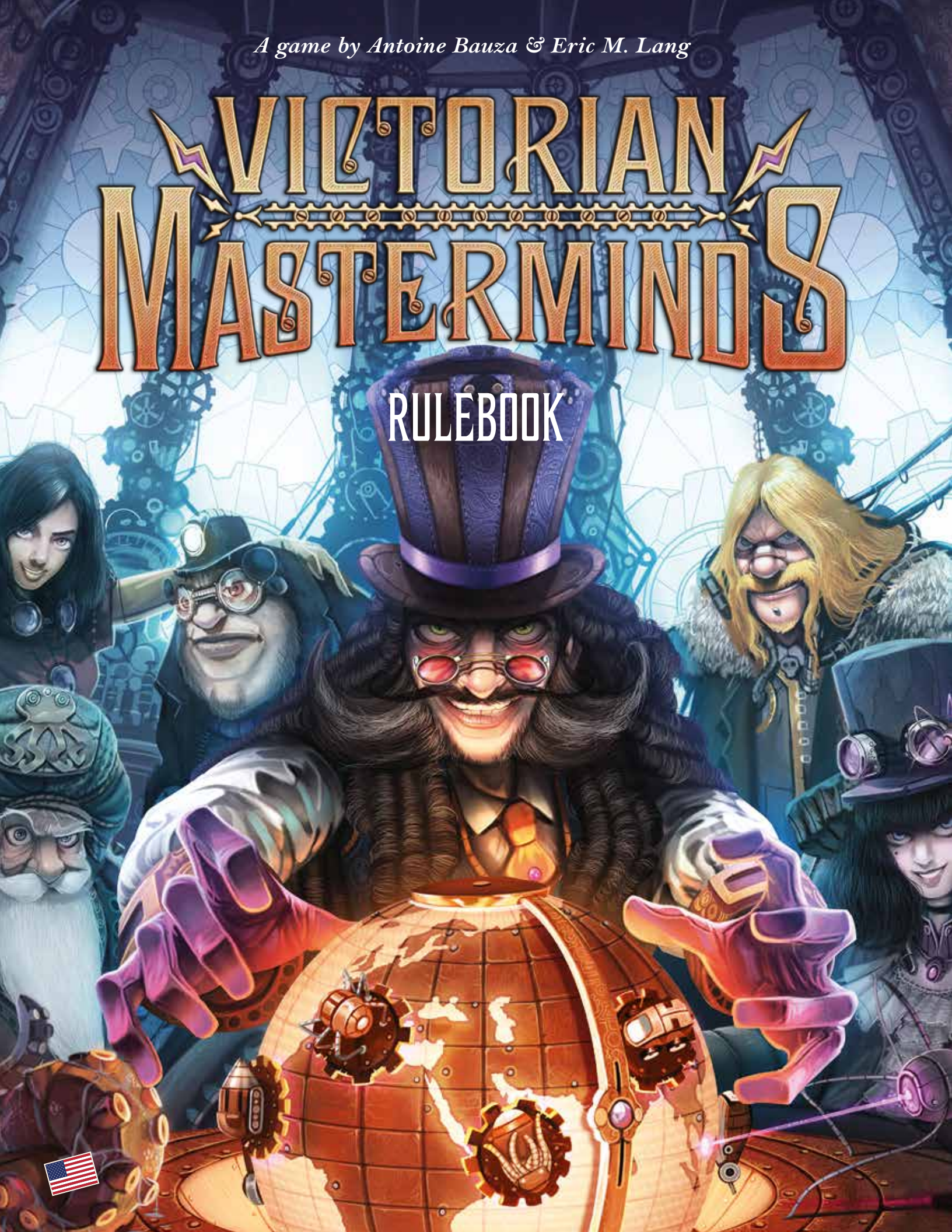
A game by Antoine Bauza & Eric M. Lang

VICTORIAN MASTERMINDS

RULEBOOK



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INTRODUCTION

From Moscow to Washington, from Paris to Rome, and even in London Town, national administrations remain utterly helpless as we enter the second month of a marked uptick in global supervillainy. High-profile disappearances of scientists and officials worldwide have left investigators at a stand, while monuments vanish and fighting between rival villains erupts in the streets.
Massive machines of enormous military capabilities have been reported in the remote corners of the world, and one can but wonder: how will national militaries stand against mechanical monstrosities of such fearsome firepower?
And through it all, London's own celebrity detective, Mister Sherlock Holmes, remains unaccounted for. Scotland Yard reports no leads in the ongoing investigation.
Truly, the world is fruit ripe for the plucking for the most vile, the most conniving, and the most evil Victorian Mastermind!

OBJECTIVE

In Victorian Masterminds, you and your fellow villains are **racing to collect the most Mayhem Points**! Will you construct your nefarious Machine? Will you capture the great Buildings of Europe? Will you collect brilliant Scientists and Codex Tokens? Will you complete dangerous Missions in the nations' capitals? Whatever you choose, **send your Agents** across the world to do your bidding! Just be mindful of the Secret Service: their growing strength will prevent your perfect plans… unless you have some **superior Firepower**!

CREDITS

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ACKNOWLEDGMENTS: Françoise Sengissen for her help on the prototype, as well as Dominique "ZeBlate" Breton for his help with the 3D modeling of the monuments of the prototype. Special thanks to Phillippe Mouret, Croc, and Marc Nunes of Space Cowboys for entrusting us with this fantastic project.

GAME COMPONENTS

6 Machine Sheets

1 Secret Service Board

48 Machine Segment Pieces

12 Scientist miniatures

1 Central Board

20 Agent Gears

24 Mission Cards
(5 Basic Missions, 19 Advanced Missions)

48 Da Vinci Codex Tokens

1 Monocle of Forgetfulness Token

4 Firepower Markers

30 Mayhem Tokens

85 Part Tokens

20 Building Miniatures

5 Furnaces 5 Factories

5 Universities

5 Monuments

BASIC CONCEPTS

CENTRAL BOARD

The Central Board depicts the 5 great cities that are the targets of your international intrigue.

In each city section of the Board, there is a space for you to place **your Agents** (1), as well as a depiction of the **City's Spoils** (2) your Agents can collect *(see pg. 8)*.

Each city also has 4 Buildings (1 Factory, 1 Furnace, 1 University, and 1 Monument), which your Agents can Capture *(see pg. 12)*. Each **Building** has its own slot (3).

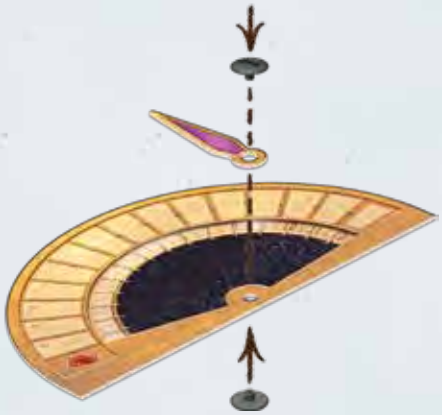
Finally, each city has a space for a faceup **Mission Card** (4), which your Agents can complete *(see Henchman on pg. 10)*.

SECRET SERVICE BOARD

This Board represents the Secret Service's current Level of research and strength. Whenever you **Capture a Building** from the Central Board *(see pg. 11)*, the Secret Service is alerted, and its Level is **increased by 1**, represented by moving the needle 1 space clockwise (5).

There are also spaces for your **Firepower Markers** (6). Your Firepower is compared against the Secret Service Level when completing certain actions.

Note: Assemble the Secret Service Board as shown below before your first play.



MACHINE SHEET

In your pursuit of villainy, you'll have to construct your own unique and nefarious Machine. These are represented by Machine Sheets, which show a blueprint of all the **Machine Segments** (1) you'll need to assemble.

Each Segment of your Machine requires a number of **Bolts** (2) and **Copper Plates** (3) to be completed. Whenever you gain these resources, take a **Parts Token** from the reserve and place it immediately on top of the Bolt or Copper Plate slot.

Each segment also has a **Segment Icon** △ ○ ☒ ◇ (4) that is used to fulfill certain **Mission Cards** *(see Henchman on pg. 10)*.

Each Machine has its own **Machine Power**, listed in its **Engine Room** area (5). Your Machine begins the game with a basic Power, but it also has 2 unlockable Bonus Powers *(see Important! on pg. 9)*.

Your Machine Sheet also contains Cells to hold **Scientists** (6) *(see pg. 14)* and a Library for your **Da Vinci Codex Tokens** (7) *(see pg. 13)*.

SET UP

Prepare the play area as follows:

1- Place the **Central Board** in the middle of the table.

2- Place the **20 Buildings** on the indicated slots of the Board.

3- Place the **Secret Service Board** next to the Central Board, then set its needle based on the current player count 4-2†.

4- Place all the **Parts Tokens, Da Vinci Codex Tokens, Mayhem Tokens**, and **Scientist Miniatures** near the Central Board, in their own separate pools.

5- Shuffle the **5 Basic Mission Cards**, then place 1 faceup in each City, on the Mission Card slot.

6- Shuffle the **19 Advanced Mission Cards**, then place them in a facedown deck near the Central Board.

Then, each player must prepare their individual player areas:

7- Take **1 Machine Sheet** (either randomly or by choice) and its 8 associated **Machine Segment Pieces**.

8- Take **1 Scientist**, then place it in the first Cell of your Machine Sheet.

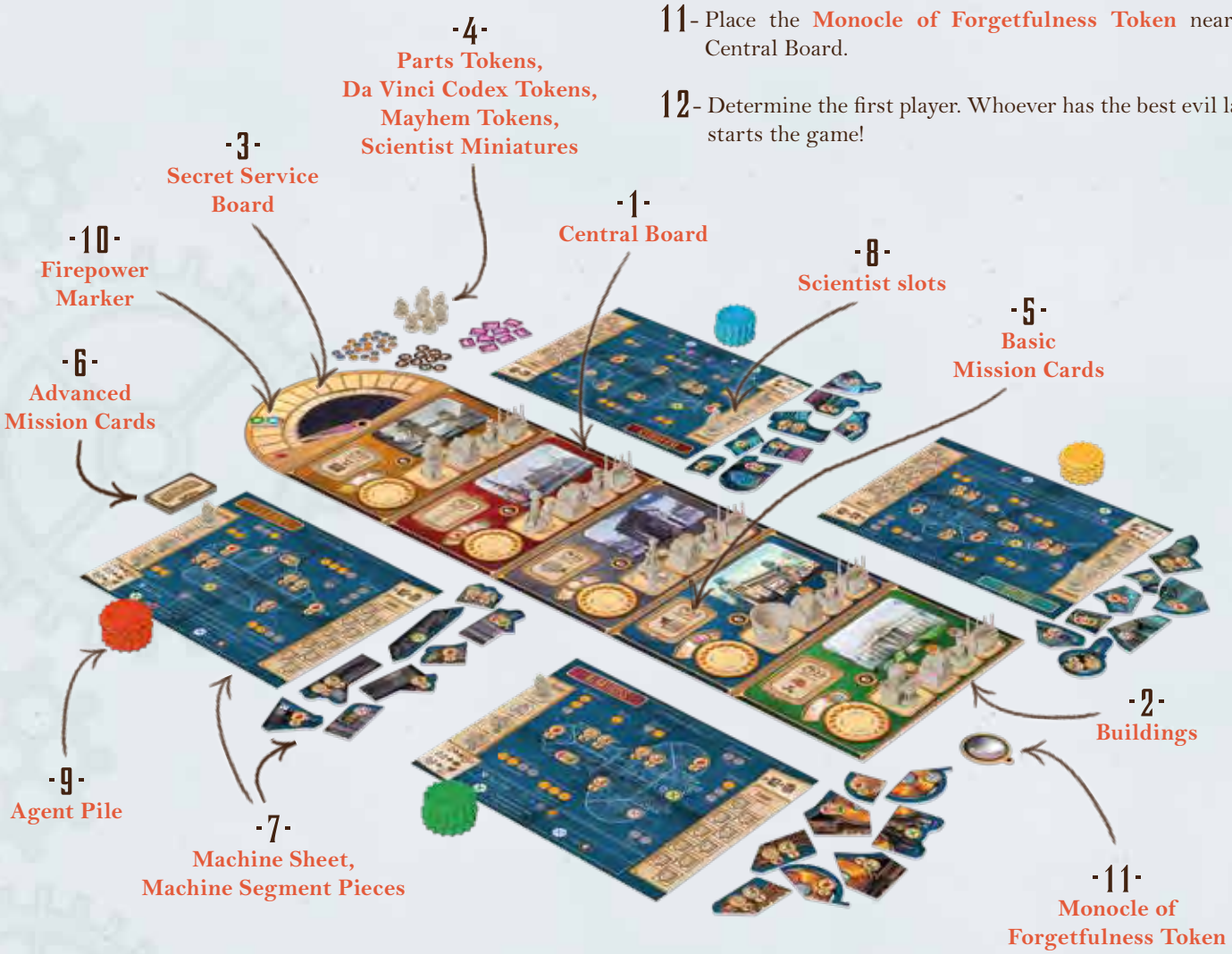
9- Take the **5 Agent Gears** of your preferred color and shuffle them. Then, create a facedown Pile of Agents in front of you.

10- Take a **Firepower Marker** of your preferred color and place it in the level 1 of the Secret Service Board.

And finally:

11- Place the **Monocle of Forgetfulness Token** near the Central Board.

12- Determine the first player. Whoever has the best evil laugh starts the game!



GAMEPLAY

A GAME TURN

During your turn, you are the **Active Player**. As the Active Player, take the topmost Agent Gear from your Agent Pile. Look at its Ability *(see page 10)*, and place it facedown on one of the 5 available city slots on the Central Board (London, Moscow, Washington, Paris and Rome). If there are already 1 or 2 Agents in that slot, place your Agent facedown on top of the previously placed Agent(s), forming a **Stack of Agents**.

When an Agent is placed on the Central Board, 2 situations are possible:
1- The chosen location now has **1 or 2 Agents**. Play passes clockwise to the next player.
2- The chosen location now has **3 Agents**. Play is paused as the Active Player proceeds to **Resolve a Stack of Agents** *(see next page)*.

*Note: If the Active Player is unable to place an Agent Gear, they must choose **any Stack of Agents** with 1 or 2 Agent Gears, as long as that Stack contains one or more of their Agents, and Resolve it.*

IMPORTANT!

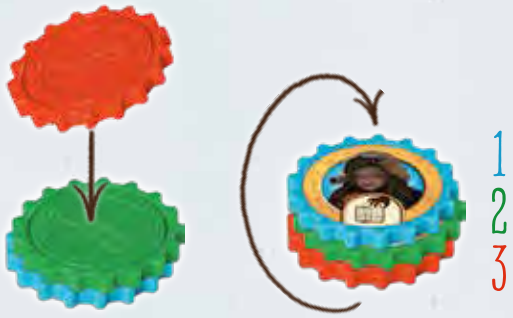
You can always look at the top Agent in your Pile and return it facedown. Players may not look at the Agents in a Stack of Agents before it is resolved.

EXAMPLE: *Paris is empty, so Stella decides to place her Agent there. Play passes to Philippe, who places his Agent in London. There was already an Agent there, so Philippe puts his Agent on top of the Stack. Patricia goes next and decides to follow Stella's lead: she places her Agent in Paris, putting it on top of Stella's Agent. Vincent weighs his options and decides to see what's happening in Paris; he places his Agent on top of the Stack. Now that there are 3 Agents in a city, Vincent – as the Active Player – must pause the game to resolve the Stack!*

RESOLVING A STACK OF AGENTS

After you place the third Agent in a city, pause the game to resolve that city. As the Active Player, take the Monocle of Forgetfulness Token: this serves as a reminder of where the game will continue after the resolution.

Then, as the Active Player, take the entire Stack of Agents and turn it faceup. The first Agent that was placed is now the Agent at the top of the faceup Stack.



From top to bottom, follow these steps for each Agent, in the order of the Agent's owner's choice, until the Stack of Agents is resolved:
1- The owner of the Agent receives the city's listed **Spoils**;
2- The owner of the Agent **attempts** to perform their Agent's **Ability**.

After performing these steps, the owner of the Agent places the Agent **faceup** next to their Machine Sheet, forming a Discard Area (*see Managing your Agent Pile & Discard Area on page 10*).

Once the 3 Agents have been resolved, the game resumes. If you have the Monocle of Forgetfulness Token, return it next to the Central Board and play passes clockwise.

CITY'S SPOILS

• LONDON

Gain 1 Copper Plate.
To represent this, take a Parts Token from the reserve and immediately place it on your Machine Sheet, covering a Copper Plate slot.

• MOSCOW

Gain 1 Firepower.
Move your Firepower Marker on the Secret Service Board up 1 space.

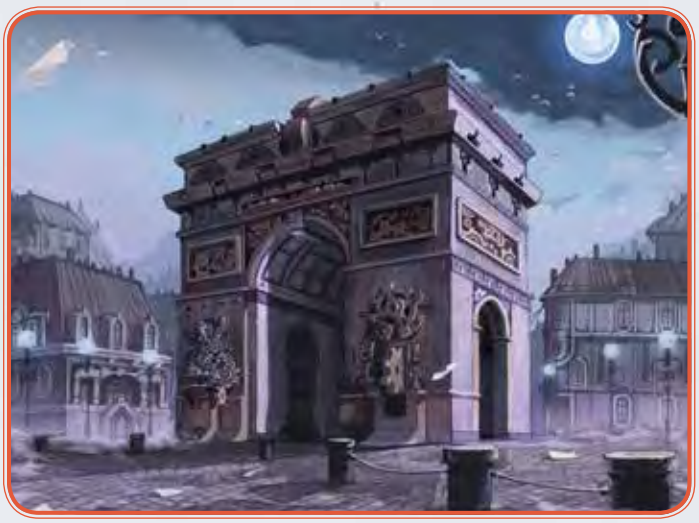
• WASHINGTON

Gain 1 Bolt.
To represent this, take a Parts Token from the reserve and immediately place it on your Machine Sheet, covering a Bolt slot.

• ROME

Gain 1 Da Vinci Codex Token.
Place it in an available Library slot, according to your current Codex Level (*see Da Vinci Codex on pg. 13*).

• PARIS



Gain 1 Scientist.
Immediately place it on an available Cell on your Machine Sheet. If you have no available Cells or there are no available Scientists, you don't gain a new Scientist.

IMPORTANT:

When you gain 1 Bolt or 1 Copper Plate, take a **Parts Token** and immediately place it on your Machine Sheet in one of the available corresponding slots. Once placed, these Parts can **no longer be moved**.

When you gather all elements of a Machine Segment, complete it by returning the Parts Tokens to the general pool and placing the corresponding **Segment Piece** in its slot.

You have now gained a Bonus!
Note: Mayhem Points are added in the end of the game (see pg. 15).

AGENT ABILITIES

All players have the same set of 5 different Agent Gears. The Agent's front side shows an illustrative image and an icon that refers to the Agent's Ability. The back side only indicates your player color. Keep your Agent Gears in a facedown Agent Pile near your Machine Sheet.

NUMBER 2

This Agent collects their city's Spoils a second time.

EXAMPLE: *Philippe resolves his Number 2 in London!*
The city's Spoils are 1 Copper Plate but, because his Number 2 doubles a city's Spoils, Philippe takes 2 Parts Tokens from the reserve! He immediately places them on 2 Copper Plate slots on his Machine Sheet, then places his Number 2 faceup in his Discard Area.

MANAGING YOUR AGENT PILE & DISCARD AREA

When you **Resolve a Stack of Agents**, place your activated Agents **faceup** next to your Machine Sheet. This constitutes your Agent **Discard Area**.

When you place the last Agent in your Agent Pile into a city, you must immediately shuffle the Agents in your Discard Area to form a new Agent Pile.

WARNING: *If you place your last Agent as the third Agent in a city, that Stack of Agents must be resolved before you shuffle your Discard Area into a new Agent Pile!*

HENCHMAN

This Agent attempts to complete their city's Mission.

If you have the Prerequisites listed on the Mission Card (*see below*), take it and place it in front of you. After the Stack of Agents is resolved, add a new Card from the Mission deck to the Mission Card slot on the Central Board.

Each Mission Card has a **Prerequisite** (1) and a **Reward** (2). When using your Henchman's Ability while Resolving a Stack of Agents, check the Mission Card on the active city. If you have fulfilled the Mission Card's Prerequisite, you may claim it and place it next to your Machine Sheet.

EXAMPLE: *While Resolving a Stack of Agents in Paris, Patricia's Henchman appears. Paris' current Mission card requires the player to have* ***already Captured a Building****. Patricia has a University in front of her, having captured it on an earlier turn, so her Henchman fulfills the Prerequisite. She claims the Mission Card from Paris and receives its Reward! In this case, the Mission Card will be* ***worth 2 Mayhem Points at the end of the game.***

SABOTEUR

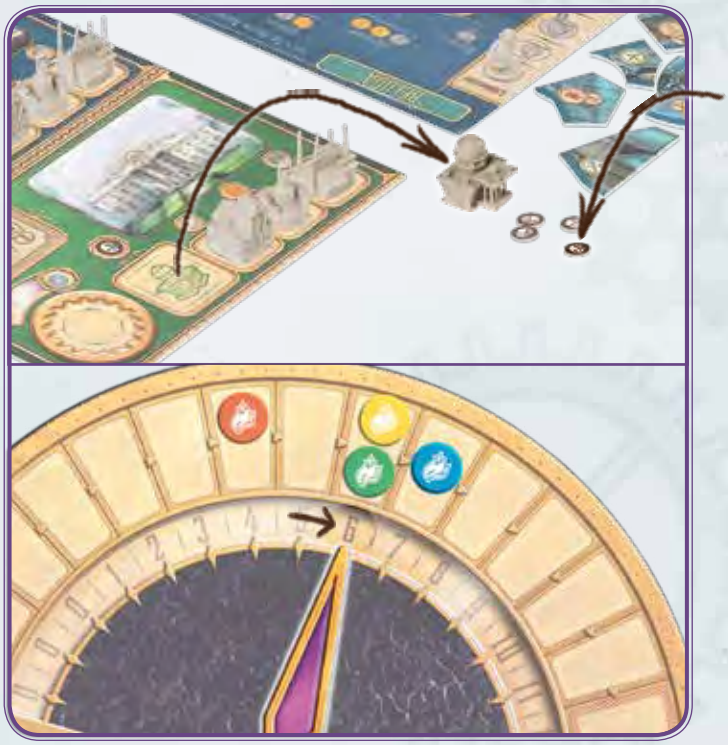
This Agent prevents the Agent directly beneath them in the Stack of Agents from using their Ability. However, the latter still gains the city's Spoils.
Important: Your Saboteur never sabotages your own Agent.

EXAMPLE: *As the first player to Resolve the Stack of Agents in Rome, Vincent activates his Saboteur!*
The city allows him to take 1 Da Vinci Codex Token. After taking the city's Spoils, Vincent then sabotages the next Agent (the Agent directly beneath his Saboteur in the order of resolution). As the next Agent is also a Saboteur, that Agent's Ability is cancelled (but they still receive their Da Vinci Codex Token as the city's Spoils!). As a result, the third and final Agent can apply its Ability normally.

GUNNER

This Agent attempts to Capture a Building from their city, provided you have sufficient Firepower.

EXAMPLE: *Stella resolves her Gunner in Washington!*
She takes 1 Parts Token from the reserve and places it over a Bolt slot on her Machine Sheet. Then, she compares her Firepower (7) to the current Secret Service Level (5). Since her Firepower is higher than the Secret Service Level, she can Capture 1 of the Buildings present in Washington.



She chooses the Monument, taking it from the Central Board and placing it next to her Machine Sheet. She then takes her Spoil: 1 Mayhem Token from the reserve. Having Captured a Building, Stella increases the Secret Service Level by 1, which goes up to 6.

ENGINEER

This Agent activates your Machine Power and, if unlocked, the Machine Bonus Powers.

EXAMPLE: *Vincent resolves his Engineer in Moscow!*
He increases his Firepower by 1. Then, activates his Machine's Power. He's playing with C.L.A.W.S, the Steam Mole, and can therefore place his next Agent under another Agent alone in any city on the Central Board. At this point in the game, he has not yet built the Segments of his Machine that would unlock his Bonuses for his Machine Power.

CAPTURING A BUILDING

When your Gunner is resolved, you may attempt to capture 1 of the Buildings in that city.

First, check your Firepower. If it is less than the current Secret Service Level, nothing happens.

Then, if your Firepower is equal to or greater than the current Secret Service Level, you can choose 1 of the remaining Buildings in that city and place it next to your Machine Sheet. When you Capture the Building, collect the Spoil listed next to the Building slot (*see pg. 12*). In the end of the game, each Building is worth 2 Mayhem Points (*see pg. 15*).

Finally, increase the Secret Service Level by 1.

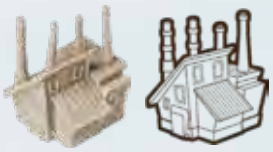
(Notice that a subsequent Gunner in the same Stack of Agents may then not be able to Capture a Building if none remain or if they no longer have enough Firepower!)

BUILDINGS

There are 4 types of Buildings present in each city: **Factories**, **Furnaces**, **Universities**, and **Monuments**. Each city's Monument has a different miniature (Big Ben, Eiffel Tower, White House, Colosseum and Saint Basil's Cathedral), but **their function is identical**.

University

Factory



Furnace

Monuments

Eiffel Tower

White House

Colosseum

Big Ben

Saint Basil's Cathedral

When you Capture a Building, place it in front of you: each captured Building is worth 2 Mayhem Points at the end of the game. Additionally, each Building grants Spoils when you capture it, depending on the Building type:

UNIVERSITY:
Gain a Scientist.

FACTORY:
Gain a Bolt.

FURNACE:
Gain a Copper Plate.

MONUMENT:
Gain a Mayhem Token.

DA VINCI CODEX

All Da Vinci Codex Tokens have 2 sides (values 1 and 2) that count as Mayhem Points at the end of the game *(see pg. 15)*. At the beginning of the game, you may only collect Da Vinci Codex Tokens of value 1. If you construct the Codex Segment of your Machine, it allows you to collect Codex Tokens of value 2.

Each Machine can only hold a maximum of 10 Da Vinci Codex Tokens. Whenever you receive a Da Vinci Codex Token, you must immediately place it on an available slot; if you receive a Token and don't have any more empty slots, discard it. Return the discarded Da Vinci Codex Token to the general pool.

SPECIAL ACTION

When you collect your **fifth Da Vinci Codex Token**, you gain a new Ability for the rest of the game: rather than taking the top Agent from your Pile during your turn, you may look at your entire Agent Pile and take the Agent of your choice.

SCIENTISTS

Most Machine Sheets initially have 2 unlocked Cell spaces that can each accommodate 1 Scientist. You can unlock up to 2 additional Cells by constructing specific Segments of your Machine. Therefore, each player may hold up to 4 Scientists.

During your turn, you may discard 1 or more Scientists to perform a single Special Action. Return the discarded Scientists to the general pool.

SPECIAL ACTIONS

• RECYCLE •
(USE 1 SCIENTIST before playing an Agent):

Instead of playing the Agent available at the top of your Agent Pile, you may use a faceup Agent from your Discard Area.

• EXTRA TURN •
(USE 2 SCIENTISTS after playing an Agent):

After playing an Agent (and Resolving a Stack of Agents, if need be), you may play another Agent from your Agent Pile. (Essentially, take another turn!)

• CAPTURE! •
(USE 3 SCIENTISTS after playing an Agent):

After playing an Agent (and Resolving a Stack of Agents, if need be), you may Capture a Building anywhere on the Board, ignoring Firepower and the Secret Service Level. Place the Building next to your Machine Sheet and take the corresponding city's Spoils. Then, increase the Secret Service Level by 1.

END OF THE GAME

If, during a player's turn, **any** player finishes building their Machine, **or** the Secret Service Level reaches the last space (12) of its track, the final round is triggered.

That player finishes their turn, and then all players (including the player whose turn triggered the final round) will take 1 additional turn. Then the game ends.

Then, any Agent Gears remaining on the Board are resolved in the following order:

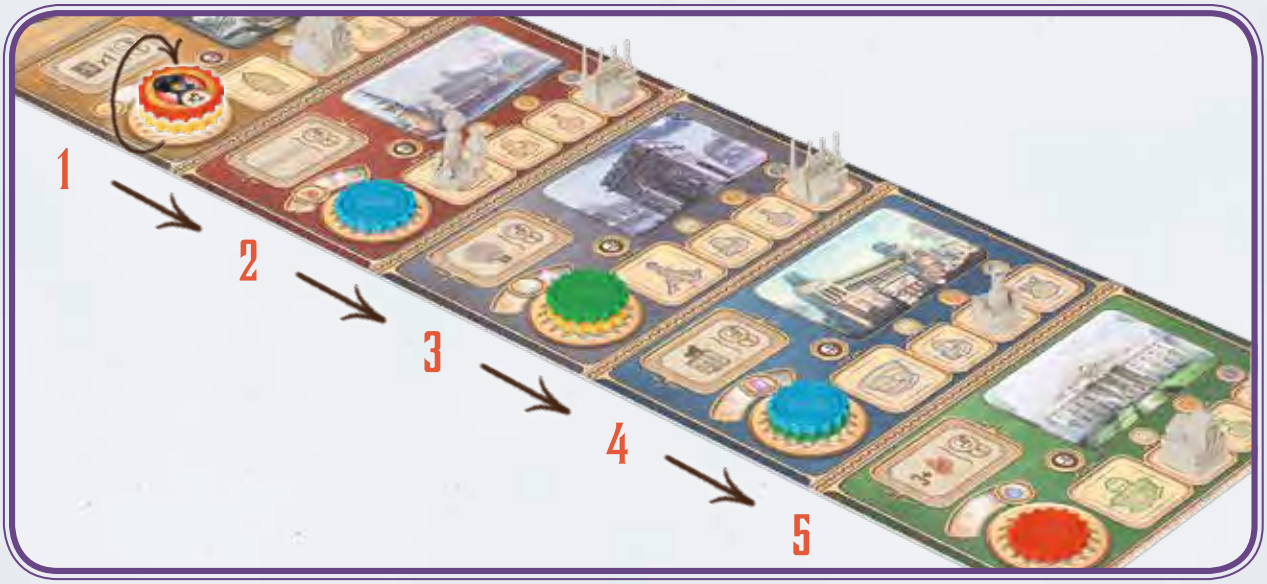
LONDON ▶ MOSCOW ▶ PARIS ▶ ROME ▶ WASHINGTON

After the remaining Agents have been resolved, calculate your Mayhem Points by adding the following items:

- Any Mayhem Points present on completed Segment Pieces on your Machine;
- 2 Mayhem points per Building you've captured;
- 2, 3, or 4 Mayhem Points per Mission Card you've completed, according to the Card's Reward;
- 2 Mayhem Points per Mayhem Token;
- 1 or 2 Mayhem Points per Da Vinci Codex Token.

The player with the most Mayhem Points is the most brilliant and dastardly mastermind of them all, and they win the game!

If, however, there is a tie, the player with the most completed Segments on their Machine wins the game. If there is still a tie, the tied players share the Victory.



EXAMPLE: *In turn order, all players just finished their last round. Now, they must resolve all the Stack of Agents that are still on the Board. In London, the players must turn the Stack of Agents faceup and resolve it normally. Then, they move on to Moscow, Paris, Rome and finally Washington.*

Now that all Stacks of Agents have been resolved in the Board, players will calculate their Mayhem Points according to their Machines, Buildings, Mission Cards, Mayhem Tokens, and Da Vinci Codex Tokens.

VICTORIAN MASTERMINDS

RULES SUMMARY

SET UP

- In the Central Board, arrange the Buildings miniatures and the Basic Mission Cards shuffled and faceup.
- Set the Secret Service Board's needle according to player count 4-2†.
- Each player receives 1 Firepower Marker and places it in the level 1 of the Secret Service Board.
- Each player receives 5 Agent Gears of 1 color, creates a facedown Agent Pile, and shuffles it.
- Each player receives 1 Machine Sheet.
- Shuffle the Advanced Mission Cards forming a deck, and place it and other components near the Central Board.

TURN ORDER

1ST- The Active Player takes their top facedown Agent Gear and places it facedown in a Stack of Agents slot.

2ND- If all Agent Stacks have up to 2 Agent Gears, play passes clockwise.
If there are 3 Agent Gears in a Stack of Agents, resolve it.

RESOLVING A STACK OF AGENTS

- Take the entire Stack of Agents and turn it faceup.
- From top to bottom each Agent receives the listed Spoils and attempts to perform that Agent's Ability.
- Return discarded Agent Gears to players Discard Area.
- Play passes clockwise.

AGENT'S ABILITIES

x2 • **NUMBER 2:** Collects their city's Spoils a second time.

• **HENCHMAN:** Attempts to complete their city's Mission.

• **SABOTEUR:** Prevents the Agent directly beneath them in the Stack from using their Ability. However, the latter still gains their city's Spoils.

• **GUNNER:** Attempts to Capture a Building from their city, if you have sufficient Firepower.

• **ENGINEER:** Activates your Machine Sheet Power.

SCIENTISTS

- RECYCLE (use 1 Scientist before playing the Agent): You may **use a faceup Agent** from your Discard Area.
- EXTRA TURN (use 2 Scientists after playing the Agent): **Play another Agent** from your Pile.
- CAPTURE! (use 3 Scientists after playing the Agent): You may **Capture any Building** regardless your Firepower. Then, increase Secret Service Level by 1.

ENDGAME

When a player completes their Machine Sheet or when the Secret Service reaches Level 12. The Active Player completes their turn, then all players (including the one whose turn triggered the final round) take a final turn.

Then, resolve all remaining Stack of Agents on the Board from top to bottom (from London to Washington).

To calculate your Mayhem Points, sum the following:

- Any Mayhem Points present on completed Segment Pieces on your Machine Sheet;
- 2 Mayhem Points per Building you've Captured;
- 2, 3, or 4 Mayhem Points per Missions you've completed;
- 2 Mayhem Points per Mayhem Token;
- 1 or 2 Mayhem Points per Da Vinci Codex Token.

The player with the most Mayhem Points wins the game.
Tiebreaker: the player with the most completed Segments on their Machine Sheets.