

Dirk Khemeyer's

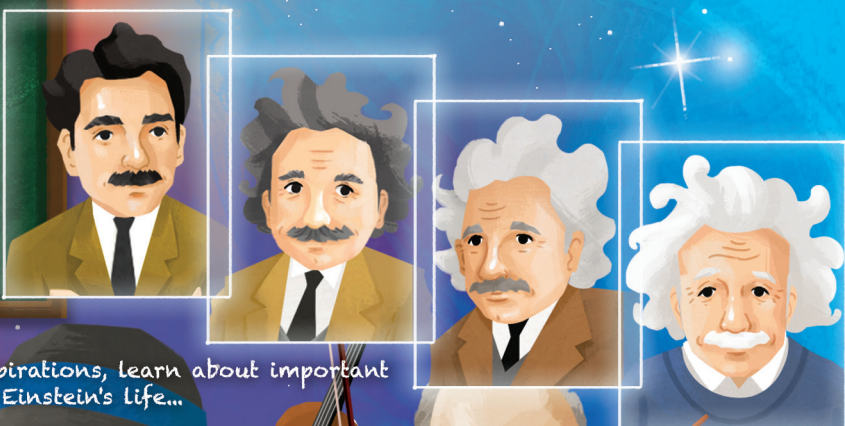
EINSTEIN

HIS AMAZING LIFE AND INCOMPARABLE SCIENCE



Rulebook

Welcome to Einstein, a game for 2-4 players where each person gets to play as Dr. Albert Einstein during one phase of his career.



You'll have Inspirations, learn about important moments from Einstein's life...



...and use Ideas in different fields of science to bring those Inspirations to fruition.



TABLE OF CONTENTS

Setup	3
Turn Overview	4-5
Inspirations	6
Major Theories	7
Game End	8
Scoring	9

2

COMPONENTS

- 96 Idea Tiles
- 40 Inspiration Cards
- 10 Major Theory Cards
- 4 Einstein Cards
- 30 Prestige Tokens
- 1 Rulebook

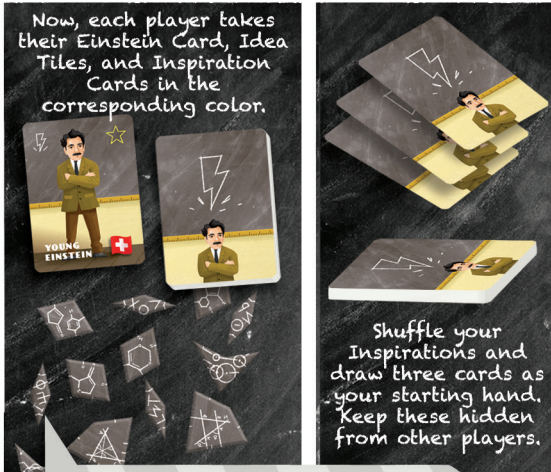
Setup

To set up, each player selects an Einstein to play.



Then, sit around the table in order from youngest to oldest Einstein: Young, Prime, Globetrotting, and Wise. The cards also are numbered in this order for convenience. This is how we balanced the game to make it fair for all of the different Einsteins!

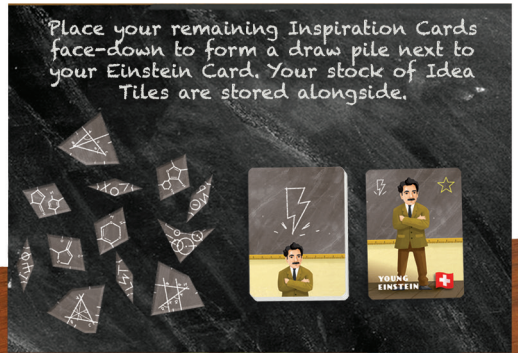
Now, each player takes their Einstein Card, Idea Tiles, and Inspiration Cards in the corresponding color.



Shuffle your Inspirations and draw three cards as your starting hand. Keep these hidden from other players.

Each of the four Einsteins has six Idea Tiles from each field of science: Physics, Mathematics, Philosophy, and Chemistry (24 total), and 10 Inspiration Cards.

Place your remaining Inspiration Cards face-down to form a draw pile next to your Einstein Card. Your stock of Idea Tiles are stored alongside.



Shuffle the Major Theory Cards to form a face-down draw pile and put them, along with the Prestige Tokens, in a central spot on the table.

There are 10 Major Theory Cards and 30 Prestige Tokens.

Draw three Major Theories and place them face-up next to the draw pile for everyone to see.



That's it! You're all set up and ready to play!

Turn Overview

Together, all of the Einstein's will collaborate to make The Big Idea in the middle of the table.



On your turn play any two of your Idea Tiles from your stock into The Big Idea in the middle of the table.

At the start of the game, the table is empty, but the first player - the youngest Einstein - plays two of their Ideas connected together to get The Big Idea started.



The sides of Idea Tiles have either one line on the edge or two. Matching lines indicate a correct match.

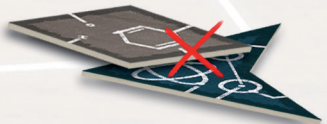


There are only two restrictions on placing Idea Tiles:



1. At least one of the sides must correctly match the side of an Idea already on the table....

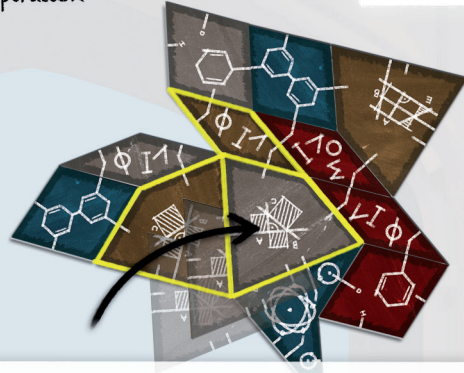
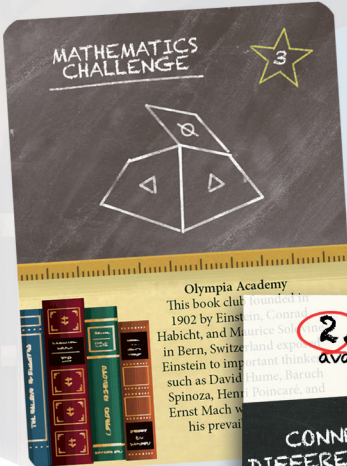
...as long as at least one side is a correct match, it is perfectly fine if another side of your Idea is touching, but not correctly matching, other Idea edges.



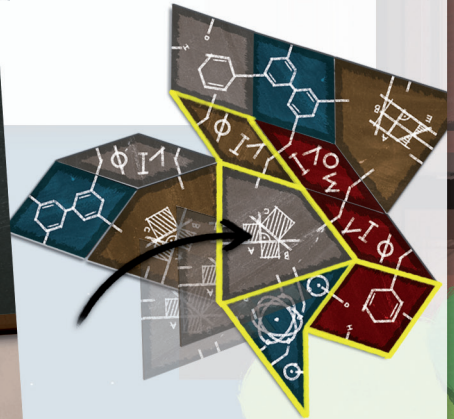
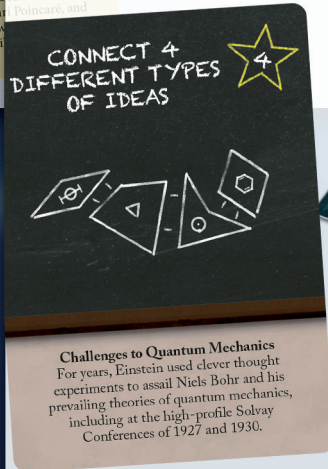
2. The Idea must lay flat on the table. That means the sides must be the same length, connect completely from edge-to-edge, and the Idea you place can't overlap another Idea.

You play Idea Tiles to gain prestige in one of three ways:

1. Completing a shape on an Inspiration Card in your hand.



2. Completing the requirements for a Major Theory Card available on the table.



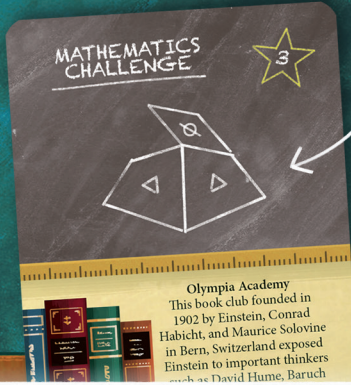
3. Earning Prestige Tokens when opponents use one or more of your Ideas to complete an Inspiration Card themselves.



5

Inspirations

Let's look at how you complete shapes on Inspiration Cards to score prestige.

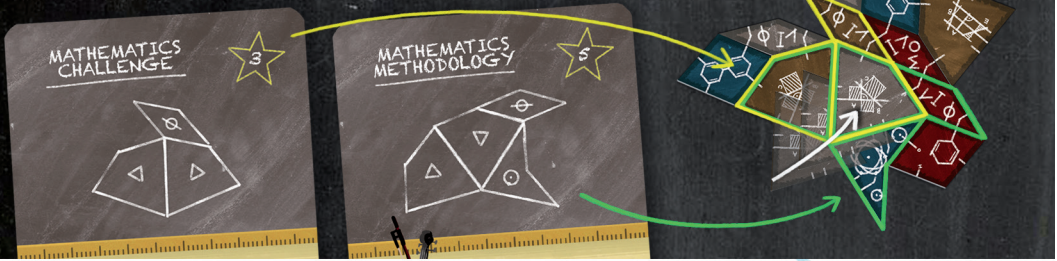


Olympia Academy
This book club founded in 1902 by Einstein, Conrad Habicht, and Maurice Solovine in Bern, Switzerland exposed Einstein to important thinkers such as David Hume, Baruch

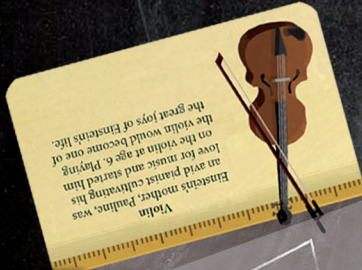
To receive prestige for completing an Inspiration Card, on your turn you must place the final Idea Tile that finishes the shape shown.

To complete one of your Inspiration Cards, you must play the final piece that completes the required shape.

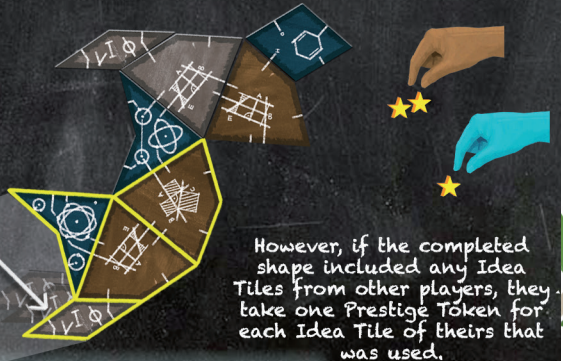
You may complete more than one Inspiration Card when placing an Idea—and your completed shapes may also contain Idea Tiles from other players.



Shapes must be completed exactly as they appear on Inspiration Cards.



The card itself indicates how much prestige you receive at the end of the game, so do not take any Prestige Tokens.



However, if the completed shape included any Idea Tiles from other players, they take one Prestige Token for each Idea Tile of theirs that was used.



In trying to complete your Inspirations be thoughtful about where you play your Idea Tiles: you can earn prestige on others' turns or even spoil a shape that they are trying to make!

6

Place completed Inspiration Cards face-up in front of you.

Major Theories

Next, let's learn about how to complete the Major Theories.

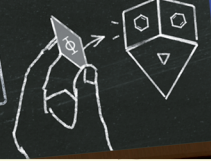
CONNECT 4
DIFFERENT TYPES
OF IDEAS



COMPLETE 2
INSPIRATIONS ON
YOUR TURN



COMPLETE AN
INSPIRATION WITH
JUST 1 OF YOUR
OWN IDEAS



Major Theory cards look a little similar to Inspiration Cards but, while Inspirations always just show a shape, Major Theories instead have different unique requirements which must be met to complete each card.

CONNECT 4
DIFFERENT TYPES
OF IDEAS



These cards have examples of shapes to help players understand how to complete the requirements, but none of these shapes need to be matched exactly to score a Major Theory.



Major Theories are completed when you play an Idea that creates a new state in The Big Idea that meets the requirements on the Major Theory Card. You can only complete a Major Theory if you play an Idea that immediately satisfies the requirements on the card.

Challenges to Quantum Mechanics

For years, Einstein used clever thought experiments to assail Niels Bohr and his prevailing theories of quantum mechanics, including at the high-profile Solvay Conferences of 1927 and 1930.



As with Inspirations, each Major Theory Card indicates its own prestige reward, and you put your completed Major Theories in the same pile as your completed Inspirations.



However, unlike Inspiration Cards, opponents do not collect Prestige Tokens when you complete a Major Theory.

Turn & Game End

Your turn is over after you place your two Idea Tiles. As applicable:

Draw your hand back to three Inspiration cards.



Replenish the available Major Theory cards to three.

Then the next player begins their turn.



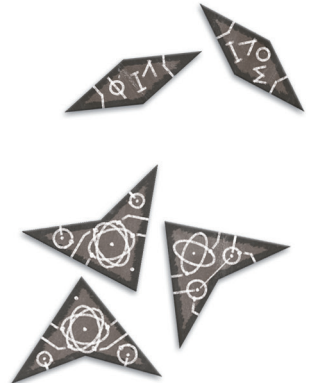
The end game trigger occurs when any of the following things occur:



1. A player draws their last face-down Inspiration Card into their hand.



2. A player draws and reveals the last face-down Major Theory Card.



3. A player, upon placing an Idea Tile, only has two types of Idea Tiles remaining in their stock.

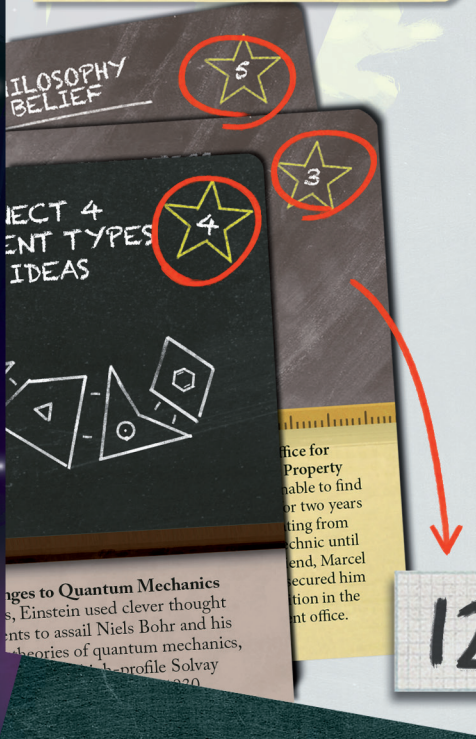
In games of Einstein, each player always takes the same number of turns. So, unless the end game trigger occurred as a result of the oldest Einstein's turn, keep taking turns until the oldest Einstein is complete.

Scoring

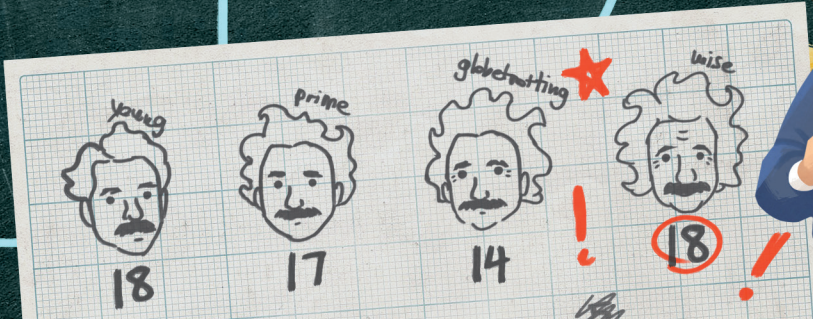
When the game is over, to determine the winner, each player adds together:

The value of the Inspiration Cards and Major Theories they completed...

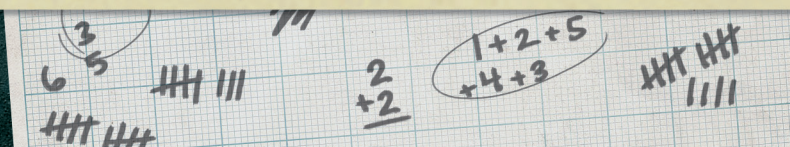
...along with the number of Prestige Tokens they earned.



$$12 + 6$$



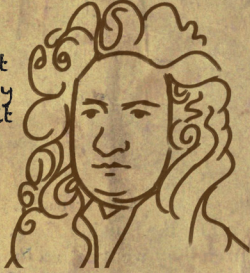
The winner is the player with the most points. In the case of a tie the oldest Einstein wins!



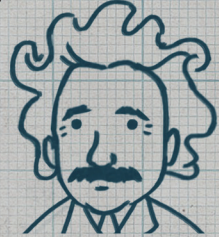
About Einstein's Ideas

Newtonian mechanics were treated as a given in the field of physics for over 200 years. Viewing the great Sir Isaac Newton's theories as assumed truths, while helpful to many scientific advances, also prevented able scientists from realizing that his second law of motion was incorrect. Dr. Albert Einstein's ability to arrive at his theory of relativity required

questioning Newtonian mechanics, something that was enabled by his fiery spirit that was both rebellious and idealistic.



But being a rebel was not enough. Genius was required, too, although even that on its own doesn't fully explain Einstein's accomplishments. In Einstein, I've chosen to showcase two aspects of his science that enabled him to change our understanding of the world forever:



First is that he was a visual problem solver, thinking through science and theories spatially. That is the reason that Einstein is about making shapes and connections in a visual way. It is an important way in which the great Einstein himself thought through problems, and thus is how we want you to think and experience when playing the game.



Index

Correct Match	4, 6
Einstein Cards	3
Game End	8
Idea Tiles/The Big Idea	3, 4, 5, 6, 7, 8
Inspiration Cards	3, 5, 6, 8, 9
Major Theory Cards	3, 5, 7, 8, 9
Prestige Tokens	3, 5, 6, 7, 9
Setup	3
Scoring	5, 6, 7, 9

Credits

Dirk Khemeyer - Creator
Mackenzie Cameron - Lead Developer
Heiko Günther - Art Director
Kwanchai Moriya - Illustrator
Marcus Muller, JR Honeycutt, & Robert Seater - Additional Development
Zihui (Rae) Wu - Additional Art

Special thanks to everyone who playtested our game, including:

Alex King, Alex Runde, Andrew, Anthony Higareda, Bob, Brett L Goodnow, Brian, Brian J Kendl, Brian Norris, Brian Nygaard, Chad Boyer, Charlie Morgan, Chris, Chris Aylott, Dan Gunther, Daniel Zimmerman, Deric Waite, Doug Badzik, Drew Scott, Dustin Golding, Ertan Ersan, Fr. Ryan M. Lozano, Francis Bergeron, Frank Wolf, Hannah, Heidi Haack, Holly, Jack Sampson, Jacob Dvorak, James "Stoney" Potter, Jason Elliott, Jeremy Wilhm, John Baker, Kaitlin Moore, Kayla Corr, Keith Instone, Keith Pishnery, Ken Chaney, Kevin, Kris Drummond, Linus, Matthew S Sanders, Mau, Megan Fauci, Peter Kageyama, Pierre-Paul Girardi, Richard, Ryan Eways, Ryan Freeberg, Sergio, Stacy Read, Team R Lohmeyer, TJ Jackson, Travis Lemky