

2 to 4 players
12 years and older
60 to 90 minutes

The Demise OF Dr. Frankenstein

Components:

Board



Starting Player Tile



32 Officer Cards



Villager Meeple



8 Round Dice



1 Graveyard Die



32 Player Cubes



42 Body Parts



20 Gold Tokens



1 Igor Meeple



4 Victory tiles



Eastern Europe-- a hotbed of mad science. Scientific advances have given men knowledge they do not yet fully understand and arrogance to attempt to defy the laws of nature. A group of imbalanced, but brilliant individuals race to create life and reject death. This is a grisly and often criminal undertaking. In the end, when the townsfolk come bearing torches and pitchforks, will you meet your demise in a blaze of glory, having conquered life and death? Will you be the legendary Dr. Frankenstein--or will you be just another nut-job with a lab full of spare limbs and torsos?

Setup

Each player selects a color and takes the 8 corresponding cubes of that color.
Each player places one of their cubes on the zero space of the board.



Place the igor meeple in the clinician grid of the board on the upper left box showing his picture.



Place the villager pawn on the number 1 of the village rage track at the bottom of the board.

Each player receives 2 coins, one arm, and one leg body part.



Put all other body parts in the undertaker area and all other coin tokens in the trader area of the board.



Shuffle the officer cards and place them on the board.
Draw the top 3 cards and place them face-up next to the deck for all to see.



Take one block of each color and draw one at random to determine the starting player. Give that player the beaker starting player tile. You are now ready to begin.

Rounds

Each round begins with the starting player rolling the 8 dice (6 dice in a 2-player game). The player places them on corresponding spaces on the upper left of the board.

Players take turns removing dice from the board and taking the corresponding action.
If there are no dice in a space on the board, that action is not available to the players.
Players first go in clockwise order, then when all players have chosen one die the last player takes a second die and players choose again in counterclockwise order.



When each player has chosen two dice, the next player (to the left of the last rolling player) re-rolls all dice and is the player to choose a die first this time. And the sequence of choosing dice and taking actions repeats until all have chosen 2 dice. A player may roll two or three times before moving the starting player tile to the next player.



Some actions cause the villagers to get angry. When the villager rage score reaches 4, the end of the round is triggered. Then when each player has chosen two dice the round ends.



After the round ends all players do scoring and cleanup.

The game ends at the end of the round after all players had the starting player tile one time. (in a 2 player game the game ends when each player has had the starting player tile 2 times.)

Player Turns and Actions

1. Activating Igor:

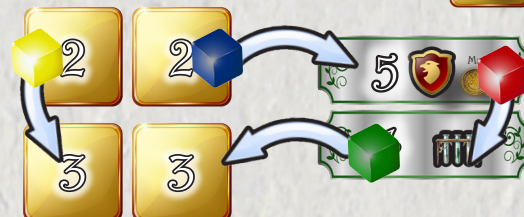


Remove one die from the Igor space and do any or all of these actions a maximum of 1 time each:

A. Move the igor meeple up or down one space in the clinician area.



B. A player may move one cube previously placed in the clinician area or the curator area to another space in either of those areas.



C. If the current player already has a monster on the monster track, he or she can move it up to the next available space by paying one body part of any type.



Moving igor in the clinician lab makes more or less areas of the lab available.

The clinician action is described later.

When moving a cube from one space to the curator, the player activates that space as if taking the curator action.

All cube movements must follow the rules of the clinician or curator actions.

2. Digging in the graveyard:

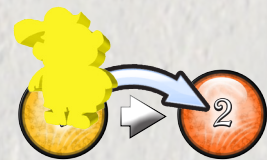


The player removes a “2” die from the graveyard space and then rolls the graveyard die. The number shown will indicate the viable body part(s) found. The player takes these and must attach them to other body parts, if possible, already in the players supply.

The player may increase the number rolled on the die if he or she has cubes in the clinician area. The roll may be increased or decreased one for each cube.



The player then moves the villager token up one space, but only if the villager has not been moved up since the last roll of the 8 dice. Once the villager is moved, it is not moved again until the 8 dice are rolled again.



3. Visiting the trader.

The player gains one coin from the trader area.



4. Visiting the clinician:

Remove one die from the Igor space and do one or both of these actions:

A. Place a cube on one square of the clinician area. The cube must be placed on a horizontal row equal to or less than Igor's location.



B. Build a monster with one less leg and one less arm than normal (Building a monster usually requires two legs, two arms, a torso and head). This can only be done if the player has one cube in each vertical column of the lab. The player also does not have to pay any coins to build this monster.

When building a monster, place a cube on the left most available space of the monster track.

The player then moves the villager token up one space, but only if the villager has not been moved up by building a monster since the last roll of the 8 dice. Once the villager is moved, it is not moved again until the 8 dice are rolled again.



5. Bribing officers:

For the cost of 1 gold each, a player selecting the officer action may purchase up to 2 officer cards. These cards may be from the face up display or drawn randomly from the top of the officer deck. Cards purchased by a player immediately go to the player and they will begin benefitting him or her right away. Any of the 3 cards purchased from the face up display are not replaced until the current player has finished his or her turn.



Creature cards gained this way represent the by-products of gruesome experiments. You are bribing the officers to look the other way when they see either your unnatural creations or unusual equipment.



Once you have 5 or more creatures you will have to pay to keep them alive in the scoring phase.

6. Visiting the curator:



When a player removes a die from the curator space, he or she places a cube in a curator space that gives a special benefit. A cube cannot be placed where another cube is already present.

Here are what the curator spaces do:



Roll the undertaker die and take the appropriate body part(s) without increasing village rage. This does NOT count as visiting the undertaker for cards that affect that action.



Gain 1 victory point for each body part and gold coin you currently possess. Score these VPs immediately rather than during the scoring phase.



Move the villager pawn up or down the village rage track by 1.



Take 2 gold from trader area. This does NOT count as visiting the trader for cards that affect that action.



Discard 4 officer cards you own and place a block on the lowest available space on the monster scoring track. This alternate method of building a monster WILL increase the village rage if it has not been increased this round.



Purchase 2 officer cards for 1 gold. This action may only be performed once (you cannot purchase 4 officer cards for 2 gold, for example).



You may pay 1 gold for any body part OR you may turn in 1 body part for 1 gold. This action may be performed as many times as you wish this turn.



Place a block on any open space on the clinician grid regardless of Igor's clinician level.



On your turn, rather than selecting a die and taking its corresponding action, you can take any die available for one of two actions.

1. Lightning strikes! If you have a fully constructed monster (all 6 body parts), pay 2 gold and place a player cube of on the lowest available space on the monster scoring track. Place the monster parts back in the graveyard. The player then moves the villager token up one space, but only if the villager has not been moved since the last roll of the 8 dice.

2. Immediately gain 2 VP. You may also optionally reshuffle the discarded and unpurchased officer cards into the officer deck and place 3 new cards face up. Though you do not get any of the other benefits from the die selected if you use this option, it can be useful in situations where your options are not ideal.

NOTE: If at any time you need to place a cube and you have no more in your reserve, you can move a cube you already have on the board. You can only move a cube on your board if you have none remaining in your reserve (or when you use the Igor action).



Scoring:

1. Add up the points you have on the spaces of the clinician grid, making sure to include the bonuses for having 2, 3, or 4 blocks on any single horizontal row. +1 points for two blocks on the same row, +3 for 3 blocks, and +6 for 4 blocks. (These bonuses are listed on the board.) Move your blocks on the victory point track to reflect these gains.
2. Tally up the points you have accumulated on the monster scoring track. Move your cubes on the victory point track to reflect these gains then remove the cubes from the monster track.
3. Feed your creatures: If you have four or fewer creature cards in your tableau, the price for feeding your creatures is zero as they will happily survive on the gruesome scraps in your lab. 5 or more creatures, however, require a payment in gold to keep them fed and happy. These amounts are reflected on the chart at the bottom of each creature card. Any creatures you cannot pay to feed are discarded.
4. Reference a creature card chart to determine how many points you will earn based on how many creatures you own and have successfully fed this round. Move your cubes on the victory point tracker to reflect these gains.
5. If every player has been in possession of the first player marker (twice in a two player game), then the game is over and you have all died in a fiery death and the player with the most points is the winner. If not, then you have all escaped to steal corpses another day! The player with the first player marker passes it to their left and the cleanup follows.



Cleanup:

1. Discarded and unpurchased officer cards are reshuffled into the officer deck and three new cards are displayed for purchase. Officer cards that players own remain in play.
2. Clear all cubes except those on the victory point track and return to their respective players.
3. Reset Igor to level 1 on the clinician grid.
4. Reset the villager pawn to level 1 on the village rage track.
5. Each player may keep a maximum of 3 gold tokens and one of each body part. All others are put back on the board.
6. The new round begins. The player with the first player marker makes the first roll of the new round.



Card Clarification:

Cards that give players advantages are cumulative—they can add together for an expanded effect. For example, if a player has the Abettor card and the Coadjutor card, he can gain an extra body part and an extra resource when he chooses the trader. The body part gained is one of the player's choice.

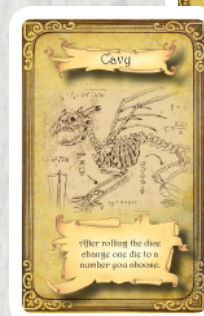
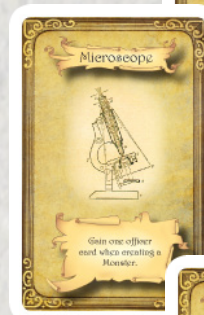
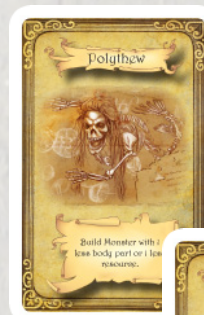
The Polythrew : This card allows a player to build a Frankenstein monster with one less body part or one less coin, but only when building a monster by choosing a die and paying with body parts and resources. This cannot be used when choosing the clinician to build a monster.

The Abettor: This card allows a player to gain a body part from the undertaker in addition to the resource he or she gets from the trader when he or she chooses the number 3 box. This does not anger the villagers since he did not choose number 2. The body part gained is one of the player's choice.

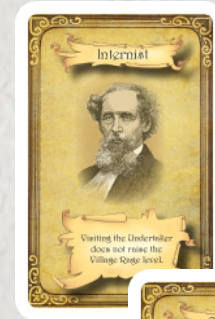
The Microscope: This card allows a player to immediately take the top, unseen card from the officer deck and keep in his possession each time he builds a monster.

Physiology: This card allows a player to move 2 cubes when he chooses Igor. The player must have two cubes on the board to move them (the same cube cannot be moved twice). A cube cannot be placed on the same square vacated this turn by the player using this card. The cubes may be placed anywhere Igor would allow you to place a cube from another part of the board.

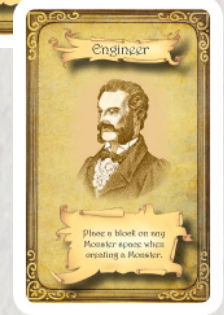
Cavy: This card allows a player to change any one die to any number he or she wants at the time of rolling 8 dice.



The Internist: This card allows you to visit the undertaker and roll for a body part without raising the rage level of the villagers. Other players who visit the undertaker in the same turn will still raise the rage level as normal.



The Engineer: This allows a player to build a Frankenstein's monster on any victory point number available. All other rules for building monsters must be followed.



Note: Monsters indicates Frankenstein's monsters, creatures are different—they are on officer cards.

Acknowledgment: Special Thanks to Ray Bonilla for bringing this game to life!

