

## **Jekyll & Hyde (1.3)**

### **Components**

- 1 Map of London
- 2 Player Boards (1 for Jekyll, 1 for Hyde)
- 40 Cards in 4 colors
- 1 Jekyll/Hyde Token (2 sided)
- 16 Alleviation Tokens (a beaker with 3 colors)
- 32 Psyche Tokens (8 black, 8 white, 4 red (wrath), 4 blue (lust), 4 purple(pride), 4 yellow (envy))
- 1 container for drawing tiles (provided by player)

### **Construction Notes:**

The Jekyll/Hyde Token should be placed on opposite sides of a coin or other circular token. The Alleviation Tokens and Psyche Tokens can be attached to small tiles (i.e. from Scrabble) to help grip. Small cubes can be used in place of the Psyche Tokens. In the low ink version, a standard deck of playing cards should be used.

Page 9 is an optional back for the cards. You would need 4 copies of page 9 to place on the back of all cards.

### **Goals**

Jekyll & Hyde is for two players, and each can win under different conditions. The Jekyll player has to search the board to discover the four parts of a cure and collect the potions needed to mix each part. If the Jekyll player can mix (turn in) all four Alleviations, they win the game the instant they play the cards for the fourth and final part of his cure.

The Hyde player is trying to permanently take over the Psyche of the Jekyll player by replacing colored tokens with black ones. If the Hyde player can replace 3 tokens of the same color, the Hyde player instantly wins the game.

### **Set-up**

Place the game map between both players and the player boards on either side of the map. The Jekyll board is on Jekyll's side with the "Apothecary" edge facing the Jekyll player. The Hyde player board has the "Displaced" edge facing them. Shuffle the deck of cards and place in near the map within reach of both players. Separate the 16 Alleviation Tokens into 4 piles based upon the color at the top of the beaker. Shuffle each group of four tokens face down, and draw one token without looking at it, placing it face down on the x4 space just below the word "cure." Once each group has had a token removed, shuffle the remaining 12 Alleviation Tokens together face down, and place the twelve on each of the yellow squares on the map without looking at any.

Separate the Psyche Tokens into piles by color. Place the 8 white tiles in front of the Jekyll player, and the 8 black tokens in front of the Hyde player. Of the remaining 4 colors, remove 1 of each color, placing the 4 tokens into a container to draw from later.

The Hyde player places the Jekyll/Hyde token with the “Hyde” side up at Jekyll’s lab (on the west side of London, marked with a small beaker). The Hyde player also takes the 12 remaining Psyche tokens (3 of each color), places them on the “Time” clock face, and begins their turn.

### **The Hyde Turn**

The Hyde player moves around the board collecting cards, trying to get 3 cards of the same color. For each matching set they play, Hyde can place one of the Psyche tokens in the draw container, and replace it with one of their black Psyche tokens. If the Hyde player can replace any 3 Psyche tokens of the same color, they win the game.

The Hyde player can perform any action below in any order. Each action costs a certain number of points. When the Hyde player takes an action, they must give the Jekyll player Psyche tokens equal to the number of points from the clock on their player board. The Jekyll player places these tokens on the “Psyche” section of the Jekyll player board. Once the Hyde player has given 12 tokens to Jekyll, they finish their last action, flip the Jekyll/Hyde token to the Jekyll side, and end their turn.

### **Hyde Actions**

**The Hyde player has a hand limit of 5 cards.** The Hyde player can move to all sites on the board. They must be at a grey location to take most actions. **The Hyde player may only take one other action besides move at any grey location on the board.** They must move to another grey location to perform another.

During the Hyde turn, the Jekyll player can play any card to temporarily place a white Psyche token on any grey location until the end of the Hyde turn. This temporarily turns the location white, preventing Hyde from doing any other action at that location.

Hyde can also choose to turn in a card instead of a token for any action. Cards turned in get placed on the “Apothecary” side of the Jekyll player board, and the Jekyll player can draw at a later time.

### ***Move-1 or 2 points***

Hyde’s movement is concerned with the color of the location he moves to. If he wants to move to a grey location, they must pay 1 token. If they want to move to a white location (including one with a white token), they must pay 2 tokens. The Jekyll player can choose to play a card to increase the cost after Hyde announces which location they want to move to which forces Hyde to pay 2 tokens. Hyde cannot “reverse course,” unless they want to pay the cost to move back.

### ***Meet Displaced -2 points***

Single cards played by the Jekyll player are placed face up on the Player Board on the “Displaced” side. This represents displaced criminals or ill thoughts. Hyde can add any of these to their hand if they are on a grey space and pay 2 tokens.

### ***Commit Vice -3 points***

Hyde can draw a card from the deck by paying 3 tokens at any grey space.

### ***Trash Research – 3 points***

Hyde can add a black token to a research tile that hasn't been flipped over. Hyde must be at the location of the research tile and pays the three points. Hyde then names a vice, and attempts to draw a tile from the draw container that matches. If Hyde is successful, they return the tile to the container, and place a black Psyche Token on top of the Research tile. The Jekyll Player must now spend an extra Psyche Token to Research at that location. Hyde can only add 1 black tile per location.

### ***Steal a Potion – 4 Points***

Hyde can steal a potion from the Jekyll player. Hyde must be at the Laboratory, and pays 4 points. Hyde then draws a card at random from Jekyll's hand, and adds it to their hand.

### ***Gain Resistance-6 points***

Hyde can turn in a set of cards to replace a Psyche Token (of the same color as the cards) with a Black Psyche token. They must be at a grey location to do so, and the action costs 6 points. The removed color token gets added to the draw container, increasing the chances of that color being drawn by Jekyll.

At the start of the game, Hyde must turn 3 card of the same color to Gain Resistance and replace a Psyche Token. However, if Jekyll can find an Alleviation (by researching and mixing a cure), Hyde must turn in 4 cards of the same color to Gain Resistance in that color vice. The three or four cards are not turned in to the Apothecary. They are placed next to the draw deck, and reshuffled to form a new draw deck if the draw deck runs out.

### **Other Notes on Gaining Resistance**

Gaining Resistance helps the Hyde player in several ways. The black tokens do not slow him down, Hyde can use them exactly like the other color tokens, and thus will always have 12 points for actions. However, Jekyll must turn in 2 black tokens and cannot use them when a specific color is required. Also, since the replaced color token was added to the draw container, Hyde now has slightly better chances to use that color against Jekyll. Hyde can use the odds to help him "Trash Research," or may wish to play the same color potion if Jekyll uses grey/black paths to limit Jekyll's movements. Finally, if Hyde can replace all three tokens of the same color, they win the game.

### ***Pass***

Sometimes the Hyde player may wish to end their turn early. They may pass any remaining tokens to the Jekyll player, and end their turn.

### **The Jekyll Turn**

The Jekyll player moves around the board trying to figure out the four parts of the cure, and collecting the 3 cards needed for each Alleviation. Jekyll can partially cure himself which will help slow down Hyde, but must fully cure themselves to win the game. Each time they mix an Alleviation, they can add two white tokens to the draw container, reducing the chance of a vice overtaking Jekyll. An Alleviation

also increases the requirement for Hyde's "Gain Resistance" action from 3 cards to 4 cards. If Jekyll can mix all four parts of the cure, they instantly win the game.

Most of Jekyll's actions can only be performed on certain places. The Jekyll player can perform any action below in any order. Each action costs a certain number of points. When the Jekyll player takes an action, they must give the Hyde player Psyche tokens equal to the number of points. Sometimes, the Jekyll player must give a token of a specific color. If they cannot give Hyde a token of the color, or play a card of that color, flip the Jekyll/Hyde token to the Hyde side, give Hyde all remaining Psyche tokens, and end their turn.

### **Jekyll Actions**

**The Jekyll player has a hand limit of 5 cards.** The Jekyll player can move to all sites on the board. **The Jekyll player may take two other actions besides move at any location on the board.**

During some of Jekyll's movements, the Hyde player can play any card to make Jekyll pay an additional Psyche token. In these situations, Jekyll must try to match the color with a card or Psyche Token. The card played by Hyde gets placed on the Apothecary side of the player board, and Jekyll could draw it later in the game.

Jekyll can also choose to turn in a card instead of a token for any action. Cards turned in get placed on the "Displaced" side of the player board, and the Hyde player can draw at a later time.

As the game progresses, Black Psyche tokens may be mixed in with the other four colors. Jekyll can still use Black Psyche tokens, but must pay two for every one point of cost. Black tokens cannot be used when a color is required.

### ***Move- 1 or 2 points***

Jekyll's movements are determined by the path the player want to choose. If they choose a white path, they must pay one token.

If they choose a grey path, the base cost is one token. On grey paths, the Hyde player can choose to play a card forcing Jekyll to add a point to the cost. The added point must match the color of the card Hyde played, and can be paid by either a Psyche Token or a Card. If Jekyll plays a card, it goes on the Displaced side of the player board.

If Jekyll chooses a black path, they must first draw a token from the draw container. They must pay a matching color token or card or else their turn ends. Later in the game, it is possible to draw a white token from the container. If this happens, Jekyll can pay a token of any color. After drawing and paying the cost for the black path, the Hyde player can choose to play a card to add an additional cost of the movement as they could for grey paths above.

### ***Buy Potion-2 points***

If Jekyll is at one of the two Apothecary spaces (marked with a Rx symbol), they can pay 2 points to choose any one card from the Apothecary side of the player board. Jekyll can take two actions at any location (buy 2 potions) but then they must move along.

### ***Mix Potion-3 points***

If Jekyll is at his lab (marked with a beaker symbol), they may pay 3 points to draw two cards from the deck. Jekyll can take two actions at any location (draw 4 cards) but then they must move along.

**Research -3 or 4 points**

If Jekyll is at a location with a face down Alleviation Token (marked with a yellow dot), they may pay 3 points to remove the token from the map, and place in face down over the matching Cure space on the player board. Through a process of elimination, they Jekyll player will be able to figure out the Alleviation Token at the top of each column.

Note that the Hyde player may have "Trashed Research" and added a black token to a Research token. In this situation, the cost to Research is increased by 1 (4 points).

**Mix Alleviation -6 points**

If Jekyll is at his lab, they can turn in a set of three cards to mix an Alleviation. Upon doing so, Jekyll may add 2 white tokens to the draw container, and may remove the matching Alleviation token from the top of the column. After this, Hyde must play 4 matching cards to replace a Psyche cube of that color. If Jekyll can mix all four alleviations, they win instantly.

The three cards are not turned in to the Displaced side of the Hyde player board. They are placed next to the draw deck, and reshuffled to form a new draw deck if the draw deck runs out

If for some reason, the Jekyll player turned in an incorrect set of cards, they must draw 3 tokens from the draw container, and replace matching Psyche tokens with Black ones.

**Pass**

Sometimes the Jekyll player may wish to end their turn early. They may pass any remaining tokens to the Hyde player, and end their turn.