

Toy Lab

Designed by Fagner Silva and Ellie Dix

2-4 players | 60 minutes | Age 10+

Object of the game:

You're a toy inventor with a flair for the unusual. Collect resources, win commissions, add finishing touches and complete projects. You may be a freelancer, but you benefit from the community of inventors within the toy studio. Working close to others increases your potential supply of resources and attracts more customers. But your colleagues are also your competition. Can you keep your edge, while others rise with you?

Components:

- Main board (with three locations)
- 4 players boards
- 100 resources (25 of each of 4 types)
- 50 gold
- 40 workers (8 for each player)
- 54 commission cards
- 32 training and development cards
- 60 tiles (20 resource tiles, 20 commission tiles, 20 completion tiles)
- 4 red line markers
- 4 milestone markers (1 for each player)
- First player token

Set up:

- Place the main board (5 mini boards in the prototype version) in the centre of the table.
- Give each player a player board and select the right side for the player count.
- Give each player the workers shown on their player board.
- Shuffle the commission cards and place four commission cards randomly on the commission spaces on the board, then place the rest on the deck space next to the line.
- Shuffle the training and development cards in two decks (one of each level) and place the top two cards of each deck in the relevant spaces on the Training and Development track, then place the rest in two decks on the designated spaces under the line.
- Separate the tiles into three piles - one of each location type. For each location:
 - Shuffle the tiles
 - Place 8 tiles face up on the action spaces at the location.
 - Place the remainder of the tiles in a face down deck on the marked space and flip the top one, placing it next to the pile - this will be the next tile.
- Place the resources in their designated spaces in the resource section of the board. Place the gold to the side of the board in a central supply.
- Place the milestone markers next to the milestone track.
- Place one red line marker at each location.

- Deal each player 2 commission cards from the top of the deck. They choose one to keep, which they put on their player board. The other cards are returned to the bottom of the deck.
- Each player takes any three resources of their choice.
- The player who most recently invented something goes first. Give them the first player token.

How to play:

The game is turn-based. On your turn, you visit a location to take an action. Other players at this location will also gain a benefit.

On your turn:

- Select one of the four locations to visit:
 - Resources
 - Training and development
 - Commissions
 - Completions
- Place one of the workers from your supply onto the left-most worker space at this action. If other workers are on spaces at this location, move them all one space to the right.
 - If you have no workers available in your supply, move a worker from a different location to this location. If you have multiple workers at the location you are moving a worker from, you must remove the worker that has been at the location for the longest (i.e. furthest along the track).
- If there were already four workers at the location, the worker at the right hand end now 'departs' and has no action space. When a worker departs:
 - 1) Replace one of the tiles at that location. Take the 'next tile' and use it to replace the tile at the position shown on the back of the tile at the top of the tile pile - on the track that is marked with the line marker. For example, if the back of the tile at the top of the deck shows a 2 and the line marker is pointing to the top line, place the next tile in the 2nd position on the top tile track. Then flip a new tile, which becomes the next tile.
 - 2) The player who owns the departing worker activates the space on the marked line next to any one of their other workers. Alternatively they may also choose to pay 1 gold to activate the space on the unmarked line next to one of their workers.
 - 3) The departing worker is returned to the player's supply.
- The active player decides which line to activate and moves the line marker next to this line. They take the action on the first tile (next to their worker) on the marked line.
- Now moving from left to right - each player who has a worker on this action space takes the action on the marked line next to their worker. Resolve one before moving to the next.
 - You may choose to pay 1 gold to take the action next to your worker on the unmarked line.
 - You may choose to take no action - in which case you take 1 gold.
- If you have a worker at the activated location you may pay gold for additional benefits. (See *Locations* below).

- Play moves clockwise to the next player.
 - Tip: Look at the first space on the activated location track for a quick reminder of who the active player was.

Locations

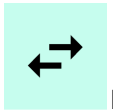
Resources:

Take the resources shown on the tile next to your worker.

Tile clarifications



Take a resource of your choice.



Exchange one resource from your supply with any other from the general supply.

Additional action

- You may pay 2 gold to take an extra recycled material or plush.
- You may pay 3 gold to take an extra metal
- You may pay 4 gold to take an extra electronic component

Any player (active or passive) may take this extra action. You may do this multiple times if you have the gold to do so. Note that each player has a specialism and gets a reduction on the cost of purchasing extra resources in their preferred medium.

Commissions:

Take one commission card. You may only take the card from the position shown on the tile next to your worker. If multiple positions are shown, you may choose which card you take from these options. Refill the space with a new commission card from the deck immediately.

Additional action

You may pay 3 gold to look at the top 5 cards in the commission deck and take one of them. Return the other cards to the bottom of the deck. Any player (active or passive) may take this extra action. You may do this multiple times if you have the gold to do so.

Training and Development:

Benefits change according to your position on the power track.

Position 1: Take resources shown

Position 2: Take a commission card or 2 gold (depending on which track is active).

Position 3: Take a level 1 power card

Position 4: Take a level 2 power card

Additional action

You may pay 3 gold to take a different action on the track that has been activated (i.e. at a space where your worker is not). Any player (active or passive) may take this extra action. You may do this multiple times if you have the gold to do so.

Completions:

Complete any single commission on your player board - if you have the resources to do so. You instantly receive 2 gold when you complete a commission.

If the commission you are completing matches the icon on the token at your worker's action space, you may flip your commission card, to show you have added the requested finishing touches. Flipping the card will give you more victory points. Completed commissions (whether flipped or not) are tucked under the right hand side of your player board.

Additional action

You may pay 4 gold to complete a second commission. Any player (active or passive) may take this extra action. You may do this multiple times if you have the gold to do so.

Milestones

You may move your milestone marker up the milestone track as soon as you complete the next milestone.

The first player to reach a milestone takes 3 gold.

Game End

The game end is triggered when one player reaches the third milestone. Continue until each player has had the same number of turns.

Scoring

Your score is calculated by adding:

- Points on all your completed commissions

- Points received from your scoring training and development cards.
- Milestone points
- 1 point for every 3 gold

The player with the highest score is the winner.

In the event of a tie, the tied player with the most completed commissions wins.

If there is still a tie, the tied player with the most gold wins.

If there is still a tie, you are both marvellous - share the victory.