

You're a chaotic little rat in a dangerously unstable lab.

Your job?

Survive! Out bluff your friends!

Trigger explosive reactions!

Repair your precious beakers!

And ultimately, emerge as the Rat That Rules Them All.



## HOW IT WORKS

EVERYONE STARTS WITH 4 BEAKERS.

### IF ALL YOUR BEAKERS BREAK? YOU'RE OUT.

BANISHED FROM THE LAB. FOREVER. MAYBE.

ON YOUR TURN, YOU'LL TRY TO DESTROY YOUR OPPONENTS' BEAKERS

BY CREATING **REACTIONS** (specific combos of cards).

BUT THEY'LL TRY TO STOP YOU USING **SHIELDS**... IF THEY CAN.

**BLUFFING** IS THE NAME OF THE GAME. PLAY CARDS FACE DOWN, PRETEND IT'S SOMETHING ELSE, AND SEE IF ANYONE DARES TO CALL YOUR RATTY LITTLE BLUFF.

**CHAOS ISN'T JUST ENCOURAGED, IT'S ESSENTIAL!**

## SETUP

**1** REMOVE all the **SPECTROMETER** cards and **NOBLE GAS** cards from the deck.



**2** GIVE EACH player 1 **SPECTROMETER** and 1 **NOBLE GAS**. Put 2 **SPECTROMETER** cards and 2 **NOBLE GASES** BACK INTO THE **DECK** and keep the rest (if any) away.

### 3. PASS

Nothing useful? Time to bail.

You **MUST DISCARD 1 NON REACTIVE** card (Shield, Repair Kit, Spectrometer, etc.) and draw 1 new card.

If you **ONLY** have reactive cards (Alkali, Water, Halogen, Radioactive), then yeah, you're allowed to discard those.

The ongoing reaction gets passed onto the next player (provided it isn't going to explode!).

### 4. DEFEND

If an **EXPLOSION IS COMING YOUR WAY** and you don't want to go BOOM, play a **SHIELD** (NOBLE GAS, METAL) to neutralize it.

A shield ends the reaction. Reaction cards go to the Toxic Waste Pile.



**4** Place the rest of the deck in the centre—this is your **DRAW PILE**.

Leave a spot next to it—

this will be your

**TOXIC WASTE PILE** (a.k.a. **DISCARD PILE**)

That's it! You're a bunch of rats with unstable chemicals and way too much confidence. Let's go.



Toxic waste pile  
(for completed reactions)

If the Draw Pile runs out, shuffle the Toxic Waste to make a new deck (except for any used Repair kits!).

# TAKING YOUR TURN

### ON YOUR TURN

Play **AS MANY CARDS AS YOU WANT** – face-up or face-down (more on bluffing later).

Here's what you can do on your turn:

#### 1. START A REACTION

**ONLY ONE** reaction can be active at a time.

If there isn't one currently... you get to be a troublemaker and start one.

You can **START A REACTION** by playing:

An **ALKALI METAL** (starts an Alkali Reaction), A **RADIOACTIVE** (starts a Radioactive Reaction) or A **WATER** (could support either alkali or radioactive reactions)

QUICK CHEMISTRY LESSON (you won't pass your finals with this)

There are two types of reactions –

Alkali Reaction = Alkali Metal + Water (+ Halogen = MAX chaos)

Radioactive Reaction = Radioactive + Water, or two Radioactives

Use the **CHEAT SHEET** on the back to help you as you play



#### 2. CONTINUE A REACTION

If there's already a reaction happening, you can—

ADD to it

If it's **ALKALI**: Add **WATER** or **HALOGEN**

If it's **RADIOACTIVE**: Add a second **RADIOACTIVE** or **WATER**  
**CHAIN REACTION** (Pass it to the next player)

**REVERSE REACTION** (Send it back where it came from)

You **CAN'T START A NEW REACTION** until the current one is resolved.

Only one of each card can be in a reaction (except for radioactive reactions with two radioactives).

#### 3. PASS

Nothing useful? Time to bail.

You **MUST DISCARD 1 NON REACTIVE** card (Shield, Repair Kit, Spectrometer, etc.) and draw 1 new card.

If you **ONLY** have reactive cards (Alkali, Water, Halogen, Radioactive), then yeah, you're allowed to discard those.

The ongoing reaction gets passed onto the next player (provided it isn't going to explode!).

#### 4. DEFEND

If an **EXPLOSION IS COMING YOUR WAY** and you don't want to go BOOM, play a **SHIELD** (NOBLE GAS, METAL) to neutralize it.

A shield ends the reaction. Reaction cards go to the Toxic Waste Pile.



### ENDING YOUR TURN

DRAW UNTIL you have 6 CARDS in hand.

(For real. Don't forget. Every time. 6 cards. In your hand at the end of each turn. Draw. Do it.)

Drawing cards marks the end of your turn and it passes to the next person. You can no longer do anything.

### RADIOACTIVE CARDS

These are marked on the back. Everyone knows you have one.

That's the deal. No secrets.



So when you draw one, **YOU MUST PLAY IT ASAP**.

Can't hold onto it like a coward – if you do, **YOU LOSE 1 BEAKER PER TURN** IT SITS IN YOUR HAND (This is your own fault. This is science.)

### ENDING A REACTION

Either someone gets **BLASTED** and **LOSES A BEAKER** OR it's **BLOCKED** with a **SHIELD**

All cards in that reaction go into the **Toxic Waste Pile**

The game continues like nothing happened (except someone might now have 1 less beaker and a lot more trust issues)

### BLUFFING

Lab Rats is not a game of honour. It is a game of deception.

**EVERY PLAYER** can play **ONE TURN** per **REACTION** as a bluff!

Any card can be played face-down as a bluff (except a Spectrometer)

### HOW TO BLUFF:

PLAY a card **FACE DOWN**, SAY what it is. ("This is a Noble Gas!" / "Here comes an Alkali Metal!")

That's it. Try not to laugh nervously.

Bluffing lets you— pretend to attack, pretend to defend, confuse your enemies, lose all your friends.

### HOW TO CALL YOUR BLUFF – THE SPECTROMETER:

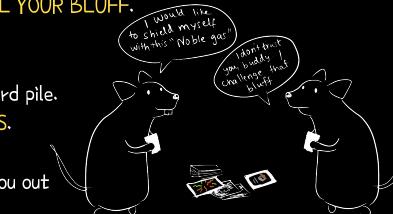
If the **NEXT** player suspects you're lying, they can use a **SPECTROMETER** card (if they have one) to **CALL YOUR BLUFF**.

If you're **CAUGHT LYING**:

- **YOU LOSE 1 BEAKER**.
- Your card goes to the discard pile.
- The **REACTION CONTINUES**.

If you're **NOT LYING**:

- The person WHO CALLED you out **LOSES 1 BEAKER**.
- Your card **STAYS IN PLAY**.  
(For example, if you were bluffing an Alkali and it was real? The reaction goes boom.)



### PRO TIPS

- A bluff can be truthful. That's not cheating. That's 4D chess.
- Bluffing is core to this game. If no one bluffs, you are playing a lesser version of Lab Rats. Fix that.
- Early in the game, throw down something dramatic and claim it's deadly. Even if it's a Repair Kit. Fear is your weapon.

### GAME END

Start with 4 BEAKERS. If you **LOSE ALL 4**, you're **OUT** of the game. Leave the game and take 1 **SPECTROMETER** and 1 **NOBLE GAS** with you. The last remaining rat wins!

### OK, STOP READING AND START PLAYING!

That's enough science. Check the back if you're confused.

Good luck, little rat. Only one of you will emerge as **THE RAT THAT RULES THEM ALL!**

