



STEM

EPIC HEROES

RULES OF PLAY

* Rules are not final and subject to change *

GAME SETUP

THE DECKS

Discovery Deck (GREEN):

This deck contains Discovery Cards separated by S.T.E.M. types. These are scored by the players for points.

Hero Deck (BLUE):

This deck contains Hero Cards, Enhancement Cards, and Inspiration Cards. Players draw and play cards from this deck. Both decks are shuffled thoroughly.



THE DEAL

Each player is dealt a starting hand of six cards from the Hero Deck. Players are allowed to discard and redraw their starting hand once before the game begins if desired. Discarded cards are reshuffled into the deck.

The top five Discovery Cards are dealt face up to the middle of the table. This area is called the “Field.” Both decks are placed on either side of the face up Discovery Cards.

The person who can recite the farthest decimal of Pi goes first. Otherwise, flip a coin or just pick someone.

**** 2 PLAYER NOTE:** For a 2-player game, remove the solid color Discovery cards from play. **

GAME OBJECTIVE / VICTORY

The object of the game is to score the face up Discovery Cards from the Field. When a player has scored all 5 steps of the Scientific Method, the round's end is triggered and play continues until it reaches the player who went first. Then all players calculate their points and resolve any hero abilities that directly affect scoring. The player with the highest score wins. If there is a tie, the player with the fewest played cards wins.

DISCOVERY CARDS

Discovery Cards depict the Scientific Method, broken into 5 steps.

Step 1: Observation

Step 2: Hypothesis

Step 3: Experiment

Step 4: Analyze Data

Step 5: Publish Results

These Steps may be scored in any order, but only one of each step may be scored. Only a Hero of a matching Type (i.e. Science, Technology, Engineering, Mathematics) may score a Discovery Card. Discovery Cards are worth the point amount displayed on the card.

Some Discovery cards have split types (i.e. Science/Technology). These cards may be scored by heroes of both listed types. "Wild Step" cards may be used for any step in the Scientific Method, but must be scored by a hero of a matching type. The player must declare what step the Wild Step card will be used for at the time of use and it cannot be changed later.



HERO CARDS

Hero Cards are used to score Discovery Cards. Each Hero has a S.T.E.M. type. They also have a Special Ability that makes them unique. S.T.E.M. types are depicted by color and icon.



SCIENCE



TECHNOLOGY



ENGINEERING



MATHEMATICS



POLYMATH

In order for a hero to be played, there must be a matching Discovery Card face up in the Field.

When a Hero is played, their Special Ability is invoked immediately, unless it directly affects score calculation.

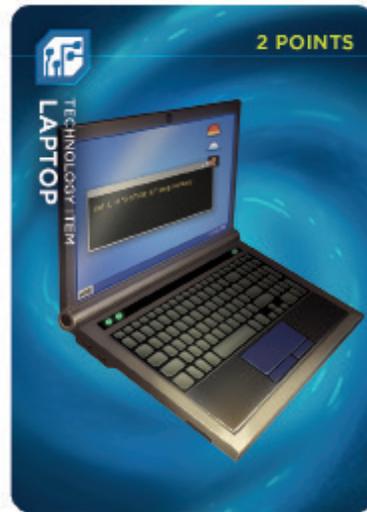
In instances where a Hero's ability affects final score, the ability results will be calculated at the end of the game. (i.e. If a certain item is worth extra points when played with a specific Hero, the item must still be on the Hero at the end of the game).



POLYMATHS are special heroes that may score any discovery and use any enhancements, regardless of type. Think of them as a “wild” hero.

ENHANCEMENT CARDS

Enhancement Cards are broken into two groups: Items and Locations. When a Hero Card has been played to score a Discovery Card, the player has an option to add an Item and a Location to the Hero. These cards increase the point value of that particular Discovery Step.



Enhancement Cards are limited to one item and one location per Hero, unless otherwise stated. Heroes may only use Enhancement Cards that match their type unless otherwise stated. Enhancements are based on the Hero Type, so when scoring a dual type Discovery Card, the Enhancements must match the Hero.

When an enhancement is taken from an opponent, it must be placed on either a Polymath Hero or a Hero of matching S.T.E.M. type, otherwise it is discarded.

Enhancements are played face up below the Hero.

**** NOTE: For a different style of play, try playing enhancement cards face down. ****

INSPIRATION CARDS



Inspiration Cards are very powerful. They may be played at any time (even when it is not the player's turn) and are effective immediately.

PLAYER TURNS

Players begin their turn by taking one of the following ACTIONS.

They may play a Hero to score a new Discovery Card of the same type (i.e. A "Science" Hero can score a "Science" Discovery). The Hero is played in front of the player and the Hero's Special Ability is immediately invoked as written on the card. The player moves the Discovery Card to their side of the table and places the Hero on top. The player then has the option to place any appropriate enhancements below the Hero. They may play up to one Item and one Location at the time the Discovery Step is acquired. Enhancement Cards may only be played on the current Discovery Card being scored. Only one Discovery Card may be scored per player's turn, unless otherwise stated.

Instead of scoring a new Discovery, the player may add one Enhancement to an existing Discovery. Only one card may be played and the amount of enhancements may not exceed one Item and one Location for that particular discovery step.

The player may take no action.

After the player's action is taken, the player replaces the empty spot in the Field with a new Discovery Card. The top card of the Discovery Deck is turned face up and placed in the vacant spot. If the player did not score a NEW Discovery Card from the Field on their turn, they must discard one face up Discovery Card of their choice from the Field and replace it with the top card of the Discovery Deck.

Drawing

The player ends their turn by discarding up to 3 cards from their hand and then drawing until they have 6 cards. A player may not have more than 6 cards at the end of their turn.



(Example End Game State)