



# CONTENT & SETUP



For a video tutorial of Lair and more information, visit our web site at <https://lairgame.page.link/rules>



27 Room Cards

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6 Elevator and 1 Core Card

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Site A, Site B Cards

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Heliport, Construction Yard, Excavation Site

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4 Player Cards,  
4 Player-Aid Sheets

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24 Work Tokens

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10 Crate Tokens

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4 Score Tokens

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4 Planning Tokens

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4 x 3 Henchmen  
Tokens

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4 Boss Tokens

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4 Build Point Tokens

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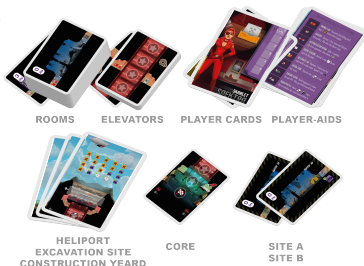
Rules & Setup

## SETUP

The game board, which shows Mr. White's underground lair, will be constructed using cards. The lair is represented in a cross-section view, with the elevator shaft going down; from the Heliport at the top, to the Core at the bottom.

Follow the steps below, while referring the numbers in the diagram on the right.

- 1. Separate the Cards:** Take out the Heliport, Excavation Site, Construction yard, Site A, and Site B Cards. Divide the rest into different stacks: Room Cards, Elevator Cards, Player Cards, Player-Aids.



- 2. Select the Boss:** Each player receives a Player-Aid and chooses a Player Card.

- 3. Lay Foundation:** The lair starts as a deep shaft inside an extinct volcano. The Heliport, located inside the mouth of the volcano, is the main entrance to the lair.

Place the following cards in a line down the middle of the play area (see the diagram to the right).



The **Heliport** goes at the top. Select the correct side for 2, or 3+ players as indicated by the icon on the bottom left.

Shuffle the **Elevator Cards**. Lay down 4 Elevator Cards in a column, **incomplete (blue) side up**. The remaining cards are not used in the game. Place the Core Card, **incomplete (blue) side up**, below them.

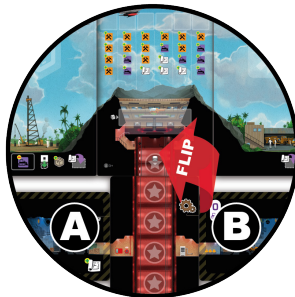
Place the **Excavation Site** and **Construction Yard** to either side of the Heliport.

This is what a 3 player setup looks like. The number of cards in the Room Pool depends on the number of players.



#### 4. **Reveal New Level:**

Flip over the Elevator Card below the Heliport so that it is showing the completed (red) side up. This reveals the beginning of the scoring track.



#### **TIP** The Room Type

Symbol that appears on the upper right side of Elevator and Room Cards is relevant for planning builds and optimal scoring.

#### 5. **Create Starting Rooms:**

Place Site A and Site B rooms (with striped edges) to the left and right of the revealed elevator section.




#### 6. **Create the Henchmen Pool:**

Put 2 Henchmen tokens, matching the Boss's color, on your Player Card, as shown.



#### 7. **Place Build Point Token:**

Put a purple cube on the starting position of the Build Point Track (on the  symbol) of your Player Card, as shown.

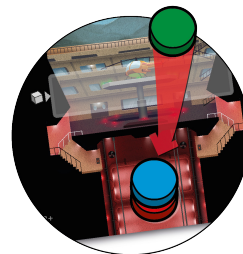


#### 8. **Place Boss Token:**

Place the Boss token of your color on your Player Card.

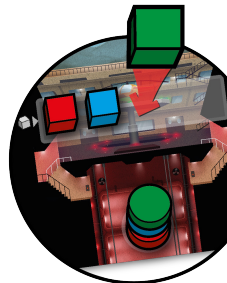
#### 9. **Place the Score Tokens:**

Take the Score Tokens and place them in a stack on top of the star at the bottom of the Heliport. This is the start of the Score Track.



#### 10. **Place Planning Tokens:**

Take the Planning Tokens for each player into your hand. Randomly draw each one and place them in a row from left to right in the Retirement Track on the Heliport. This determines the turn order for the beginning round. In this example, the red player is the starting player.



#### 11. **Create Work Token Pool:**

Place the Work Tokens on the Construction Yard.



#### 12. **Create Crate Token Pool:**

Place all the Crate Tokens face down on the Excavation Site.



#### 13. **Create the Room Deck:**

Shuffle the Room Cards and place the deck face down, to the left of the Heliport.

#### 14. Create the Room Pool:

Start the Room Pool by taking cards from the top of the Room Deck and placing them face up in 1 or 2 rows above the Heliport. Place 2 more cards than there are players.



The pool has 2 more cards than the number of players (i.e. 5 cards for a 3 player game).

**TIP** See page 3 for an example of a 3-player game in progress.

You are now ready to play a game of Lair. Refer to the Game Rules for instructions on how to play the game.



You need instructions?!! Where is my lair?  
If it doesn't get built in time, I'll feed you  
all to the sharks.

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**Publishing:** Game and a Curry Games, LLC

A special thanks (in alphabetical order) to Alex Hana, Aung Thura, Banana Chan, Carl van Tonder, Daniel Newman, Darrell Stark, Dickie Zhang, Doug Levandowski, Ed Cen, Emerson Matsuuchi, Geoffrey Engelstein, Gil Hova, Henry-Michael Brown, Herb Ferman, Ian Sudderth, Issac Shalev, Jennifer Swann, J Leigh Brantly, Jin Yamamoto, Joe Bisz, Joshua DeBonis, JR Honeycutt, Matthew O'Malley, Michael Keller, Mon Thiri Myaing, Myo Myaing, Nolan James, Phillip Schmitte, Rocco Prievetera, Ryan Courtney, Sarah Constantine, Stephen Finn, Stephen Vitka, Tim Rodriguez, Tun Myaing, Valerie Leung, Wai Sann Thi, Yuiko Sato, and the **NYC-Playtest Group** for their support and help.



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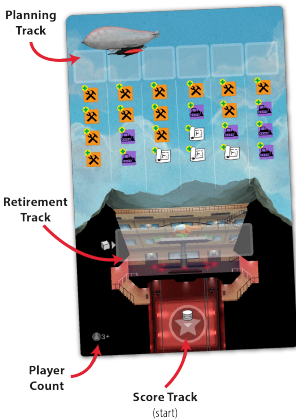
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**Player Card:** This is where you track your Build Points. The Inbox collects new Work Tokens.



**Heliport:** This goes at the top of the elevator shaft, and begins the Score Track.

**Build Cost**

**Room Type**

**Room Name**

**Build Directives**  
(activates when you build)

**Room Directives**  
(activate using your Boss)

**Room Card:** The card is divided into 3 main sections. The back shows a destroyed room.

