SOLO MODE

Before playing the solo mode, learn the base game's rules. You will play as you would in a 2-player game while an automated opponent competes against you using additional components and some modified rules.

OVERVIEW

To win, you must outscore **the Id**, your automated opponent.

The Id uses a special deck of cards to place Ideas on the Meeting Table—without triggering the action spaces. Instead, it triggers the effects indicated on its Notebook tiles after advancing its Inkpot.

The Id's primary resource is Coffee. When a player would normally Generate Insights or trigger other effects, the Id gains certain amounts of Coffee instead. Then, before ending its turn, the Id converts its Coffee into Heart-Shaped Boxes, which it uses to produce Therapy points for its Clients.

COMPONENTS

16 Meeting Table cards

9 Id Notebook tiles

4 Routine Client overlay tiles

4 Case-Study Client overlay tiles

1 Inkpot space overlay token

1 Compass Arrow token

1 Turn summary card
1 Conversion reference card

SETUP

Set up the game for two players with the following modifications.

LOCATION GOALS DISPLAY

When placing Location Goal tiles in step 4 of the standard setup, place the *Cure five Clients* tile first and then place three random tiles on either side of it.

1

TREATISE DISPLAY

While creating the Treatise tile display in step 17 of the standard setup, arrange the tiles in rows and columns by their point values and colors.

Note: Do not rearrange the Treatise display during play.

> **Important:** *When you Publish your first Treatise, place it in front of you, as usual. Then, for each Treatise you Publish after that—place it to the right or left of those already in play—forming a row. When the Id Cites from you, it may use the Compass Arrow to determine which Volume(s) to take from your row if there is a tie* (see pages 4 and 8).

MEETING TABLE DECK

Shuffle the Meeting Table cards and place them face down near the Meeting Table board. Leave space next to the deck for a discard pile.

COMPASS ARROW

Place the **Compass Arrow token** near your player board, pointing to the right or left (at random).

PLAYER SETUP

Keep the **turn summary card** and **conversion reference card** nearby.

Use the side of the conversion reference card showing *4 Coffees converting into 1 Heart-Shaped Box*. Or, you may increase the game's difficulty by using the side showing *3 Coffees* (*see Difficulty Levels, page 3*).

Choose an unused player color for the Id and proceed with the standard player setup, modifying the following steps:

1. Place the Id's Office board directly to the right of its player board. (Leave the Insight dial and common Insights in the box.)

2. (A) After placing the Id's Inkpot on the top space, cover the leftmost Inkpot space on its player board with the **Inkpot space overlay token**.

2. (C) Place the Id's Coffee marker on the "0" space of the Coffee track.

2. (D) After placing Ideas on the designated spaces above each Notebook tile column, place a **Bright Idea** on top of the middle Idea and rightmost Idea.

5. Place the starting player token in your play area, Freud side up.

7. The Id does not receive additional Coffee for being the second player; instead, give it one Bright Idea.

13. (a) Place nine Id Notebook tiles into the Id's player board (instead of a starting Notebook tile). Arrange the tiles inside the Id's player board in rows of the same color with the Roman numerals facing up in ascending order from left to right.

  Note: For variety, you may choose which colors go in each row—granted, each row is of one color and in numerical order.

13. (b) Place the Id's Professor onto the same City Map Location as Freud.

Inactive side   Active side

DRAFT ROUTINE CLIENT AND DREAM CARDS

When drafting initial Routine Clients in step 11 of player setup, the Id drafts first (because it is the second player).

- The Id selects and drafts a Client using the Compass Arrow *(see Compass Arrow, page 4)*.
- Place the drafted Client and a Latent Dream card according to the base game's rules.

- The Id takes the Manifest Dream card with the most Therapy Points from the display and layers it over the Latent Dream. Break ties using the Compass Arrow.

- Shuffle the Routine Client overlay tiles and place them in a single column below the Id's Routine Client. Then—based on the order of the Routine Client overlay tiles—arrange the Case-Study Client overlay tiles below the Id's Office Room card, matching each tile's tag-scoring effect with the tags shown on the adjacent Routine Client overlay tile.

Note: The tile with the gray tag aligns with the tile that scores points based on the Id's Reputation level.

Note: The Case-Study Client overlay tiles are double-sided. The side you use depends on which difficulty level you choose in the following step.

DIFFICULTY LEVELS

Choose a difficulty level and adjust the Id Notebook tiles and Case-Study Client overlay tiles accordingly.

Easy

- Flip the **top-left Notebook tile** in the Id's player board active side up.
- Place the Case-Study Client overlay tiles with their **lower-number** sides facing up.

Medium

- Flip **all of the Notebook tiles in the leftmost column** in the Id's player board active side up.
- Remove the locked player-color Insight piece from this column and place it in the **Id's Idea supply area**.
- Place the Case-Study Client overlay tiles with their **lower-number** sides facing up.

Hard

- Flip **all of the Notebook tiles in the leftmost column** in the Id's player board active side up.
- Remove the locked player-color Insight piece from this column and place it in the **Id's Idea supply area**.
- Place the Case-Study Client overlay tiles with their **higher-number** sides facing up.

STRONG COFFEE VARIANT

*To increase the overall difficulty of any level, you may use the side of the conversion reference card showing **3 Coffees converting into 1 Heart-Shaped Box**. This means whenever the Id's Coffee marker reaches 3 or more, it will immediately use 3 Coffees to gain 1 Heart-Shaped Box (see Use Heart-Shaped Boxes, page 7).*

KEY CONCEPTS

CONVERSIONS

According to the **conversion reference card**, the Id immediately gains Coffee, Heart-Shaped Boxes, or Research cards instead of the indicated effects.

- *The Id gains 1 Coffee instead of Transferring or Elevating an Insight, Generating a Minor Insight, triggering a Location effect, or failing to play a Research card (because it lacks one to play).*

- *It gains 2 Coffees instead of Generating a Medium Insight or Triggering a standard Notebook tile.*

- *It gains 1 Heart-Shaped Box instead of Generating a Major Insight, or gaining a Notebook tile (from the supply).*

- *Whenever the Id has 4 Coffees, it converts them into 1 Heart-Shaped Box (see below).*

- *If the Id fails to Publish a Treatise, it draws and plays a Research card.*

Converting Coffee into Heart-Shaped Boxes

The primary way the Id Cures Clients is by converting Coffee into Heart-Shaped Boxes.

Whenever the Id's Coffee marker reaches 4, it **immediately** uses 4 Coffees to gain 1 Heart-Shaped Box (i.e., this is an *anytime* effect that may temporarily interrupt other effects).

Note: If the Id would gain a Heart-Shaped Box but its marker is already on the "3" space, it scores 2 Victory Points instead (as indicated on the Office board).

COMPASS ARROW

The Compass Arrow determines which component the Id selects when choosing from multiple options within a row (e.g., Clients, Manifest Dreams, Treatises, etc.). It selects the rightmost or leftmost eligible option when the Compass Arrow points to the right or left, respectively.

Every time the Id uses the Compass Arrow, rotate it 180 degrees so it points in the opposite direction.

Note: The ⊕ icon indicates which actions or effects may need the Compass Arrow to resolve.

RESEARCH CARDS

When the Id gains a Research card, it keeps it in a face-down "hand."

When the Id plays a Research card, it takes the topmost card from its hand and places it face up in its play area, forming a row of in-play cards. Then, it triggers any immediate effects shown at the bottom of the card.

Claiming Location Goals

During the Id's turn, it takes any unclaimed Location Goal tiles for which it meets the conditions (gaining a Reputation point and flipping the tile, as usual).

Note: If the Id has two complete columns of active Notebook tiles, it meets this condition.

ID'S TURN OVERVIEW

Alternate taking turns with the Id as you would another player. On its turn, the Id will either **State Ideas** if it has at least **two Ideas** available (including Bright Ideas if needed) or *Recall Ideas*. Then, at the end of its turn, the Id uses its Heart-Shaped Boxes to produce Therapy points. (The Id does not take *Treat Clients* turns.)

STATE IDEAS

When the Id States Ideas, it performs the two following steps:

1. *Place Ideas*
2. *Advance Inkpot*

State Ideas side

1.
2.
3.

Recall Ideas side

1. Zzz...
2.
3.

Turn summary card

1. Place Ideas

Reveal the top **Meeting Table card** and place it face up on the discard pile.

If possible, the Id places **two Ideas** onto a vacant space within the target column. Its first preference is to place them onto the **target Idea space** if it is vacant; otherwise, it follows the target column's arrow to find the first vacant Idea space in that direction. If the Id reaches the top or bottom of the column, it continues in the same direction from the opposite end (i.e., "looping around").

If there are no vacant Idea spaces within the target column, skip the remaining State Ideas steps, and instead, the Id will **Recall Ideas** *(see page 6).*

Note: *When you place the Id's Ideas on the Meeting Table, the direction in which you point the tails does not matter (because the Id does not trigger the effects of Meeting Table action spaces).*

The Id places Ideas from its supply if available. If it has fewer than two Ideas, the Id places a Bright Idea for each missing Idea. **If it has fewer than two Ideas and/or Bright Ideas, the Id will Recall Ideas** instead of Placing Ideas *(see page 6).*

2. Advance Inkpot

The Id determines its Inkpot movement value by counting the number of Inkpot icons shown to the right of the Ideas it placed on the Meeting Table this turn. The Id moves its Inkpot clockwise along its track exactly as many spaces as its movement value. Then, the Id triggers the effects where its Inkpot ended its movement.

> Whenever the Id's Inkpot moves past the 💬➕, it unlocks the leftmost Idea from the top of its player board. However, **if there is a Bright Idea on top of the Idea, it takes the Bright Idea instead.**

> *Example: The Id has two Ideas available, so it reveals a Meeting Table card. The target Idea space on the card is occupied by a teal Idea. A pink Idea occupies the next space in the arrow's direction (after looping around). However, the space above the pink Idea is vacant, so the Id places its two Ideas there.*

MEETING TABLE CARDS

Each card shows a target column on the Meeting Table board with an arrow pointing up or down. The 💬 on the arrow indicates the target Idea space within that column.

LEFTMOST INKPOT SPACE

*Whenever the Id's Inkpot ends its movement on the leftmost space (filled with the Inkpot space overlay token), **the Id immediately moves its Inkpot the number of spaces equal to its movement value again** (e.g., if the Inkpot moves two spaces and lands on the overlay token, it moves two more spaces).*

Note: *The Id's Inkpot does not trigger the Reputation track when it temporarily stops on the overlay token.*
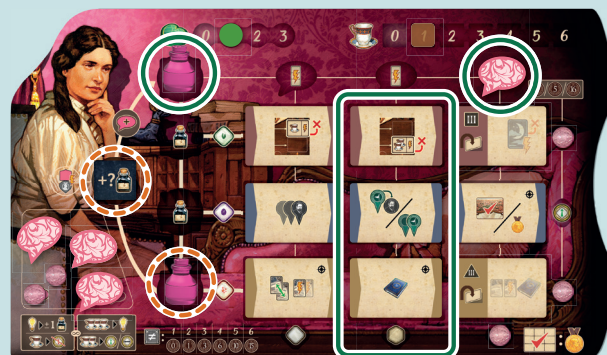
Top Space

The Id triggers one unlocked column on its player board (i.e., a column with no Idea above it). If there are multiple unlocked columns, it triggers the column with the most Notebook tiles flipped to their active sides. If there is a tie, the Id selects the rightmost tied column.
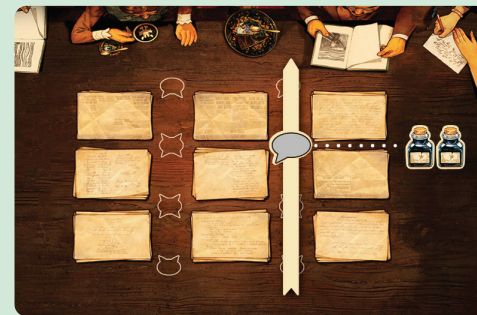
Then, **from top to bottom**, the Id triggers the effects of each active Notebook tile and unlocked Insight space in the column.

> *Example: The Id places two Ideas on the Meeting Table's topmost space and advances its Inkpot once, landing on the overlay token. Therefore, the Id repeats its Inkpot movement, advancing one more space into the top space. In doing so, the Id unlocks its final Idea, adding it to its supply area.*
>
> *Next, the Id triggers one of its three unlocked columns. The first two columns have an equal number of active Notebook tiles; therefore, it triggers the middle one, resolving each effect from top to bottom.*

Three Lower Spaces

First, the Id gains 1 Coffee instead of Generating the Minor Insight to the right of its Inkpot (as indicated on the conversion reference card). Then, **from left to right**, the Id triggers the effects of each active Notebook tile and unlocked Insight space in the row.

Then, the Id **flips its leftmost inactive Notebook tile in that row** to its active side. When the Id flips its third tile in a row or column, it immediately unlocks its player-color Insight in the given row or column. The Id keeps its unlocked Insight in its Idea supply (because it does not use an Insight dial).

Note: The Id does not immediately trigger the effect shown underneath a newly unlocked player-color Insight.

Example: The Id activates the first row. After gaining 1 Coffee (converted from a Minor Insight) and triggering the effects of the two active Notebook tiles, it flips the "III" Notebook tile and unlocks the player-color Insight to the right (placing it into their Idea supply area).

RECALL IDEAS

If the Id has fewer than two Ideas available, or if the targeted column on the Meeting Table card has no vacant Idea spaces, the Id performs the following steps to Recall its Ideas:

1. The Id counts the different Idea spaces on the Meeting Table where it has at least one Idea, then it gains Coffee equal to the number it counted.

2. The Id returns its Ideas to its supply.

3. The Id claims a Recall bonus *(see below)*.

Recall Bonus

The Id prefers to claim a **District bonus** (if it has an unlocked player-color Insight and meets the conditions).

1. In the District(s) with the Id's Professor and Freud, the Id selects the highest value vacant bonus slot where the Id has Location tags matching the District equal to or exceeding the bonus's number. If tied, the Id selects the District with its Professor.

2. The Id takes an unlocked player-color Insight from its Idea supply area and places it on the number above the selected slot. Then, it places the topmost token from this District onto the slot and triggers the slot's effects.

The Id always moves its Inkpot the maximum number of spaces possible (e.g., if an effect shows 1–4 Inkpot movements, it moves 4).

The Id claims a **Location bonus** if it is not able to claim a District bonus (e.g., it does not have an available player-color Insight or enough Location tags).

1. The Id claims the highest vacant Location bonus from the Location with its Professor or Freud. If tied, the Id selects the Location with its Professor.

2. It places the topmost District token from this Location's District onto the slot and triggers the slot's effect.

Note: If the Id uses a token showing a Reputation point to claim a bonus, it gains the point after resolving the slot's effect.

Example: The Id has four purple tags and three red tags. The "4" bonus on the purple District has already been claimed, but the Id may still claim the "3" bonus.
The Id has enough tags to claim the "3" bonus from the red District, where Freud is; however, as both bonuses require the same number of tags, the Id claims the one from the purple District, where its Professor is.

Example: The Id has two green tags (which is not enough to claim a green District bonus), so it claims a Location bonus. The highest vacant bonus in the Location with the Id's Professor is in the middle, whereas the highest at Freud's is at the top. Therefore, the Id claims the one from Freud's Location.

USE HEART-SHAPED BOXES

At the end of every turn, the Id uses its Heart-Shaped Boxes to produce Therapy points and apply them to its Client(s).

- If the Id has one Client, it uses as many Heart-Shaped Boxes as possible to apply Therapy points to the Client.

- If the Id has two Clients, it uses as many Heart-Shaped Boxes as possible to apply Therapy points to both Clients—as evenly as possible. To do so, it uses the Compass Arrow **once** to determine which Client to begin with, and then it applies one Therapy point to each Client in alternating order until it uses all its Heart-Shaped Boxes (or the Clients are Cured).

As the Id applies Therapy points to its Clients, immediately resolve any effects such as scoring Victory Points, reaching Catharsis, or Curing a Client.

Note: The Id may gain Heart-Shaped Boxes from conversions while resolving effects. If so, it also applies these to its Client(s).

Whenever a Client of the Id's reaches Catharsis (i.e., discards the Grief Layer), place the topmost overlay tile from the corresponding column onto the Client card.

- If it is a Routine Client, place the topmost **Routine Client overlay tile** on the effect area of the Client card (replacing the Client's usual effects with the tile's Location tags).

- If it is a Case-Study Client, place the topmost **Case-Study Client overlay tile** on the effect area of the Client card (replacing the Client's usual scoring effects with the tile's new ones).

Example: The Id has two Heart-Shaped Boxes. As determined by the Compass Arrow, the Id applies its first Therapy point to the left Client. Then, it applies the other Therapy point to the right Client—reaching Catharsis. After removing the Grief Layer, scoring the Victory Points, and resolving the effects, the Id places the topmost Case-Study Client overlay tile on the card.

Draft New Clients

After using Heart-Shaped Boxes to produce Therapy points, the Id drafts one new Client for each of its vacant Office Rooms. The Id places Routine Clients in its **Primary Office Room** and Case-Study Clients in the **Secondary Office Room**. It uses the Compass Arrow to determine which Clients to draft from the display. As in setup, when the Id selects a Manifest Dream, it takes the card with the most Therapy Points (breaking ties with the Compass Arrow).

FINAL SCORING

During Final Scoring, determine the Id's score following the base game's rules—including the tags and effects from any Client overlay tiles in play. If you score more points than the Id, you win the game! If tied, your Reputation level must be higher than the Id's to win.

Example: During the Final Scoring of a hard-difficulty game, the Id has three Clients that have reached Catharsis.

The leftmost is a Routine Client, giving the Id one University Location tag and two Cafe Location tags.

The middle is a Case-Study Client with an overlay tile that scores 3 Victory Points for each University and Cafe Location tag the Id has (to a maximum of 15 points). The Routine Client on the left provides three such tags, allowing the middle Client to score 9 Victory Points.

The rightmost is a Case-Study Client with an overlay tile that scores 3 Victory Points for each space the Id advanced on the Reputation track (to a maximum of 15 points). The Id advanced six times and scores 15 points (due to the upper limit).

ID NOTEBOOK TILE EFFECTS

I

The Id removes the rightmost Notebook tile from the top row of the Meeting Table display. It triggers the tile's banner effect, gains 1 Coffee, and discards the tile from the game. Then, it refills the display.

II

The Id discards the rightmost Notebook tile from the bottom row of the Meeting Table display. It triggers the tile's banner effect, gains 2 Coffees, and discards the tile from the game. Then, it refills the display.

III

The Id triggers the effects of one of its topmost Dream cards, applying the Therapy points to the Client below (as when you Treat Clients). Then, it discards the Dream.

- If the Id has two Clients with Dream cards, it uses the Compass Arrow to determine which Client's Dream to trigger.
- The Id does not need to use any of the Insights or resources to trigger the Dream's effects (i.e., it triggers the card "for free").
- If the triggered Dream and the Client's Grief Layer have a matching icon, the Id gains one Heart-Shaped Box.

I

The Id draws a Research card and immediately swaps it with one of the two face-up Research cards (determined by the Compass Arrow). Then, it plays this card—in addition to any other Research cards it may have in its hand.

II

If the Id has an unlocked player-color Insight in its supply, it attempts to Publish a Treatise by performing the first valid option:

- The Id Publishes a Treatise using only its in-play Research cards—preferring to use cards with as few Location tags as possible.
- The Id Publishes a Treatise using its in-play Research cards and Cites your Volumes (only as needed).

If there are multiple valid options, the Id selects the Treatise that scores the most Victory Points.

If there are further ties among Treatises or Volumes, it uses the Compass Arrow to select the rightmost or leftmost option.

III

The Id draws a Research card and immediately plays it. Then, the Id attempts to Publish a Treatise (as described above).

Note: *If the Id is unable to Publish a Treatise, it draws and plays a Research card instead (according to the conversion reference card).*

I

The Id moves Freud's figure up to 1–3 spaces, choosing the Location that will trigger the most effects (either by counting figures or tags). If there is a tie, the Id advances Freud to the first tied Location clockwise. After moving Freud, the Id triggers the Location's effects (resulting in the Id gaining 1 Coffee per effect triggered).

II

The Id moves its Professor on the City Map.

- If the Id's Professor is not in Freud's Location, move it there.
- If the Id's Professor is in Freud's Location, it moves its Professor 1–2 spaces, choosing the Location that will trigger the most effects (either from counting figures or tags). If there is a tie, the Id advances its Professor to the first tied Location clockwise.

After moving its Professor, the Id triggers the Location's effects (resulting in the Id gaining 1 Coffee per effect triggered).

III

The Id claims a Location Goal tile from the display—without needing to meet the tile's conditions.

- The Id uses the Compass Arrow to select the rightmost or leftmost tile from the display.
- If there are no remaining Location Goal tiles, the Id gains a Reputation point instead.

As usual, if the Id claims a Location Goal Tile, it takes the tile from the display, gains a Reputation point, and then places the tile face down in its play area.