ICONS

Use the resources shown on the left of the arrow to gain the benefits shown on the right

When the effect/condition on the left of the colon occurs, gain the benefit shown on the right

You may repeat the effect any number of times

The upper limit of times you may perform an action or trigger an effect

In-game Victory Points

End-game Victory Points

Idea

Unlock the leftmost Idea from your player board

Unlocked Idea

Different Idea spaces on the Meeting Table

Recall Ideas

Bright Idea

Coffee

Minor, Median, and Major Growth Insights

Minor, Median, and Major Freedom Insights

Minor, Median, and Major Passion Insights

Minor, Median, and Major Insights of any quality

Elevate an Insight

Suppress an Insight

Disregard an Insight Suppression

Transfer an Insight

Discard your Office Room card

Therapy Point

Heart-Shaped Box

When you Treat a Client with a Dream icon matching the Grief Layer's icon, gain a Heart-Shaped Box

Treat a Client once	
Cured Client	
Cured Routine Client	
Cured Case-Study Client	
Reputation point	
Trigger the Reputation track	
Freud's Reputation marker	
End-game signal	
Green District Location tags (Theater | Library)	
Purple District Location tags (Opera | Museum)	
Red District Location tags (University | Cafe)	
Any Location tag (i.e., a wild tag)	
Trigger a tag's Location effects using the *count tags* option (once for the tag shown plus any matching)	
District token	
Player-color Insight in a District (above a bonus slot)	
Professor/Freud in a Location	

Advance your Professor 1-2 Locations and trigger the end Location's effect(s)	
Advance your Professor directly to Freud's Location and trigger the Location's effect(s)	
Advance Freud 1-3 Locations and trigger the end Location's effect(s)	
Advance Freud 1 Location clockwise (without triggering the Location's effects)	
Advance your Inkpot up to the number of icons shown (and trigger the effects)	
Gain a Notebook tile from the leftmost column	
Gain a Notebook tile and trigger the banner effect	
Gain a Notebook tile and trigger the main effect and the banner effect	
Trigger any Notebook tile effect in your player board	
Trigger all the effects of an unlocked column on your player board	
Gain a Research card	
Play a Research card	
Publish a Treatise	

ROUTINE CLIENT EFFECTS

+1 *Gustav Klimt*
You may add one to your Inkpot's movement value

Gabriele Possanner
Instead of an Elevation, you may Generate two Minor Insights of any quality, same or different

Emilie Louise Floge
Suppress an Insight to gain 1 Coffee

Franz Kafka
You may freely Transfer Minor Insights

Egon Schiele
When Recalling your Ideas, gain two Bright Ideas

Tilla Durieux
When Recalling your Ideas, you may claim a Recall bonus from any Location

Sophie Zimmermann
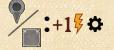When Recalling your Ideas, you may claim an extra Location bonus (from your Professor's or Freud's Location)

Karl Landsteiner
When you gain a Research card, gain 1 Coffee

Eugenie Schwarzwald
Instead of Publishing a Treatise, gain a Research card and play a Research card

Anna von Mildenburg
Add one to the number of Location effects you trigger (and raise the limit by one)

Ernst Mach
When triggering the Reputation track, you may perform any two actions below Freud's marker (or to the left), same or different

Gustav Mahler
When you Treat a Client with a Dream icon matching the Grief Layer's icon, Generate a Major Insight

CASE-STUDY CLIENT EFFECTS

Archduke Franz Ferdinand
: **3** ≤**12** — For each **Bright Idea**, score 3 Victory Points (max. 12)—in addition to their usual scoring

Otto Wagner
: **3** ≤**12** — For each **Cured Client**, score 3 Victory Points (max. 12)

Selma Kurz
: **3** ≤**12** — For each identical **pair of Location tags**, score 3 Victory Points (max. 12)

Leopold von Schrotter
: **3** ≤**12** — For each of your **player-color Insights** on **Treatises** and/or **District bonus slots**, score 3 Victory Points (max. 12)

Bertha von Suttner
: **3** ≤**12** — For each space you advanced on the **Reputation track**, score 3 points (12 max.)

Berta Zuckerkandl
: **4** ≤**12** — For each **completed column** of Notebook tiles in your player board, score 4 Victory Points (max. 12)

Vasudha Saloi
: **3** ≤**15** — For each **level I Notebook tile** in your player board, score 3 Victory Points (max. 15)

Fujino Nampo
: **3** ≤**15** — For each **level II Notebook tile** in your player board, score 3 Victory Points (max. 15)

Arjun Raval
: **3** ≤**15** — For each in-play **Research card** and/or **Volume** in a Treatise, score 3 Victory Points (max. 15)

Nina Frang
: **3** ≤**15** — For each **green Location tag**, score 3 Victory Points (max. 15)

Noah Wilder
: **3** ≤**15** — For each **purple Location tag**, score 3 Victory Points (max. 15)

Kawahara Yoka
: **3** ≤**15** — For each **red Location tag**, score 3 Victory Points (max. 15)