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RadLab



Dr. UNO's Radiation Laboratory

HOW TO PLAY

What is RadLab?

Do you know **Rad**?

Their formal name is **Radiopet**. They can't be seen, but they're in many places throughout the world. There are still many things that we don't know about them, but it would seem that there are many varieties of them, each with their own differences..... Oh, my! I've forgotten to introduce myself. I'm **Dr. Uno**. I'm researching these Rads, so I'm a "Rad scientist", but I'm by no means a "mad scientist"! Here we have my laboratory, **RadLab**. Thanks to the Cyball's light we can observe the Rads in this lab.

Well then, I'd like a little help from you with my experiment. Each Rad has a different **power** and **penetration force** that you're going to have to understand to **block** your opponents Rads. Be careful! If you can't block the Rads then the Cyball's light will go out and that will put an end to the experiment.



Game Contents

70 Cards

 28 **Rad Cards**

10 Alphases (**α**)

8 Betans (**β**)

6 Gammars (**γ**)

4 Nutrohs (**N**)

 28 **Blocker Cards**

8 Paper Barriers (**紙**)

8 Plastic Shields (**ろ**)

6 Lead Walls (**鉛**)

6 Water Falls (**水**)

 4 **Cy-doubler Cards** (**倍**)

 10 **Cyball Cards**



Game Setup

Shuffle the Rad Cards and place them in a face-down pile called the **“Rad Deck”**. Shuffle the Blocker Cards and the Cy-doubler Cards together, and stack them in a face-down pile to form the **“Block Deck”**.

Each player takes 5 Cyball Cards and places them face up in a row in front of themselves. This is called the “Storage”.



Take 1 card from the Rad Deck and 2 cards from the Block Deck as your starting **hand**.

Game Rules

Randomly choose a start player. Alternate taking turns.

On your turn you can do 1 of the following 2 choices. After doing one (drawing or playing) then it's the other player's turn.

Turn Action Choice #1: Draw 2 Cards

Choose one of the two decks, the Rad Deck or the Block Deck, and draw 2 cards from that deck. You cannot draw 1 card from each deck.

There is a hand limit of 5 cards. If you have 4 cards in your hand and you choose to draw then you can only draw 1 card.

Turn Action Choice #2: Play 1 Card

Choose 1 card from your hand and play it face up in your Experiment Area. The type of card determines what happens.

Rad Card



This card sends a Rad toward your opponent's Storage to turn off the Cyball's light. If the Rad is not blocked on your opponent's next turn then your opponent must flip a number of Cyball Cards, equal to the Rad Card's "Power", to the Off state.



"Penetration" shows the penetration force of this Rad.



"Power" shows the power of this Rad. If this Rad is not blocked the number of Cyball Cards that must be switched off is written here.



Blocker Card

This card stops (blocks) your opponent's Rads. Different Rads can be blocked by different Blocker Cards. Blocker Cards are only effective the moment they are played.

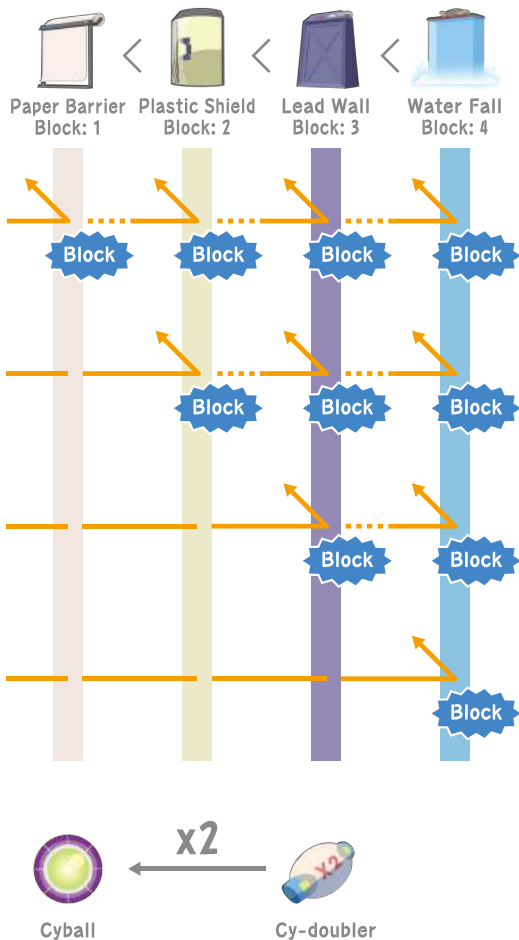


"Block" shows the block force of this card. If this number is as high or higher than the opponents "Penetration" then the Rad is blocked. When you can't (or choose not to) block then a number of Cyball Cards equal to the opponent's Rad Card's "Power" value must be flipped to the "off" side.



Cy-doubler Card

This card restores Cyball Cards from their off state. Double the number of Cyball Cards you have in the "on" state, by flipping Cyball Cards back to the "on" state. The most "on" Cyball Cards possible is 5, it is not possible to get 6 or more.



Finishing the Game

When the Rad Deck runs out players can no longer draw cards from either deck. Even if there are still cards in the Block Deck they cannot be drawn. On the other hand if the Block Deck runs out first it is still possible to draw from the Rad Deck.

After that, play continues until both players have used all of their cards. When all cards from both players' hands have been played the game ends. **The player with more Cyballs in the "On" state is the winner.** If both players have the same number then the game results in a draw.

If during the game **one of the player's Cyball Cards are all turned "off" then that player loses** and the game ends.



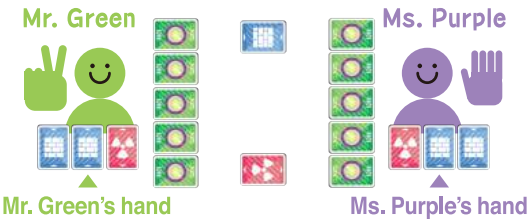
"ON" state



"OFF" state

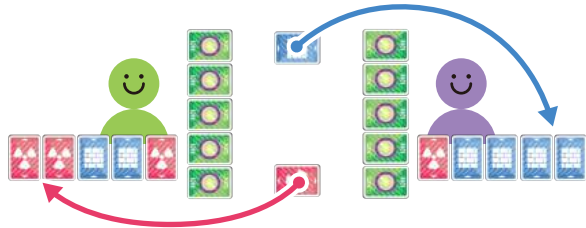
Example Game

Mr. Green and Ms. Purple have just began a game. To start each player takes 1 card from the Rad Deck and 2 cards from the Block Deck. Mr. Green won paper, rock, scissors, so he will start.



Green: Draws 2 cards from the Rad Deck. He now has 5 cards in his hand.

Purple: Draws 2 cards from the Block Deck. She also has 5 cards in her hand.



Green: Plays a Betan from his hand.



Purple: Plays a Plastic Shield from her hand to block the Betan.



Green: Plays a Nutroh.



Purple: Has no Blocker Card of type Waterfall, so she can't block the Nutroh. The Nutroh's power is 2. Ms. Purple flips 2 of her Cyballs in her storage to the off state.

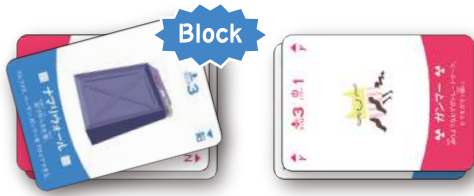


She hasn't played or drawn a card, so it's still Ms. Purple's turn. Ms. Purple plays a Gammar from her hand.



Important!
Your turn doesn't end until you've drawn or played.

Green: Plays a Lead Wall to block Gammar.



Purple: Draws 2 from the Rad Deck.
Green: Draws 2 from the Block Deck.
Purple: Plays a Cy-doubler card from her hand. Ms. Purple has 3 Cyballs in the on state in her storage area, so she should have 6 ($3 \times 2 = 6$) Cyballs on, but you can never have more than 5 Cyballs on at a time.



The game continues on like this....

FAQ

Q: Can a Blocker Card only be played after your opponent plays a Rad Card?

A: No. On your turn you are always free to play one. However **the Blocker Card's effect only happens the moment it's played**, so when an opponent hasn't played a Rad Card then playing a Blocker Card has no effect. Similarly playing a Blocker Card that can't block your opponent's Rad Card (for example, Nutroh vs. Plastic Shield) is possible, but it has no effect. This can be useful to reduce the number of cards in your hand.

Q: I want to play a Blocker Card in order to block a Rad Card that my opponent might play next turn. Will that work?

A: No. **A Blocker Card's effect only happens the instant it's played**, so a Blocker Card played can **only affect the Rad Card that was just played** on your opponent's last turn.

Credits

Original idea/Supervision: Yuichi Tsunoyama (Assistant professor, Radioisotope Research Center, Kyoto University)

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In cooperation with the Kyoto Radiation Education Research Association

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