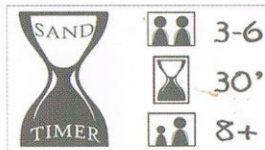


# Experiment

by Tim De Rycke & Sander Vernyns



## OBJECT OF THE GAME

Players try to gain as many points as possible while completing their tasks. They must try to collect flasks containing the proper chemicals. The player with the most points at the end of the 12th round wins.

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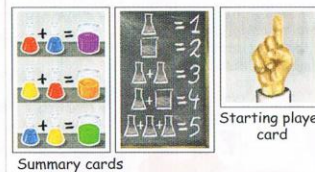
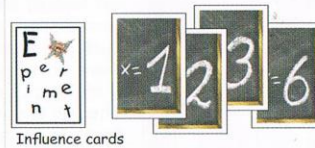
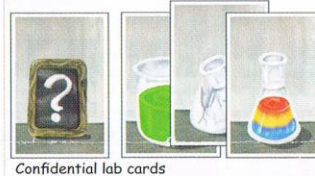
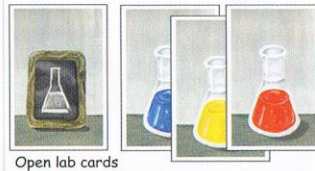
- 1 Starting player card
- 57 Task cards (with different difficulties and point values)
- 84 Lab cards (in 2 groups):
  - 60 Open Lab cards with primary colour chemicals (20 blue, 20 yellow, 20 red)
  - 24 Confidential Lab cards
    - 4 Broken Flask cards
    - 2 Explosion cards
    - 9 Lab cards with secondary colour chemicals (3 green, 3 orange, 3 purple)
    - 3 Wildcards
    - 6 Lab cards with double primary colour chemicals (2 blue-blue, 2 yellow-yellow, 2 red-red)
- 6 Sets of influence cards in the values 1, 4 and 7
- 36 Influence cards (6x1, 6x2, 6x3, 6x4, 6x5, 6x6)
- 4 Double-sided summary cards. One side shows the different colour combinations (how to make secondary colours). The other side has an overview of the point value of the tasks.
- This rulebook

## PREPARATION

- The youngest player becomes the starting player and receives the starting player card. Or select the starting player by any method the players agree to.
- Each player gets a set of 3 Influence cards with the values of 1, 4 and 7. With less than 6 players the remaining sets are removed from the game (put them back in the box).
- Thoroughly shuffle the task cards, forming the task deck.
- Deal a task card to each player - these are kept secret.
- Place the task card deck face down then deal 3 task cards face up in the center of the table.
- Shuffle the confidential lab cards deck. Place the top 2 confidential lab cards face down in the middle of the table. Set aside the rest of the deck until the next round.
- Shuffle the open lab cards deck. Deal face up a number of cards equal to the number of players minus 1. Thus for 5 players, deal 4 cards face up. Place these beside the confidential lab cards. Set aside the rest of the deck until the next round.
- Finally shuffle the influence cards deck, forming the influence deck.

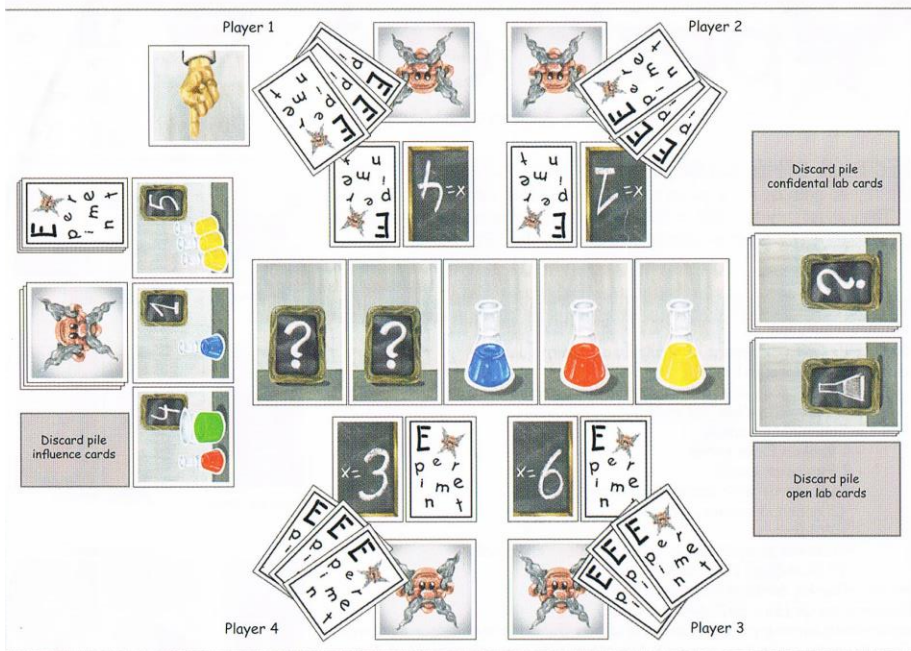
## THE GAME

- The game lasts for 12 rounds. Each round consists of 3 phases:
- Phase 1: Determine players' influence
  - Phase 2: Choose a lab card or a new (extra) task card
  - Phase 3: Fulfill tasks



Each player receives:





The players put the chosen lab card face up in front of them. The influence cards in front of each player are put on the influence discard pile. The lab cards that were not chosen are put aside face down on the (open and confidential) lab card discard piles (the players cannot look at these cards).

**Remark:**

A player who doesn't want to take a lab card can take an extra task card instead. The player can choose between the top card from the task card deck or 1 of the 3 face up task cards. If one of the face up cards is taken then a new task card is immediately placed face up to replace it.

**Important:**

In the face up open lab cards there are only chemicals of primary colours. In the face down confidential lab cards there are secondary colours, double primary colours, wildcards, and also broken flask cards and explosion cards.

A player who takes a broken flask card has to discard to the lab card discard pile one of the lab cards from in front of him or her (no broken flask card!). A player with no lab cards must discard the next lab card he or she gets. Taking a face down lab card unseen is always a risk!

When a player takes an explosion card, all players (including the player who has taken the card) have to discard one lab card (no broken flask cards!) from in front of them to the lab card discard pile. If a player doesn't have a lab card he doesn't have to discard one.

**Phase 3: Fulfill Tasks**

The new starting player (the player with the lowest influence) is the first to try to fulfill their task. The other players follow in clockwise order.

To fulfill a task a player needs to have the exact chemicals depicted on his task card. The secondary colour chemicals can be presented in the form of a lab card with a secondary colour or as a combination of 2 lab cards with a primary colour (see the colour combination summary card). The wildcards can be used as a flask of a primary colour of your choice (red, yellow, blue).

If a player can fulfill his task he puts the corresponding lab cards on the lab cards discard pile and places his task card face up in front of himself. Then he immediately takes a new task card. He can choose between the top card from the deck of task cards or 1 of the 3 face up task cards. If a face up card is taken then immediately replace it. If a player is then able to fulfil a new task card he may do so immediately and take another task card.

Once all players have had the opportunity to fulfill their task, new lab cards are laid out in the middle of the table. Lay out 2 confidential lab cards face down and also a number of open lab cards face up equal to the number of players minus 1. The next round begins again with phase 1: Determine players' influence.

**END OF THE GAME**

The game ends at the end of phase 3 of the 12th round (note that all confidential lab cards are used at this moment). The player who has collected the most points with his tasks (as indicated on each task) is proclaimed the best lab assistant and winner of the game. In case of a tie, of the tied players the player who has fulfilled the most task cards wins. If this is still a tie, of the tied players the player with the most lab cards in front of him wins. In the exceptional case that this is still a tie, of the tied players the player with the starting player card or the player closest to the starting player in clockwise direction wins.

**PHASE 1**

**Phase 1: Determine players' influence**

Beginning with the starting Player, deal 1 card from the influence deck face up in front of each player, then deal 1 card to each player face down (players may not look at this card). If the influence cards run out then shuffle the influence card discard pile to form a new influence card deck.

Each player chooses 1 of the 3 influence cards in their hand and lays it face down with 1 of the 2 cards in front of them, then takes the other card into their hand. Each player always has 3 cards in hand.

Then all the influence cards are turned face up and the 2 influence cards in front of each player are added together. The player with the highest influence may take a look at the 2 face down confidential lab cards on the table (no other player may see these cards). In case of a tie, the player with the highest influence among the tied players is the starting player or the player closest to the starting player in clockwise order.

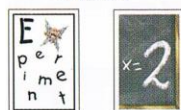
**Important:**

In the last round no influence cards are placed in front of the players. Instead all players lay down their hands and these 3 cards determine the players' influence.

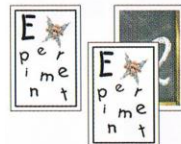
**Phase 2: Choose a lab card or a new (extra) task card**

The player with the second highest influence is the first to choose one of the lab cards in the middle of the table (including the face down cards, but then the player won't know what has been chosen because the card can't be seen). Then the player with the highest influence may choose a lab card. Finally all other players choose a lab card in the order of their influence. (Reminder: in case of a tie, the player with the highest influence among the tied players is the starting player or the player closest to the starting player in a clockwise direction.)

The player who chooses last (the player with the lowest influence) immediately becomes the new starting player and receives the starting player card.



2 Influence cards



Play 1 card face down



Take other card in hand



All cards are revealed

**PHASE 2**

Second highest influence is the first to choose a lab card.

Highest influence may choose.

Other players may choose in order of their influence.

Lowest influence gets starting player card.

Chosen card face up in front of players and the unchosen cards are discarded.

A player may take a new task card instead of a lab card.



Broken Flask card Explosion card

**PHASE 3**

New starting player may fulfill his task(s) first, other players follow in turn clockwise.

Exact combination of chemicals needed to fulfill a task!



This task card is not fulfilled because it has to be fulfilled exactly!

When fulfilling a task, discard all corresponding lab cards and turn the task face up in front. Take a new task card.

Lay new lab cards and start again with phase 1.

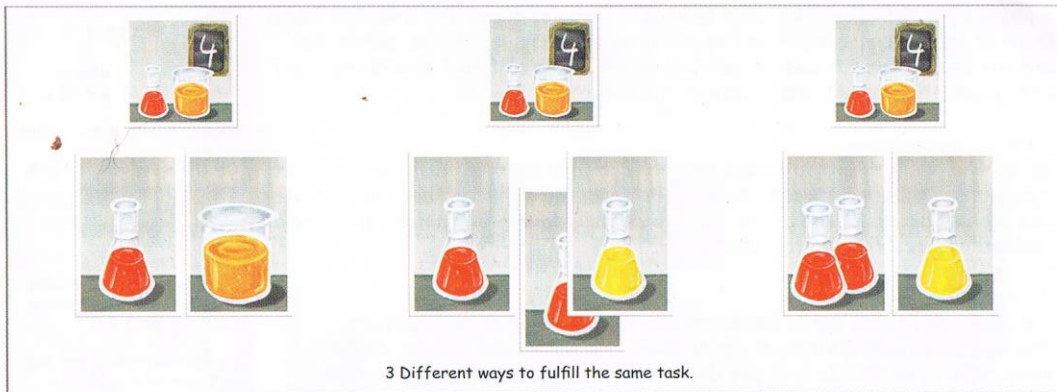
**END OF THE GAME**

Winner after 12 rounds is the player with the most points.

In case of a tie, tied player with most completed task cards wins.

If still tied, tied player with most remaining lab cards in front of themselves wins.

If still tied, tied player closest to the starting player wins.



### OPTIONAL RULE FOR COLOUR BALANCE

If the game is played with less than 6 players some of the open lab cards can be removed from the game. For each player less than 6 remove 4 red, 4 yellow and 4 blue lab cards. In this way each colour will appear in equal quantity during the game because all cards will be used by the end of the game

### STRATEGIC VARIANT

Players who prefer a more strategic game can adopt the following changes to the basic rules:

#### PREPARATION

- The 6 sets of 3 influence cards (1, 4, 7) are not used and are put back in the box.
- Each player gets a set of 6 influence cards with the values 1 to 6.  
(with less than 6 players the remaining sets are put back in the box and removed from the game)

#### Phase 1: Determine players' influence

Commencing with the starting player each player chooses 1 influence card from their hand and places it face up in front of themselves. The player with the highest influence card is the only player who can take a look at the two face down confidential lab cards on the table. In case of a tie, the starting player or the player closest to the starting player in clockwise direction has higher influence.

#### Important:

Players don't get their influence cards back until after they have played the last card of their set in the 6th round. At this point they take the whole set back into their hand and may use the cards again for the last 6 rounds.

### CREDITS

Game Design: Tim De Rycke & Sander Vernyns

Illustrations: Kenneth Van Bogget

Rules & Layout: Sander Vernyns

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### SANDTIMER WANTS TO THANK

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All people from Boardgamegeek who helped with the translation of the rules to their native language.