherwise, continue until you reach a white square to change track.
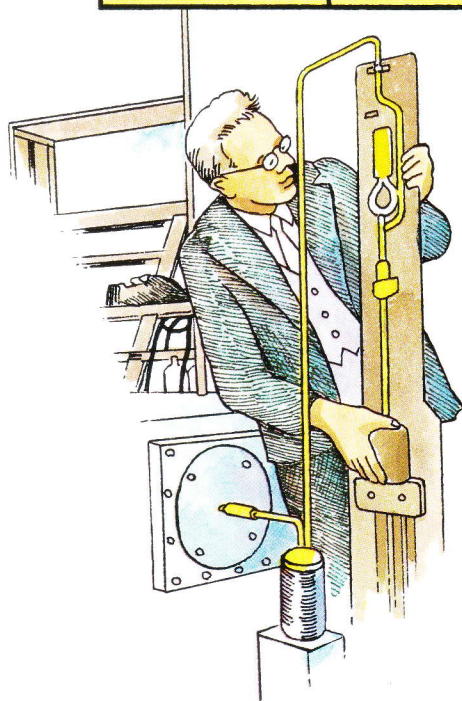
Keep Theory tokens face up in front of you. When you have two of the same colour, you can hand them in and acquire the appropriate Published Paper in the same colour. Alternatively, if another player already has a Published Paper of this sort, you can try to take it away from him/her. However, this attempt is a gamble as you need to roll a dice: if you get a 5 or 6, the other player gives you his/her Published Paper and you discard the Theory tokens; if you roll 1-4, though, you lose the Theory tokens without getting a Published Paper.

Cards are acquired by landing on certain spaces. When told to take a card, you draw from the top of the deck. You keep this until you need to use it. The rules on the card will tell you what you must do. When you discard cards, put them at the bottom of the deck.

The first player to have one Published Paper of each of the four types wins the game.
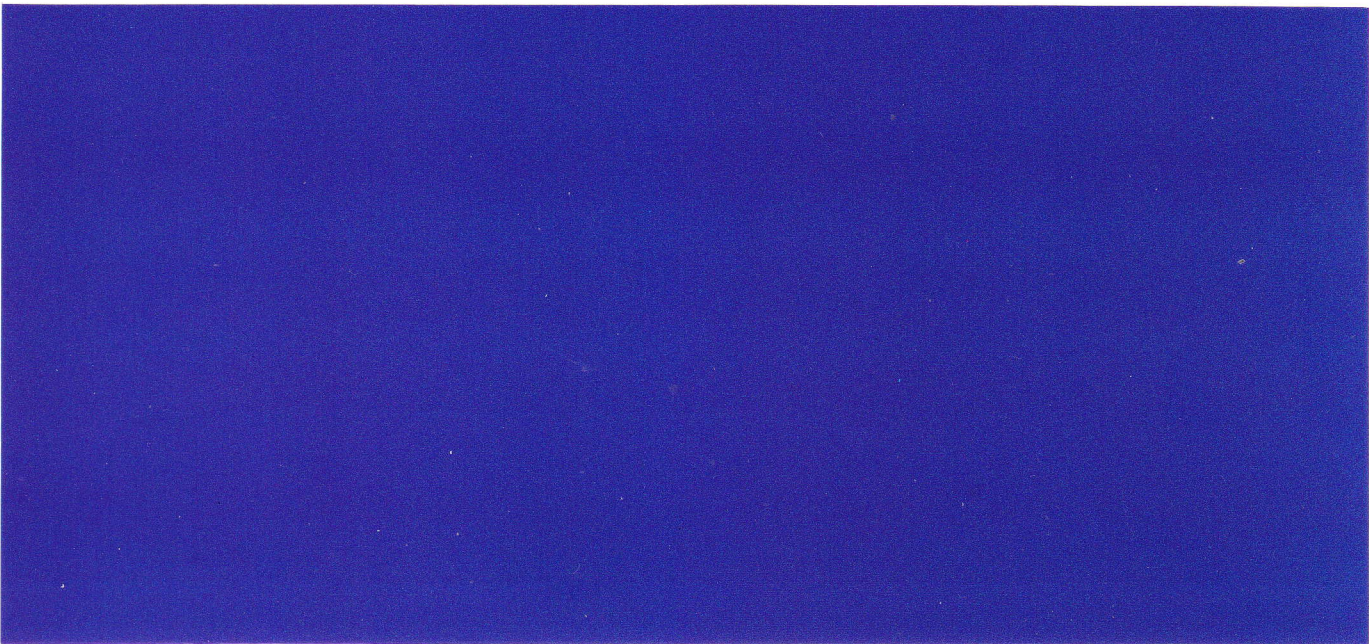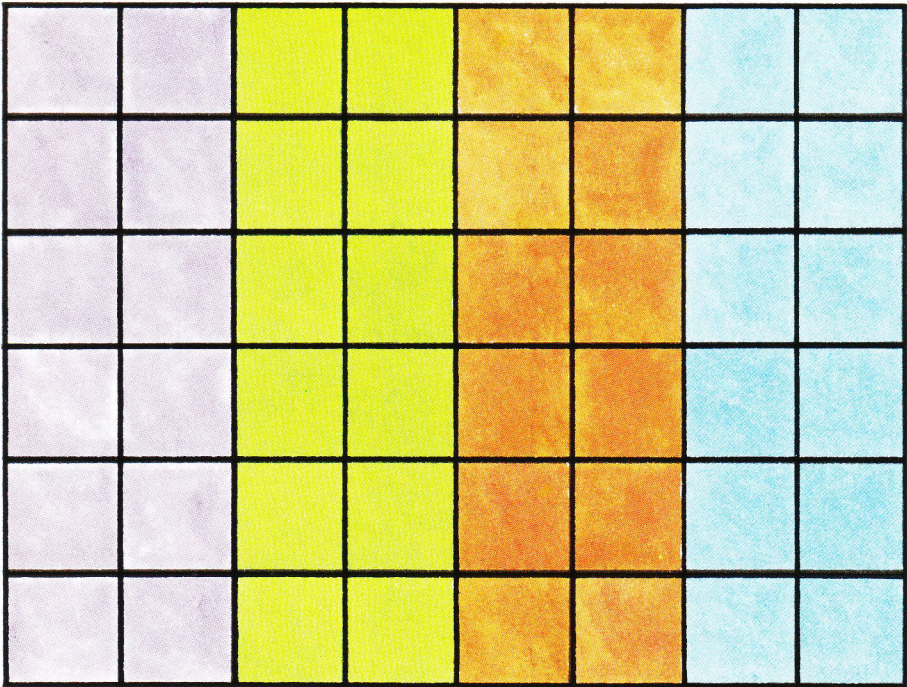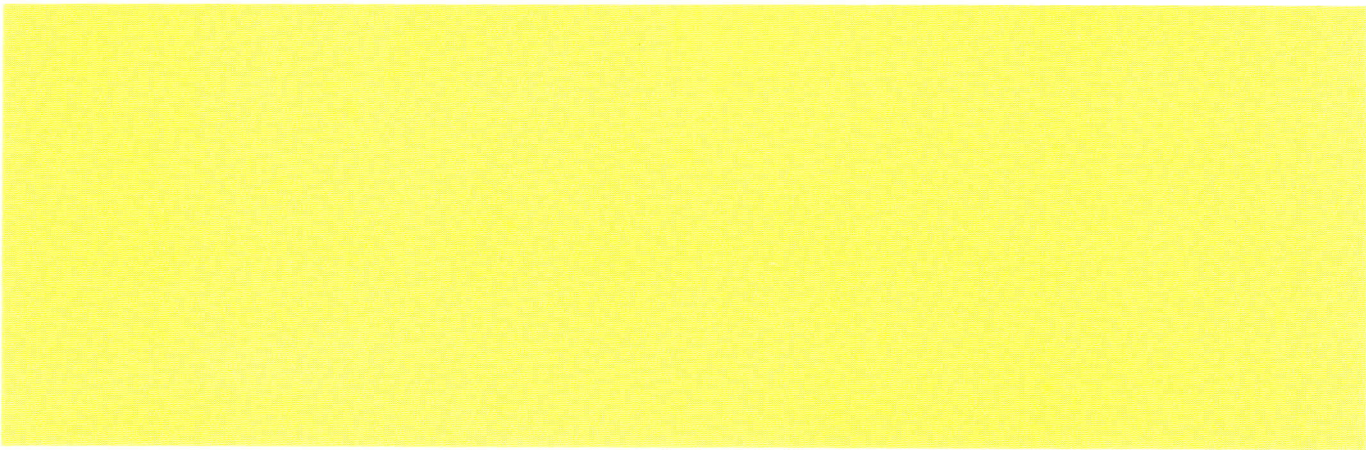
PLAYERS

PROFESSOR ANDERSON	PROFESSOR BASHAM	PROFESSOR CHOMSKY	PROFESSOR DUBOIS	PROFESSOR EICHNER	PROFESSOR FUJIWARA

THEORY TOKENS

PUBLISHED PAPERS

Paper Gravitation	Paper Gravitation	Paper Electromagnetism	Paper Electromagnetism	Paper Strong Nuclear Force	Paper Strong Nuclear Force	Paper Weak Nuclear Force	Paper Weak Nuclear Force
Paper Gravitation	Paper Gravitation	Paper Electromagnetism	Paper Electromagnetism	Paper Strong Nuclear Force	Paper Strong Nuclear Force	Paper Weak Nuclear Force	Paper Weak Nuclear Force
Paper Gravitation	Paper Gravitation	Paper Electromagnetism	Paper Electromagnetism	Paper Strong Nuclear Force	Paper Strong Nuclear Force	Paper Weak Nuclear Force	Paper Weak Nuclear Force

GOAL TOKENS

A →
A →
A →
A →
B →
B →
B →
B →
C →
C →
C →
C →
D →
D →
D →
D →
E →
E →
E →
E →
F →
F →
F →
F →

CARDS

COMPUTER VIRUS	BLIND LUCK	SERENDIPITY
When you land on another player's space, show this card. The player then has to remove all his/her goal tokens from the board. **Discard after use.**	Use this when you want to miss a turn. **Discard after use.**	Immediately acquire a theory token of your choice. **Discard after use.**
SPANNER IN THE WORKS	**PERSONAL MAGNETISM**	**GRAVITATION**
When you land on another player's space, show this card. The player can then move only one space at a time until the next white space is reached. **Discard after use.**	Your charm opens many doors. While on the blue track, add 1 every time your throw the dice. **Do not discard.**	For your distinguished work on gravitation, you are awarded +1 every time you throw the dice while on the orange track. **Do not discard.**
CRITICAL COMMENTS	**MIDNIGHT OIL**	**MISTAKEN IDENTITY**
Use this when you land on a space occupied by a player who has a Published Paper. Take away his Paper but leave him with one theory token. **Discard after use.**	You can use this card to have another turn or to have a turn when you land on a 'miss a turn' space. **Discard after use.**	You can inflict this on another player at any time. S/he then misses a turn while s/he is mistaken for a pop star and mobbed. **Discard after use.**
UNDERHAND TACTICS	**NIFTY FOOTWORK**	**FORETHOUGHT**
When trying to take away another player's Published Paper, this card gives you a bonus of 2 to the dice roll. **Discard after use.**	You can use this card to jump on to any space on another track. **Discard after use.**	This card allows you to advance directly to the next white space on your track. **Discard after use.**
ACE UP THE SLEEVE	**CONFERENCE**	**ABSENT-MINDEDNESS**
This card can be used to negate the effect of any other card used against you. **Discard after use.**	Use this card to summon all the other players to your space for a conference. **Discard after use.**	You can use this any time to force all players, including yourself, to remove one goal token from the board. **Discard after use.**