

## Lab Romance GERTRUDE

OBJECTIVE: The player on your right OR left drink the antidote (not both!). You must also drink the antidote.

IF SUCCESSFUL: You live and earn the surviving player's points x2.

IF UNSUCCESSFUL: You die! (Either from the toxin, or from treachery!)

## Lab Romance PROSPERO

OBJECTIVE: All players live (including you).

IF SUCCESSFUL: You live and earn x2 points.

IF UNSUCCESSFUL: You die for "tempting fate" and lose an additional 2 points.

## Lab Romance PUCK

OBJECTIVE: Drink the antidote.

IF SUCCESSFUL: You earn +1 point for every player with a Lab Romance card who also lived OR +1 point for every player with a Lab Romance card who died.

IF UNSUCCESSFUL: You die. Lose the points shown on your final card x2.

## Lab Romance ARIEL

OBJECTIVE: All players with a Lab Romance card live (including you).

IF SUCCESSFUL: You are rewarded and earn +1 point per player in the game.

IF UNSUCCESSFUL: You are punished and die! Your score is -1, minus 1 additional point per player without a Lab Romance card who drank the antidote.

## Lab Romance ANTONY

Turn this card face-up.

Once per turn as your turn action you may peek at any player's Lab Romance card.

## Lab Romance BRUTUS

Before the antidote is revealed you may trade your final card for any other player's final card.

OBJECTIVE: Drink the antidote.

IF SUCCESSFUL: You live!

IF UNSUCCESSFUL: You die!

## Lab Romance TITANIA

OBJECTIVE: You drink the antidote, and the players on your left AND right also drink the antidote.

IF SUCCESSFUL: You live and earn the sum of the player on your right and left's points.

IF UNSUCCESSFUL: You die! (Either from the toxin, or from a broken heart!)

## Lab Romance HAMLET

OBJECTIVE: Drink the antidote.

IF SUCCESSFUL: You live and earn +2 points per antidote card in your workstation.

IF UNSUCCESSFUL: You die and lose -1 point per antidote card in your workstation.