

Sea Lab

You are researchers in a lab at the bottom of the ocean. You will take turns choosing where to explore and observe, and then send your completed projects to the surface. When it's not your turn, you will try to guess where the active player is going to go, so you can collect research on the mission as well!



Features

- Easy to learn and get into the action
- Quick turns
- All players are engaged on every turn
- Lots of fun guessing and outwitting moments
- Forward momentum for all players (*no feel bad moments*)

Components

- 1 board
- 1 turn token
- 1 round marker
- 5 player boards
- 15 declare tokens
- 19 community cards
- 156 research cards

Game Play

- Pick a depth! Everyone else tries to guess where you are going
- Everyone reveals
- Collect Cards! If no one else guesses where you are going, you collect them all. Anyone who did guess shares in the research! Even those who guess incorrectly still get cards from the deck.



2-5
players



30-50
minutes



ages
10+

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