FREE ASSOCIATION MODULES

Expand your Unconscious Mind experience with five new mix-and-match modules.

- **6 Illusion Dream cards**
- **5 Mirror Client cards**
- **6 Bric-à-brac Notebook tiles**
- **12 Scholarly Research cards**
- **6 Rendezvous Objective cards**

1. ILLUSION DREAM CARDS

Instead of drawing a Latent Dream, you may draw an Illusion Dream. When you Treat a Client with one, it produces a variable number of Therapy points—exactly enough to Cure your Client.

Components: 6 Illusion Dream cards

Setup

After step 13 of the standard setup, shuffle the six **Illusion Dream** cards into a deck and place it face down beside the Latent Dream deck.

Gameplay

When you draft a Client (other than your starting Client), **you may draw an Illusion Dream instead of a Latent Dream**. Place the Illusion Dream the same way as a Latent Dream.

To trigger the Treatment effect of an Illusion Dream, you must use a formula of Insights and other resources (e.g., an identical pair of Median Insights and 4 Coffees). Once triggered, each Illusion Dream produces the exact number of Therapy points needed to Cure the Client. Additionally, resolving the Dream allows you to trigger the Reputation track.

Solo

The Id does not draw Illusion Dream cards.

2. MIRROR CLIENTS

The Mirror Client cards represent the four Professors and Freud. They offer unique ongoing effects triggered by the Reputation track.

Components: 5 Mirror Client cards (double-sided)

Setup

Choose one of the following options:

A. Instead of drafting Routine Client cards in steps 10 and 11 (a.) of player setup, take the Mirror Client that matches your player board and place it into your Primary Office Room. Choose which side to keep face up and place a starting Grief Layer on top of it. Then, proceed to step 11 (b.), as usual.

Note: This option does not use the Freud Mirror Client card.

B. Instead of laying out Routine Clients in step 10 of player setup, lay out Mirror Clients equal to the number of players plus one (e.g., lay out five cards in a 4-player game). Before laying them out, shuffle all Mirror Clients—including flipping some of them over—so the cards and faces are fully randomized. Place a starting Grief Layer on top of each Mirror Client. Then, proceed to step 11, choosing from the Mirror Clients. After each player has drafted a Mirror Client, return the remaining card and starting Grief Layer to the box.

Gameplay

Mirror Clients work the same way as Routine Clients. Removing the Client's Grief Layer (by reaching Catharsis) enables the card's ongoing effects, as usual. Once enabled, whenever you trigger the Reputation track, you may also trigger the Mirror Client's effect (before or after performing an action from below Freud's Reputation marker).

Solo

Instead of drafting Routine Client cards in steps 10 and 11 (a.) of player setup, shuffle the Mirror Clients and take two of them. Pick one, choose which side to keep face up, and then place it into your Primary Office Room with a starting Grief Layer on top of it. Return the other card to the box. Then, as usual, place a random Routine Client in the Id's Primary Office Room with a starting Grief Layer on top.

🛡️⚡🎒 :	Generate one Minor Insight of each quality
🛡️⚡🎒 :	Generate a Median Insight
🛡️⚡🎒 :	Elevate an Insight and Transfer an Insight
🛡️⚡🎒 :	Gain 3 Coffees
🛡️⚡🎒 :	Gain a Bright Idea and 1 Coffee
🛡️⚡🎒 :	Gain a Heart-Shaped Box
🛡️🎒 :	Publish a Treatise or gain a Research card
🛡️⚡🎒 :	Trigger any Notebook tile effect in your player board
🛡️🎒 :	Advance Freud 1–3 Locations or move your Professor to Freud's Location
🛡️⚡🎒 :	Advance Freud 1–3 Locations
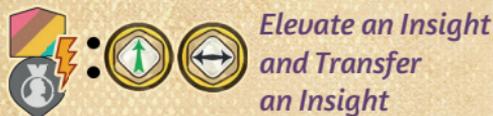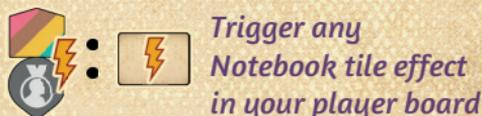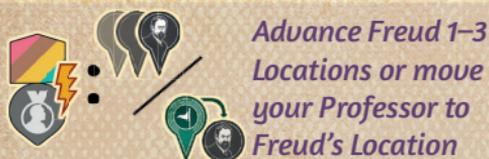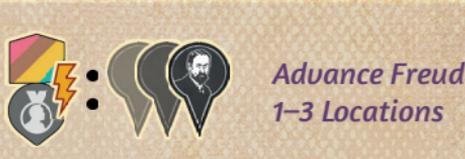
This Location tag acts as a tag matching the Location where Freud currently is on the City Map

3. BRIC-À-BRAC NOTEBOOK TILES

You begin the game with a Bric-à-brac Notebook tile beside your starting tile. When you complete your second column, it triggers the tile's special one-time effect—but after that, the tile just clutters up your Notebook!

Components: 6 Bric-à-brac Notebook tiles

Setup

After step 10 of player setup, when you lay out Routine Clients, randomly place Bric-à-brac Notebook tiles equal to the number of players plus one (e.g., five tiles in a 4-player game), with the effect side facing up.

During step 11 of player setup, draft one of these Bric-à-brac Notebook tiles (along with your Client and Dreams). Then, place the tile into the space to the right of your starting Notebook tile.

Gameplay

When you complete your second column of Notebook tiles, trigger the Bric-à-brac tile's effect. Then, flip over the tile. It will have no further effect for the rest of the game.

Note: You may replace a Bric-à-brac tile like any other tile (see Replacing Notebook Tiles in the base game's rules, page 15).

Solo

After step 10 of player setup, take two random Bric-à-brac Notebook tiles. Choose one and return the other to the box. Place the tile into the space to the right of your starting Notebook tile. The Id does not get a Bric-à-brac Notebook tile.

4. SCHOLARLY RESEARCH CARDS

Scholarly Research cards have effects that allow you to play additional Research cards and immediately Publish Treatises.

Components: 12 Scholarly Research cards (marked with ✥)

Setup

Before you create the Research Card display in setup step 15 of the standard setup, shuffle the 12 Scholarly Research cards into the base game's Research cards.

Gameplay

Follow the standard rules for gaining and playing Research cards.

Double-Volume Scholarly Research Cards

Three Scholarly Research cards feature two Volumes each. When you Publish a Treatise with one of these cards, you must use it to fulfill the two leftmost Volumes of a Treatise.

Note: You may not Cite Double-Volume Research cards.

Solo When the Id Publishes Treatises, it uses its in-play Double-Volume Research cards if possible.

5. RENDEZVOUS OBJECTIVE CARDS

Complete objectives and meet Freud in the City to share your Ideas and trigger powerful one-time effects.

Components: 6 Rendezvous Objective cards

Setup

After setup step 18 of the standard setup, randomly lay out three Rendezvous Objective cards face up and three face down.

Form three sets, each with a face-up Rendezvous Objective card layered halfway on top of a face-down card, and place the three sets near the City Map. The top card shows one Idea space in each player color and the requirements to place an Idea on the card. The bottom card shows the effects triggered by placing an Idea on the top card.

Gameplay

During your turn, you may place an Idea on a Rendezvous Objective card if you meet the following conditions:

- Your Professor is at the same Location as Freud on the City Map
- You satisfy the requirements shown on the top card
- You do not already have an Idea placed on the card

The Idea you place may come from your supply or the Meeting Table.

After placing an Idea onto the top card, trigger the effects shown on the bottom card. The Idea stays on the card for the rest of the game.

- *You may trigger more than one Rendezvous Objective card per game.*
- *If you have yet to unlock any Ideas from your player board, you may only place Ideas on two of the three Rendezvous Objective cards (i.e., you must have at least one Idea left to play with).*

Solo

The Id does not place Ideas on Rendezvous Objective cards.

Top Requirements	**Bottom Effects**
*Have **Ideas on three different Idea Spaces** on the Meeting Table*	*Perform any two actions from the zone below Freud's Reputation marker (or any zone to the left)*
*Have **nine tags** (any Locations)*	*Trigger the effects of three City Map Locations, one per District*
*Have **five Research cards** in your hand*	*Gain two Research cards and play two Research cards*
*Have **four Bright Ideas** in your supply*	*Gain 6 Coffees*
*Have **three Major Insights** on your dial*	*Trigger any Notebook tile effects in your player board four times (same or different tiles)*
*Have **two player-color Insights** on your dial*	*Trigger a Meeting Table action space that one of your previously placed Ideas points to (once). Then, advance your Inkpot based on the Idea's row, as usual.*