Knowledge™ Junior™

A Game of Neural Pathways™

an Inventerprise® game

GAME RULE BOOK

OBJECT
Master all five fields before the other players do.

GAME PIECES

- game board
- synapses
- neurons
- ability markers
- mastery tokens

GAME SET-UP
One player randomly places colored pom-poms ("synapses") to fill all holes in the *Knowledge* game board. Another player then randomly places the five *Knowledge* ability markers on the board. Another player then chooses which color he or she would like to play. Then the remaining players choose their colors.

A player's color represents his or her "core competency," i.e., the red player's core competency is red, the blue player's core competency is blue, and so on. Each player starts the game with 16 neurons of his or her core competency color, e.g., the red player starts with 16 red neurons. Each player also starts with one orange, "universal" neuron.

TURNS OF GAME PLAY

Game play proceeds clockwise by turn. A turn proceeds in the following order:

- Active player places one or more colored strips ("neurons")
- Active player collects a mastery reward for each field he or she has mastered (if any) after the placement of his or her neurons
- Unless the active player wins, his or her turn ends, and the next player's begins
- The first player to master all five fields of mastery wins

PLACING NEURONS

A player's first neuron placement must connect to at least one synapse of his or her own core competency. Thereafter, the active player may, during his or her turn, place one or more additional neurons on the board according to the following rules:

- each new neuron must be based off of a synapse to which one of the player's neurons already on the game board is connected
- a neuron cannot be placed diagonally unless it connects to the active player's core competency synapses on both sides (e.g., a yellow neuron bridging two yellow synapses)
- placing a new neuron that connects to a new synapse that is the active player's core competency

(e.g., a new yellow neuron that connects to a new yellow synapse) is "free" if such placement occurs before any other neurons are placed that turn, i.e., such a placement does not count toward the total number of neurons the active player can place that turn

- as soon as the active player connects a new neuron to a new synapse that is not his or her core competency, he or she cannot place any additional neurons that turn (unless he or she has already acquired the power of discovery described below)
- if a player places a neuron over another player's neuron, the other player is "traumatized" and the other player's neuron gets removed from the game board and returned to his or her hand (unless he or she has acquired the power of resilience described below)
- if a player chooses to place his or her one orange neuron instead of a neuron of his core competency color, the orange neuron is a "universal" in that (i) all players can now treat that neuron as one of their own and (ii) the orange neuron can never be removed through the traumatizing

Thus, under the above rules, a yellow player could place a new yellow neuron that connected two yellow synapses, and then, during the same turn, place another new yellow neuron that connected to a red synapse.

When a player's neuron is connected to a synapse that is marked with one of the ability markers (e.g., the "Humility" marker), that player possesses the given ability (e.g., humility). However, if the player ever loses that neuron (by being traumatized by another player, for instance), the player no longer has that ability until he or she connects another neuron to that synapse.

Note that no neuron can connect to a white synapse, unless that player has already acquired the power of forgiveness discussed below. Note also that orange synapses are "universal," meaning that any player can connect to them as though these synapses were of their own core competency color.

Tip: placing an orange neuron can be a smart move if a player expects to be traumatized in that location, since orange neurons cannot be removed through trauma. However, remember that once an orange neuron has been placed, all other users can treat that same orange neuron as though it were their own.

MASTERING FIELDS

During his or her turn, a player may master one or more of the fields of mastery but only if the following requirements are met:

- the player currently has a neuron connected to all abilities that are prerequisites for the given field to be mastered (see chart below for prerequisites)

EXAMPLE If player Jane wishes to master the field of war, she must meet the prerequisite for war (i.e., have a neuron connected to the "Willpower" ability and the "Logic" ability).

Field	*Prerequisites needed*
Love	Empathy, Humility, Willpower
Art	Taste, Empathy
Death	Willpower, Humility
Science	Logic, Taste
War	Willpower, Logic

When a player masters a given field, he or she picks up a mastery token that corresponds to that field. He or she also acquires a new power associated with that field as described below.

Note that, once a player has mastered a field, that mastery cannot be taken away, even if he or she loses connection to one or more of the prerequisite abilities for that field. Similarly, once a power has been gained, that power cannot be lost.

POWERS

Each field is associated with a special power that a player gains immediately upon picking up the mastery token for that field as shown in the following chart.

Field	*Power gained*
Love	Meaning
Art	Creativity
Death	Forgiveness
Science	Discovery
War	Resilience

Each power acquired by a player provides that player special benefits as shown in the following chart.

Power	*Benefit*
Meaning	player's new neurons can be based off of any player's existing neurons
Creativity	player can place neurons diagonally between all non-white synapses
Forgiveness	player can treat white synapses as core competency synapses instead
Discovery	player can play an additional neuron each turn
Resilience	player's neurons cannot be traumatized by other players

Note that powers are cumulative. Thus, for instance, a player with both meaning and discovery can play an additional neuron each turn, and that additional neuron does not need to be based off of any of that player's existing neurons. Instead, the new neuron can be based off of anoher player's existing neuron instead.

WINNING THE GAME

A player wins the game when he or she is the first to master all five fields.

GAME UPDATES, TIPS, EXPANSIONS, AND MORE

For game updates and more information, visit www.inventerprise.com/knowledge.