

# "Laboratory Corporation" Tabletop Game Rule Book

## 1. Concept

This tabletop game is adapted from a single-player offline electronic game called "Laboratory Corporation" that I enjoy. The reason I wanted to transform the original single-player game into a tabletop one lies in my strong interest in tabletop game production and passion to develop my own game based on a game that I am familiar with and love.

Now please allow me to briefly introduce the prototype of our game, "Laboratory Corporation". The gameplay of "Laboratory Corporation" is a monster simulation and management game that pays homage to the SCP and other paranormal series. In this game, the player serves as a supervisor in an energy company, assigning employees to work with various monsters. The monsters will generate energy for you to collect when they are satisfied with your management. However, if you violate the taboos of these monsters during management, they will break containment and attack your employees. The goal of the game is to collect a sufficient amount of energy.

The tabletop game maintains the same world view as the original game. However, as a multiplayer game, it has adjusted and innovated on some game mechanics. My hope is that fans of "Laboratory Corporation" will enjoy it, and that more people will appreciate the innovative design based on certain mechanics from the original game.

## 2. Contains

**Map and Chess:** The field is a place where players put their chess, employee cards, roads, monster cards and work cards. There are 2 kinds of chess in the game: Monster Chess and Employee Chess

(1 map, 6 \* 4 chess)



**Energy:** If a player's employee successfully works on monsters, the player will obtain energy.

The first player who has 5 points of energy wins the game. (30\*5 energy)



**Work Card:** There are 4 kinds of work cards, each of which has their unique color and effect.

(4\*20 work cards)



**Employee Card:** The employee who a player can hire during the game (32 employee cards).



**Monster Card:** The monster that a player owns. Each monster has its own battle form and management form. (2\*35 monster cards)

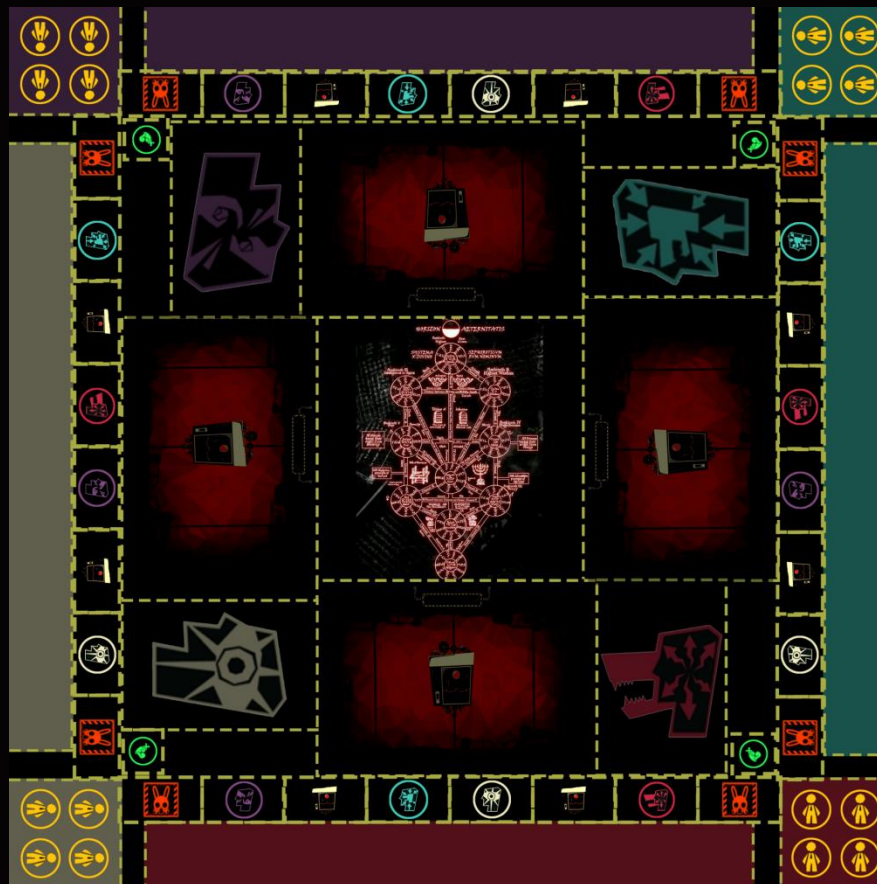


### 3. World Creation

Worldview: All players are hired as department supervisors by Laboratory Corporation. Each player has his own department, employees, and monsters. Players need to dispatch their employees to work on their own monsters and other players' monsters to obtain energy. Whoever become the first to reach the energy target will be the winner.



Victory condition: Whoever becomes the first to get a specified amount of energy (equivalent to the number of successful work actions) wins the game.



**Map:** The game takes place entirely on a map, similar to a game board in the outer perimeter resembling a "Flying Chess" board. Players' employee tokens will move on this board. The inner circle of each region will contain various work cards (similar to "Adventure" cards in Monopoly) and monster cards. The central area of the map is designed for dice rolling.



**Initialization:** Each player needs to draw 2 employee cards and 2 monster cards in order to initialize their department. After determining the starting player through a game of rock-paper-scissors, players will proceed to set up their respective areas in clockwise order. It is important to note that employee cards are placed face-up (visible to all players), while monster cards are placed face-down (only visible to the player holding them). Each monster has its own alarm counter, and when this counter reaches 0, the monster will escape. Therefore, after placing the monsters, players need to place the counter indicator based on the current count on each monster's counter. This indicator is placed face-up (visible to all players). Once this initialization is complete, the player who set up their area first will roll the dice and begin their turn, followed by the other players in clockwise order.

## 4. Game Play



**Turn Flow:** Each player's turn follows a similar process to "Flying Chess". They roll the dice and then choose one of their employees to move a number of spaces equal to the dice roll. However, before moving, they can choose to resolve one of three actions - Draw Card, Work, or Battle - based on the final landing spot and areas passed through. After resolving the chosen action, the player's turn ends.



**Draw Card:** When an employee's path destination is one of the circular patterned squares, the player can draw a colored work card correspondingly based on the color of the landing spot. The player then reveals the drawn work card to all players. Afterward, the player can decide whether to activate the effect of the drawn work card. Regardless of whether the player activates the effect of the work card or not, the card is placed in the player's hand.



**Work:** When an employee's path passes through a square patterned square, the player can choose to stop there and discard a work card from his hand. He can then assign the employee to work on the monster belonging to that square, matching the type of work card discarded.



When resolving work, the player needs to roll the dice again and choose either the attribute points of the employee or the dice roll as the final work result. If the monster's work preference includes this chosen number, the work is successful, and the player earns one energy point. Otherwise, the work fails. The player holding the monster only needs to inform the player performing the work whether the work was successful or not, as well as the outcome of any other events triggered by the monster's management effect.



**Monster Escape:** The monster's counter can decrease for various reasons. When the counter reaches 0, the monster transits from its management form to its battle form. At this point, the player needs to reveal his monster and replace the monster card in the management form with that in the battle form. A monster token is also placed on the game board.

At the beginning of the player's turn, if he has any monsters in the battle form, he needs to roll the dice for those monsters and move them according to the dice roll. After that, the player can roll the dice and move his employees.



**Monster Suppression:** When there is a monster on the path of an employee's movement, a battle can take place. The player first places the employee token on the final landing spot. Then, he rolls the dice again and chooses either the dice roll or the employee's own damage points as the final attack points. Based on the employee's damage type, if the monster's corresponding damage resistance includes the chosen final attack points, the attack is successful, and the monster loses one point of health. Otherwise, the attack fails, and the monster's health remains unchanged.



