Science Professor

Mentor your lab group, collect data, and write papers as quickly as you can to win the game!

Objective

You are a science professor in charge of a lab group. The goal of the game is to conduct research, get data, and publish papers sooner than your opponents. Along the way, you'll recruit students to join your lab group, mentor them so that they get good data, and enhance their talents so that they publish high-quality papers.

Parts list

6 tokens, game board, six card decks with 18 cards each, one die, one scorepad, and these rules.

Setup

Place the board in the middle of the table, with each player's token at the Start position. Shuffle the six decks of cards and place each deck nearby. Each player gets one student sheet.

Students: Each player starts with two students, with their names written on the player's student sheet. Each student starts with one strength: Analytical, Broad Knowledge, Collaborative, Creative, or Hard-Working – you decide which strength each student has. Each of these strengths is helpful for conducting research. During the game students add strengths as described below.

Playing the game

Each player rolls the six-sided die. The player who rolled highest goes first, then play continues clockwise around the table.

When it is your turn, roll the die and move that number of spaces.

Data: As you go around the board, students get data. This represents doing experiments, running computer simulations, reading books, analyzing results, and other tasks needed to ultimately publish a paper. When you get data, add it to the student's sheet using tally marks. If a space is simply marked "+1 data" (or +2 data) then every student in your group gets +1 data (or +2). Students who are Hard-Working have one extra bonus. Whenever your token is on the outer track and lands on a space saying "+1 data" (or "+2 data") that student gets an extra +1 data.

Some of the spaces on the board let you draw a card. Declare which student is drawing a card, and draw a card from a strength deck for one of the strengths that student has (your choice if the student has more than one strength). Cards will often (but not always) give that student data.

Paths: The board has three inner paths. If you satisfy the condition for entering a path, you can do so instead of continuing on the outer path. You don't have to land exactly on the entrance space to enter a path, just follow the path when you come to it. These inner paths are:

- Short course path. No conditions for entering the path. If you follow this path, tell the other players which student is attending the short course. Upon completing the short course, you add either "Analytical" or "Broad Knowledge" as a strength to the specific student who attended the course. No other strengths can be gained from the short course track.
- Seminar path. You can take this path once you have published your first paper. This path allows you to recruit a third student, if you land on the appropriate space. The largest group you can have is three students.
- Conference path. You can take this path if you have three students in your group. This path lets your students earn lots of data, depending on the strengths they have.

Group meeting: These are special spaces: your group gets together to discuss everybody's project. Count up the total number of distinct strengths in your group, and every student in your group gets that much data. For example, if you have two students, Chris with "broad knowledge" and "analytical," and Sam with "broad knowledge" and "hard working," this is three distinct strengths. Both Chris and Sam get +3 data. If a third student joins the group, Marion, with "creative" as a strength, then a group meeting gives +4 data to each of these three students.

Publishing: At the start of any turn, you can move your token to the "Write a paper!" space and start your turn from there. Say which student is trying to publish their paper. As you move toward the "Publication!" space, referees may find flaws in your paper requiring you to cross off some of your data.

Once you pass the "Publication!" space, your paper is published if you have at least 10 data remaining for that student. The amount of data you have left at this point determines the profile of your paper:

- If you have 10-19 data left, you have published a low profile paper.
- If you have 20-29 data left, you have published a medium profile paper.
- If you have 30 or more data left, you have published a high profile paper.

Congratulations getting your paper published! That student's data are then reset to zero – excess data makes your published paper that much better, it doesn't count toward the next paper. If you reach the "Publication!" space with fewer than 10 data, your paper is rejected. You keep the data remaining and can continue getting additional data until you're ready to try again.

The student successfully publishing a paper gains one new strength of your choice (Analytical, Broad Knowledge, etc.) <u>as long as another student in the group already has that strength</u> (and otherwise does not gain a new strength).

Since you can move to the "Write a paper!" space at the start of any turn, you can publish several papers in a row if you have several students who all have enough data to write papers. This requires going through the Publish track one time per student.

Publishing a paper also means you can draw one wisdom card.

Wisdom cards: You get these cards when you publish a paper or occasionally at other times in the game. Save these cards until you need them. Once you use a card, the card is returned to the deck. These cards typically let you move a specific number of spaces (2, 3, 4, 5, or 6) instead of rolling the die. This can be helpful if you are trying to land on a specific space, such as a space letting you add a new student to your lab group. Other wisdom cards have other benefits. **NOTE:** There is no legal way to use wisdom cards to get to the space saying "referees love it!" – you can only get to this space if you start at "Write a paper!" and roll a 1.

Winning the game

You win the game if you are the first player who publishes at least one high profile paper, at least one medium (or high) profile paper, and at least five papers total. If you wish, you can set different winning conditions at the start of the game.

Legal

Find Out More

For more information about this game, see www.physics.emory.edu/~weeks/game/