

### **New Lab Romance Card Rules: (3-7 Players)**

Print & Play Instructions: Cut out each of the 8 new Lab Romance cards provided in the pdf. Sleeve your existing set of 8 Lab Romance cards. Also sleeve your existing set of 8 ID Badges. Slide each new Lab Romance card into a sleeve with an ID Badge so the new Lab Romance card completely covers the ID Badge. Artwork is prototype only and not final.

Setup: Set up the game as you would to play the Lab Romance Expansion, except include all 16 Lab Romance cards instead of only the original 8.

Gameplay: The game plays according to the Lab Romance rules stated in the original game, except for the following difference. When you choose to draw a Lab Romance card as your turn action, you may draw two Lab Romance cards from the Lab Romance deck instead of 1. You must keep one of these two cards to be your Lab Romance card. The other must be returned to the bottom of the Lab Romance deck.

#### **New Cards Details:**

**GERTRUDE:** Your goal is to drink the antidote and to ensure that only *either* the player on your left OR the player on your right drinks the antidote. You earn the points on the final card of the player to your right or left who lived, times 2. If both or neither players drinks the antidote (or if you fail to drink it yourself), you die! Your score if you die is equal to minus the number on your final card.

**HAMLET:** Your goal is to drink the antidote, but you also earn bonus points for every number card in your workstation at the end of the game that turns out to be the antidote. For each of these cards you earn +2 points. If you fail to drink the antidote, you lose points equal to the number on your final card, minus an additional 1 point for each antidote card in your workstation.

**PROSPERO:** Your goal is to ensure that ALL players (you included) survive. If you succeed, multiply your score times 2 for your final score. If even one player dies, you also die for “tempting fate” and lose 2 points minus the number on your final card (even if it was the antidote).

**ARIEL:** Your goal is to drink the antidote and help all players with a Lab Romance card to also drink the antidote. If you can accomplish this task, you earn the score of your final card +1 point per player in the game. If even one player with a Lab Romance card dies, you are punished and also die. You score no points for your final card, but instead lose 1 point, minus 1 additional point for each player without a Lab Romance card who drank the antidote.

**PUCK:** Your goal is to drink the antidote. If you succeed, you earn the score on your final card +1 point per player with a Lab Romance card who also drank the antidote OR +1 point per player with a Lab Romance card who did NOT drink the antidote. You may choose either bonus (whichever gives you the most points) at the end of the game, after the antidote is revealed. If you fail to drink the antidote, you lose points equal to the number on your final card times 2.

**TITANIA:** Your goal is to drink the antidote and ensure the players to your immediate left and right also drink the antidote. If you are successful, your score is the sum of the points on the final card of the player to your left and the player to your right. If even one of you does not drink the antidote, you die (either from the toxin, or from a broken heart). You lose points equal to the number on your final card, even if it is the antidote.

**BRUTUS:** If you are Brutus you may exchange your final card with any other player’s final card just before the antidote is revealed at the end of the game. If you decide to make this trade, drink the formula shown on the new card, if not, drink the formula on your final card. In either case, if you drink the antidote, you live and score points equal to the number on that card, or die and lose points equal to the number on your final card if you don’t drink the antidote.

**ANTONY:** Antony does not come with a new set of objectives. Instead, if you are Antony, you must turn your card face-up, and then you may choose to peek at any other player’s Lab Romance card on your turn instead of taking your regular action. You may talk about what you discovered on the card you peeked at, but you may not show it to any other player.