

Labor of Love Rules

Begin as an amateur artisan and work your way to a hobby specialist in Labor of Love, the cozy, crunchy engine building game. In Labor of Love, complete arts and crafts projects in order to satisfy intrinsic desires and score points. Will you focus on becoming an expert on one kind of craft or diversify your passions? Labor of Love is an accessible, thematic game that combines rondel mechanics with “combo-tastic” track scoring. For 2-4 players ages 8+, Labor of Love takes about 30 minutes to play.

Components:

1 game board, 4 buttons, 64 project cards, 15 reaction cards, 4 player boards, 16 lightbulb tokens in 4 colors, 4 player aid cards.

Set-up:

1. Place the game board in the middle of the table.
2. Each player chooses a button and matching player board. Randomly mix the buttons and stack them on top of each other on the bottom left grey space on the turn order track
3. Shuffle the project cards and deal 4 face up onto the card row. Set the remainder on the left to form the draw pile.
4. Separate each reaction card type (emojis) and stack each in the in the following order: 4 top, 2 middle, 1 bottom. Place each stack in their corresponding board spaces.
5. Give each player a set of 4 differently colored lightbulb tokens, and a player aid. Randomly arrange these lightbulbs on the four leftmost starting spaces on your player board.



Game set-up for 3 players

Objective:

Be the player with the most points at game end through a combination of advancing your intrinsic rewards, completing projects, and scoring reactions to your projects.

Play:

Unlike most games, turns are taken in order of whoever is furthest back on the turn order track. If multiple people are on the same space, whoever is on top of the stack will take their turn next.

When it is your turn, you will resolve it in the following order:

1) Start a project: Take one project card from the card row, or one from the face down draw stack. Place it on the top portion of your player board on the leftmost available spot. If you previously completed a like project, instead partially cover that project ensuring that the craft type at the bottom of the previous card is still visible. In this way, you'll be forming up to four differently colored stacks of like project cards, each splayed up.



It's blue player's turn.

Finding your passion: Your first type of completed projects (on the leftmost space) will be worth one point apiece. The second type of completed projects will be worth two apiece; third, three apiece; fourth, four apiece.

2) Advance on the turn order track: Advance on the turn order track a number of spaces based on the hourglass symbol on your selected project card. If you land on a space occupied by another player, stack your piece on top of theirs. If you land on a space that is unoccupied by an opponent with a colored lightbulb, immediately advance (left to right) that colored lightbulb on your player board.

Proficiency bonus: As you complete like projects, you become more proficient at those projects. For each previously completed project of this kind, subtract one from the hourglasses spent. Note: at a minimum, you will always spend at least one hourglass.

3) Advance your intrinsic rewards: In the upper right of each card are a number of lightbulbs. This is your intrinsic reward for completing a project. Advance (left to right) the corresponding bulbs starting from the topmost bulb to the bottom. If you land on a space with another colored bulb on the board, advance that after you have resolved all lightbulbs from your project card. Also, you'll notice some spaces are blank—just proceed to the next available lightbulb space. If your lightbulb cannot advance any further, any additional movement is forfeit.



Reaction lines: When you advance all four lightbulbs past a line on your player board, you gain a reaction card. Take any one of the face up reaction cards and set it beside your player board for personal end game scoring. Note: you may have multiple of the same reaction type for end-game scoring.

Game End

At the end of the turn order track (bottom right) is a grey circle. Play until all players have reached this spot, stacking their buttons on top of each other as they did at the beginning of the game. Players do not need to land exactly on this spot, but if they do they get the bonus one final lightbulb movement of their choice.

Players will now calculate their score.

Intrinsic reward scoring: Each of your colored lightbulbs scores based on the level that it reached during the game.

Completed project scoring: Each of your projects will score based on their position on your player board. Later completed projects will be worth more points, see "Finding your passion."

Reaction scoring: On many project cards, emojis appear at the bottom of the card next to the craft type icon. Based on the "Reaction scoring cards" you drafted by crossing "Reaction lines," you will score an amount of points.



Sample scoring:

Intrinsic rewards: (top to bottom) $5+20+2+9 = 36$

Projects: Red 2 + Yellow 8 + Green 3 + Blue 12 = 25

Reactions: Heart eyes 2 + Star eyes 12 = 14

Total: 78 points!

The player with the most points wins. If there is a tie, whoever's button is topmost on the stack wins.