

MONKEY LAB

FOR 2 TO 4 PLAYERS
AGES 12+
20 TO 30 MINUTES

INTRODUCTION

As former lab monkeys, you cooperate and compete to free imprisoned monkeys from a well guarded testing facility. Of course, since monkeys don't have keys, you must use your creativity and the items found around the lab to pick, smash, or pry the cages open. The more monkeys you rescue, the more rewards you receive.

OBJECT OF THE GAME

The object of the game is to free as many monkeys as possible. Players score points for freeing monkeys, or share the rewards if they are nearby when other players liberate their monkey brethren. The player with the most points at the end of the game wins.

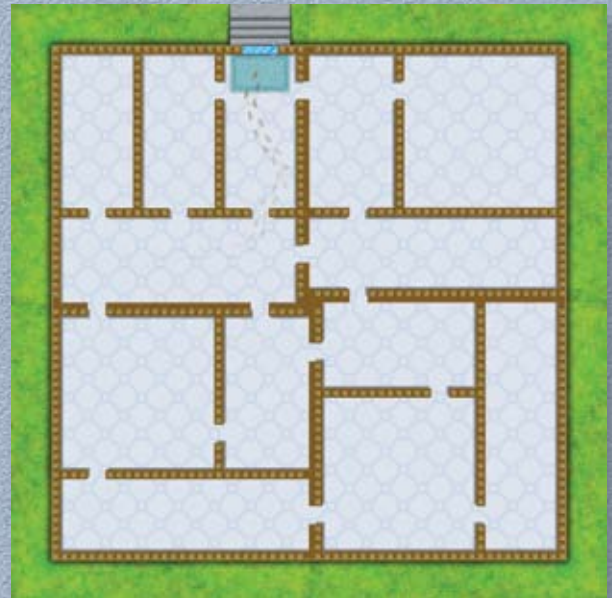
COMPONENTS

- 1 Guard
- 4 Double-Sided Game Boards
- 4 Reference Cards
- 4 Monkeys
- 16 Cage Tiles
- 24 Item Tokens
- 40 Cards
- 48 Scoring Tiles

SETTING UP THE GAME

1. Each board is one quarter of the entire lab. Place the boards in a square so that the grass is on the outer edge of the lab.
2. Shuffle the cage tiles and put one cage face down in each room except for the lobby. Put the remaining cage tiles aside. They are not used and remain hidden.
3. Shuffle the item tokens and randomly place two items in each room except for the lobby. Unlike cages, these tokens are revealed when the game begins and remain face up during play.
4. Place the guard on the grass outside the lab.
5. Shuffle the cards and deal two to each player. Put the rest face down in a pile next to the board.
6. Each player chooses a monkey and reference card of the same color. Put the unused monkeys and cards away.

SAMPLE BOARD LAYOUT



ITEM TOKENS



SCORING TILE



CAGE TILE



PLAYING THE GAME

The monkeys enter the lab through a vent in the ceiling. Put all of the monkeys in your hand and shake them up. Let them fall onto the table. The first monkey to land goes first. All monkeys start in the lobby.

You may perform up to three actions, in any order, in a single turn. These may be any combination of actions, including the same action more than once.

THE ACTIONS

1. MOVE YOUR MONKEY

Move your monkey through one doorway into an adjacent room.

2. PICK UP, DROP, OR SWAP AN ITEM

- Pick Up or Swap. Pick up an item in your room by placing it on your reference card. A monkey can never hold more than one item at a time. You cannot pick up an item carried by another monkey. If you are already carrying an item, you drop it into the same room.
- Drop. Drop an item by removing it from your reference card and placing it on the board in your monkey's room.

3. REVEAL A CAGE

Turn the cage tile in your monkey's room face up.

4. UNLOCK A CAGE

You may unlock a cage in your monkey's room if the item tokens listed on that cage tile are either in your room and/or carried by your monkey. Monkeys are not good at sharing, so you cannot use items carried by other monkeys. After you unlock the cage, score it. When a cage scores, place it face down in front of you in your score pile. Each other monkey in the same room and directly connected rooms receives a scoring tile equal to one less than the number of monkeys on the unlocked cage.

Example: On George's turn, his monkey is in a room with a cage that has the scalpel and microscope symbols. George's monkey is carrying a scalpel, and the microscope is in the room. George takes an action to unlock the cage. There are two monkeys on the cage tile, so George scores two points and places the cage tile face down in front of him. Kelly is in an adjoining room and scores one point (one less than George). She receives a scoring tile with one monkey and places it face down in front of her.



5. PLAY A CARD

You may play a card from your hand. Follow the instructions on the card and put the card in the discard pile. (See Cards.)

6. COMBAT

You may combat another monkey if three conditions are met:

- Both monkeys are in the same room.
- Your monkey is carrying the combat item shown on your reference card.
- The opposing monkey does not have its combat item. It may be carrying a different item, or be empty-handed.

If all these are true, you knock the item out of the other monkey's hands, dropping it on the floor of the room. Then the active player chooses any room and puts the opponent's monkey in that room.

Example: On George's turn, his monkey is in the same room as Kelly's monkey. George's monkey carries a scalpel — its combat item. Kelly's monkey carries a box — which is not its combat item. As one of his actions, George chooses combat, attacking Kelly's monkey. Kelly drops the box in her monkey's room. George puts Kelly's monkey in a room on the other side of the board.



ENDING THE TURN

If you played any cards, refill your hand to two cards, if possible. The player to your left goes next.

THE GUARD

Murray, the security guard, wanders around the lab to make sure no monkey business is going on. Some cards in the deck move him into a room. (See Cards.) Murray is a bit less intelligent than your average trained chimpanzee, but he will still slow you down as you sneak under the tables and around the equipment to dodge him. If you end any action in the same room as the guard, you take no more actions that turn. This means that if you move from one room to another, and Murray is in the new room, your turn ends immediately upon entering the room. Note: You can always take at least one action on your turn even if you start your turn in the same room as the guard.

Example 1: *George's monkey is in the same room as the guard. As his first action, George picks up a box. Because George's monkey is in the same room as the guard when that action ends, it takes no further actions.*

Example 2: *George's monkey is not in the same room as the guard. As his first action, George moves into the same room as Murray. Because George's monkey is in the same room as the guard when that action ends, he can take no more actions.*

Example 3: *George's monkey is in the same room as Murray. As his first action, George moves into another room. Because George's monkey is not in the same room as the guard when that action ends, he can continue to take his remaining actions.*

GAME END

The game ends at the end of a player's turn if either one of the following is true:

- The deck is empty and the player has no cards in hand.
- All of the cages are unlocked.

CALCULATING SCORES

Reveal the face-down tiles that you scored — both the cages you opened and points earned from other players' efforts. Each tile is worth one point for each monkey pictured. The player with the most points wins the game. If there is a tie, the player who has the most cage tiles wins. If there is still a tie, the game ends in a draw.

CARD GLOSSARY

Region: Some cards refer to a monkey's region. The monkey's region is the monkey's current room and all rooms connected directly by a single doorway.



Move one item from any room in your region to another room in your region. You cannot choose an item carried by any monkey, including your own.



Choose two rooms in your monkey's region. All items in the first room move to the second room, and at the same time the items in the second room move to the first room. You may play this card even if one or both of the rooms contain no items.



Choose another monkey in your region. The item carried by that monkey is dropped in your room. You may play this card even if no opponent is carrying an item or if no opponent is in your region. In that case, nothing happens.



Your monkey takes two consecutive move actions. You cannot take any other actions in between these two moves. Moving into a room with the guard with either movement action still stops you and ends your turn in the guard's room.



Move the guard into any room. You may play this card and choose to keep the guard in the same room. If you play this card to move Murray out of your room, you may continue with your actions normally until you encounter him again.

CREDITS

Game Design: Dan Manfredini

Editing: Janice M. Sellers, Rob Vaux

Cover Art: Llyn Hunter

Graphic Design: Creative Instinct

Creative Manager: jim pinto

Production Lead: Brent Keith

Project Manager: David Lepore

Sales Manager: Daniel Ray

Shipping Manager: Jon Hall

Brand Manager: Todd C. Rowland

Story and World Development: Shawn Carman

AEG President: John Zinser

Playtesters: Bryon Lloyd, Flywheel Design Group,

Handinata Tanudjaja, Ian Cooper, Kelly Manfredini,
Marc Majcher, Mark Kreidler, Mischa Krilov, My Many
Austin Playtesters, Patrick Christenson, The Royal
Steamwork Society, Ryan Shehee, Yari Ojeda Sandel

Special Thanks: Jeremy Gibson

Dedication: To Noah, my little monkey

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