



♥ Toy Lab ♥



The competitive game with positive interactions

Overview

You're a toy inventor with a flair for the unusual. Collect resources, win commissions, add finishing touches and complete projects.

Toy Lab is a worker placement game with an innovative conveyor-belt mechanic. When you activate a location, all the other workers at that location also benefit.

Can you keep your edge while others rise with you?



2-4 players



60 mins



Age 10+



Components

- 1 main board
- 4 players boards
- 86 cards
- 100 resources
- 9 markers
- 50 coins
- 40 workers
- 60 tiles

Features

Worker Placement

Non-Active Player Benefits

Contract Fulfilment

How to Play

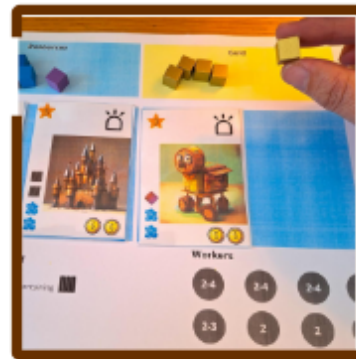


You may send workers to 4 different locations.

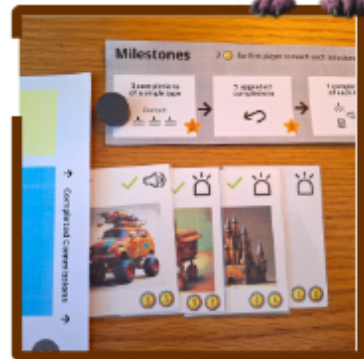
1. Acquire resources
2. Win commissions
3. Complete projects.
4. Gain power by training.



Your worker arrives in the left-most spot. Other workers at the location move right. Each worker triggers the action on the marked track at that space. Gain benefit on other players turns.



Gain gold when you complete commissions or skip actions. Gold can be spent to use different action spaces or complete additional actions.



Complete commissions of certain types to progress on the milestone track. When one player has reached the final milestone, the game ends.

Designers: Ellie Dix & Fagner Silva

Contact:

ellie@thedarkimp.com & ds.fagnerlima@gmail.com