JON MIETLING

PALM
LABORATORY

RULEBOOK

GOAL

Palm Laboratory is played in the palm of your hand. Starting with a deck of 18 to 25 cards, you will upgrade and transform each of your cards to gain more resources, abilities, and victory points. You will take on dangerous challenges that you must complete before you overload the danger meter. Each mission will define how to win each game.

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COMPONENTS

Core Deck 1-16 (16)	Danger Meter D (1)	Minion Cards M1, M2, M3 (3)

Production Mission P (1)	Research Mission R, R1, R2, R3 (4)	Experiment Mission E, 6 E1s (7)

Each game of Palm Laboratory uses three types of cards and a danger meter card. The cards numbered 1 through 16 make up the core deck. The M1, M2, and M3, cards are minions that can be used to assist you throughout games. The mission cards bring the objective to the game and may bring additional cards to the deck. Finally, the danger meter card tracks the growing threat in each game and if overloaded will cause you to lose the game.

SETUP

Make sure all cards are in their starting orientation, rotated so that each card's start marker (⬛) in the top left of the card. Then take the following steps.

1. **If this is your first game** select the Production mission. Set aside the mission goal card and assemble the core deck cards in numerical order.

   If you have played before, select your mission, set aside the mission goal card and then add all numbered mission cards, if any, to the core deck and shuffle them.

2. Place the 3 Minion cards in the back of the deck in numbered order.

3. Then place your selected mission goal card in the back and finally the danger meter.
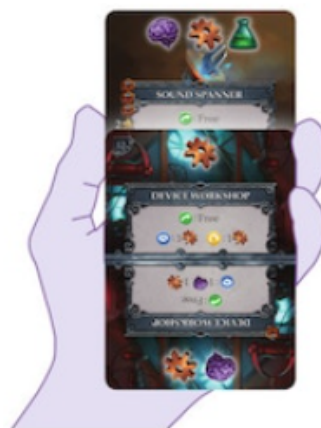
PLAYING THE GAME

Each turn, you must do 1 of 2 things: either take an action on 1 of the top 2 cards of your deck, or discard the top card of your deck. When taking an action, choose 1 of the 3 actions (➤, ↻, ⟲) that may be present on the active area of the card. The 3 actions are: store (➤), rotate (↻), and flip (⟲). To use a card's action, you must pay the cost located directly to the right of the action's icon. Pay the cost using stored resources by rotating the stored resource(s) counterclockwise, making sure you do not change their position in the deck.

Start Marker

Active Area

Active area: Each card has 4 possible orientations. The face-up top section on each card is the active area and represents the card's current orientation. Each card has an icon in one corner on one side known as the start marker (⬛). When setting up flip and/or rotate every card so that all of the cards are in their starting orientation with the start marker icons face up and in the top left corner.

Note: Before starting the game, you may look at the positions of each card in your deck. During play, you may only utilize the 2 top cards but you may look at the top 3 cards of your deck.

➤ STORE

Pay any cost listed to the right of the action, then rotate the card 90° clockwise and place it at the back of the deck so that you can see only the resources from the card's active area.
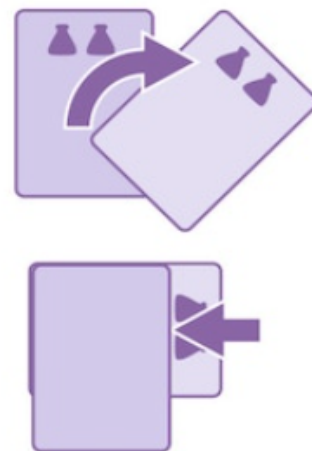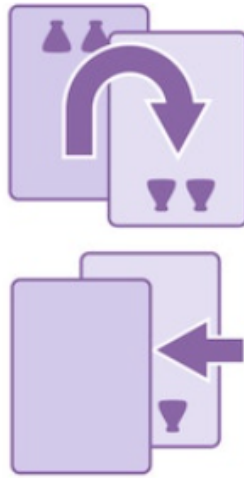
This stored card may be used later to pay for an action. If there is already a card(s) stored, place the newly stored resource sticking out further so that all available resources are visible.

🟡 ROTATE

Pay any cost listed to the right of the action, then rotate the card 180° (without flipping from front to back) and place it at the back of the deck.

🔵 FLIP

Pay any cost listed to the right of the action, then flip the card from front to back (without rotating it), and place it at the back of the deck.

You may use any of the actions that are listed on the active area of either of the top 2 cards of your deck. If you use an action on the second card of your deck after it is completed, move it to the back of the deck, which will reveal a new second card, with the first card remaining in place. Once you take an action or discard, you begin the next turn.

You may choose to discard the top card of your deck by placing it at the back of the deck instead of taking an action on a card. You can never discard the second card.

If you are unable to interact with either of the top two cards of your deck, you must discard the first card. You may never discard the second card of the deck.

PAY

If an action is listed as free, you can perform that action without paying any resources. Otherwise, to pay for an action's cost, you must use 1 or more stored resource cards by rotating them 90° counterclockwise.
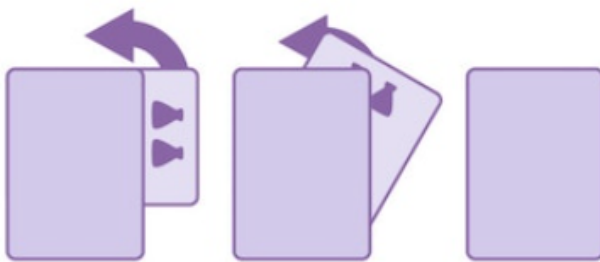
Remember, don't change the position of the card in the deck when you pay; instead rotate it without moving its position in the deck. If a card has more resources than you need to pay for a specific cost, you lose any extra resources since you cannot pay for more than 1 action at a time.

1🧠 1🧪 1⚙️

Example 1: This cost requires 3 resources (1 Brain, 1 Potion, and 1 Gear).

1🧠 / 1🧪 / 1⚙️

Example 2: The "/" symbol means "or". This cost requires 1 resource (1 Brain, or 1 Potion, or 1 Gear).

When deciding to pay for an action, as long as the card does not have a secret icon (🚫) you may look at the back of either 1 of the top 2 cards of your deck to gain information about if it will be worth buying the upgrade or not. If you do so, be sure to return all cards to their original position and orientation. If the active section has a secret icon (🚫) you may not look at the back of this card.

RESOURCE LIMIT

You may only have 4 resource cards stored (sticking out of the side) at a time. Each of these 4 cards can contain any amount of resources.
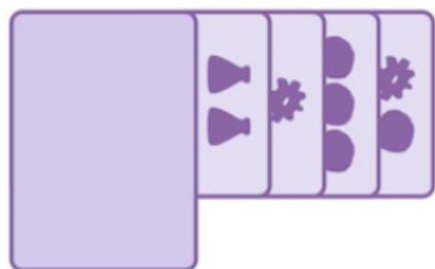
If you wish to store a resource when 4 are already stored, you must first reset 1 currently stored card by rotating it counterclockwise (but not changing its position) to make room for the new resource card.

Stored minion or mission cards with danger meter icons (⊙) may not be discarded in this manner. They must remain as one of your 4 store resource cards until they are applied to the danger meter at the end of the current round.

Drawing a Stored Resource

If a stored resource card is ever the top card of your deck, you must immediately discard it by rotating it 90° counterclockwise and placing it at the back of the deck.
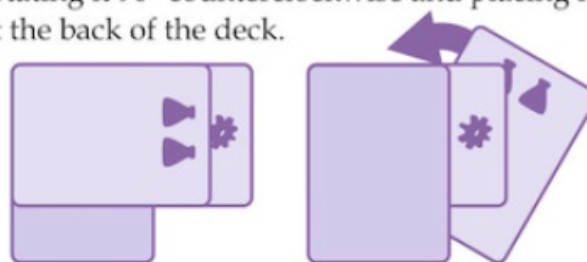
END OF ROUND

The minion cards, mission goal cards, and danger meter are the last five cards and cannot change position in your deck. All but the danger meter may not be activated while they are the second card in your deck. They must be used or discarded.

The danger meter marks the end of the round. You may not use the first card of the core deck while the danger meter is the first card. After utilizing these cards if the game has not ended continue to the next round by discarding the danger meter and starting the new round with the first card of the core deck.

END OF ROUND
MINION CARDS

When the minion card is the first card in your deck you may optionally activate it by paying its cost and gaining the listed benefit.

Learn more about the minion cards on

GOAL CARD

The goal card gives the overall win condition of the game. When this card is the top card of your deck you must do one of the 2 things listed in the active area. Either pay and advance the goal card or advance the danger meter. When you do one of these, take the action and move the goal card to the rear of the deck. If you pay the cost on the final position of the goal card you win the game.

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DANGER METER

The danger meter card is only modified by mission goal cards, minions and some mission cards, it is not activated on its own. If the danger meter is in the 4th (red) position and needs to be increased you lose the game. Cards that modify the danger meter can be applied when the danger meter is the second card in the deck and may be used in any order so you may reduce the danger meter with a minion card before increasing the danger meter from a mission goal card penalty.

Unlike other cards you may both add and/or subtract changing the danger meter multiple times before ending the round.

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MISSIONS

Each mission has its own style and sets the overall goal for a game in Palm Laboratory.

PRODUCTION MISSION

The production mission is the most basic mission. Each round you will work to save up resources to pay for the goal. If you are unable to pay for the goal this round you must advance the danger meter.

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📖 RESEARCH MISSION

The 4 cards with the "R" on the start marker will be used for this mission. All except the goal card are shuffled into the core deck. Then place the minion card, research goal card and the danger meter card in the back of the deck as usual.

The research mission also adds a new resource type to the game. Resources with this infinity symbol (∞) are persistent and may be used without folding its card in when paying. Each of these symbols may be used once per payment. If you use a symbol on the card that is not in the infinity area you must fold in the card as usual.

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🎱 EXPERIMENT MISSION

Cards where the start marker has an "E" will be used for this mission. In the experiment mission you will press your luck to find the resources needed to complete your mission.

To set up this mission take the 6 numbered mission cards, place them all in their starting orientation and shuffle them. Take 4 of these cards and add them to the core deck and place the other 2 in the box without looking at the back of any of them. Then shuffle the core deck and place the minion card, mission goal and danger meter in the back of the deck as usual.

The experiment mission introduces new card types, actions and resources.
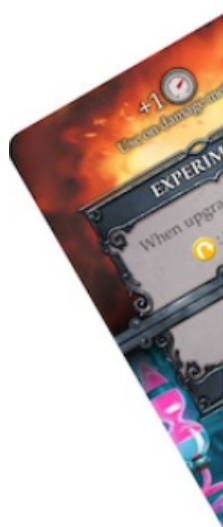
Disaster Card

These cards have a special action that causes it to be immediately stored when revealed. When you flip a card and this is now the active area, immediately store it like a resource. This resource cannot be discarded and will stay stored until used at the end of that round to progress the danger meter. At this point it is folded in like a normal payment. From this point on the card acts as a normal card even though the disaster icon is on top.

Experiment Resources

These new resources will be used to upgrade the Experiment Goal. and are used like a standard resource.

MINION CARDS

Minion cards help you in multiple ways. In their starting orientation they provide resources or points, but when upgraded they will sacrifice these abilities to reduce the danger meter. These cards can only be activated when they are the top card of your deck.

Minions also provide a difficulty setting for Palm Laboratory. If you wish to play on a specific difficulty only include the minions cards listed placing the rest in the box.

Easy: M1, M2, M3   **Hard**: M1
Intermediate: M1, M2   **Extreme**: None

All three minions after paying for their upgrade and rotating or flipping the card are immediately stored bringing a danger meter reduction ability that is used like paying with a resource to reduce the danger meter at the end of the round.

Up to 3 of these cards could be used per round but they do count towards your storage limit. You can only ever reduce the danger meter to the first green level, if you reduce the danger meter when it is at level one there will be no effect but you must discard the ability by folding it in.

When applying modifiers to the danger meter you may do them in any order so you may increase the danger meter from a negative mission effect before applying your minion's reduction ability.

END OF THE GAME

Lose

If the danger meter must be advanced (+1) when it is already in the red zone you lose the game.

Win

If the goal card has its final criteria met you win the game.
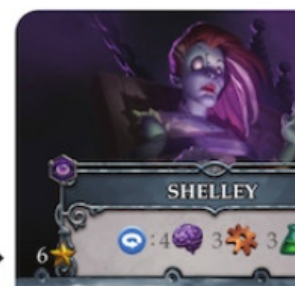
SCORING

When you finish a game you may add up all victory points in your deck to unlock achievments.

Victory points are marked with a star (⭐) on the active area of each card.

Victory points →

Some cards have scaling points marked with an asterisk. These gain the listed points for each symbol of that type on the active areas of all cards in your deck at the end of the game.

SHELLEY

POTION AMPLIFIER

* : 2⭐ For every

ESSEN

ACHIEVEMENTS

Test your skill and try to get as many of the following achievements as possible.

☐ **Production Assistant:** Win the Production Mission

☐ **Research Assistant:** Win The Research Mission

☐ **Experimentation Assistant:** Win the Experiment Mission

☐ **Intern:** Score 30 points on any mission

☐ **Skilled Scientist:** Score 40 points on any mission

☐ **Veteran:** Score 50 points on any mission

☐ **Production Expert:** Win the Production Mission while using only one minion to reduce the danger meter.

☐ **Experiment Expert:** Win the Experiment Mission while using only one minion to reduce the danger meter.

☐ **Research Expert:** Win the Research Mission while using only one minion to reduce the danger meter.

☐ **Mad Genius:** Lose a mission while scoring 60 points or more.

☐ **Paragon:** Score 35 points or more on a mission without using any minions to reduce the danger meter.