



The Demise OF Dr. Frankenstein

Components:

Starting Player Tile



40 Player Cubes



Die Roller Tile



42 Body Parts



Officer Cards



20 Gold Tokens



Villager and Igor Tokens



4 90-Point Victory Tiles



Overview

The game is played over a series of rounds during which players are trying to amass notoriety through scientific "experimentation". Eventually, the villagers will rise up and drive them out of town. Fortunately, there are multiple players and each has a hometown in which to settle. Eventually, however, each will be run out of their hometowns and the villagers will overwhelm them. At that point, whoever has amassed the most notoriety will be declared the winner and will go down in history as the "real Dr. Frankenstein".

Setup

1. Place one cube of each player's color in the '0' space of the scoring track.



2. Place the Igor token in the clinician grid of the board in the upper-most space with the Igor picture. Place one cube of each player's color above it on the space marked "Igor."



3. Place the villager pawn on the first space of the rage track.



4. Separate all body parts and place them in the graveyard (in the Undertaker section of the board). Place one cube of each player's color on the first (left-most) space of the Undertaker track.



5. Place all coins in the Trader section of the board.



6. Shuffle the officer cards and place them face-down on the left-most space in the Officer section of the board. Draw the top 3 cards and place one face-up in each of the other 3 spaces.



7. Each player takes the remaining 7 cubes of their color along with 2 coins, 1 arm body part, and 1 leg body part.



8. Randomly determine a starting player and give that player both the "Die Roller" and the "Starting Player" tiles.



The Board

The board is divided into the following sections:

Scoring track

The scoring track runs around the outside of the board, beginning with '0' in the upper right corner.



Officer

The three face-up cards in the officer section of the board represent communal projects all players have access to. During the game, players may bribe the officers to look the other way so that they may take on these projects as personal projects. The cost of bribing the officers is listed on each card. When cards are removed from the officer section, those cards are replenished from the deck at the end of the current turn.



Important: All players may use the effects of any face-up card on the board. When a player takes a card and puts it in their personal area, those effects are still available to that player, but are no longer available to the other players.

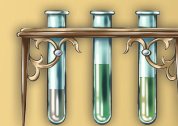
Trader

This is the money supply. Money is taken from and paid to this location.



Clinician

Cubes are placed here in preparation for experiments and points are listed on each space. Unless otherwise stated, when a cube is placed in this area, it must be placed on an empty space on the same row or above the row where Igor is currently located. Example: If Igor is currently on the second row, a cube may be placed on any empty space numbered '1' or '2'.



Undertaker

This is the graveyard. The undertaker track indicates what body parts a player may currently gain.



Monster Track

This track represents monsters that have been built.



Rage Track

This track represents the rage level of the villagers. Over the course of the game, certain actions will cause the villagers to get angry.



Curator

This space represents additional tasks that may be taken. When a player uses one of these tasks, they place one of their cubes on it to indicate that it has been taken. A task that already has a cube on it may not be used again until that cube is removed.



Building a Monster

When a player is told to "Build a Monster", they may take one of their cubes and put it in the left-most empty space on the Monster Track.



Checking Rage

When a player is told to "Check Rage", look at the state of the villager pawn on the Rage Track. If the pawn is laying down, the villagers have recently raged and will not rage again. If the pawn is standing, move the pawn to the next higher number on the track and lay it down.



Game Structure

1. The Game is divided into Rounds. Each player will hold the "Starting Player Tile" one time (2 times in a 2-player game) and pass it left at the end of each Round. The end of the Round is triggered when the villager Rage Level reaches 4. When a Round ends, players finish the current Rolling Sequence.
2. The Rounds are divided into Rolling Sequences. Each Rolling Sequence starts with the roll of the dice by the player holding the "Die Roller Tile."
3. The Rolling Sequences are divided into Players' Turns (Actions). Each Turn a player will remove 1 die from the board and take the corresponding Action. In a Rolling Sequence each player will get 2 Turns.

Roll the Dice

The player with the "Die Roller Tile" rolls all 8 dice (6 in a 2-player game). Place all dice onto the actions section of the board corresponding to the number on each die. Note that some actions may not be available every time the dice are rolled.



Rolling Sequence

Starting with the player who rolled the dice, each player takes a turn removing a die from the board and taking an action. Once all players have taken a single action, each player will again take a second die/action, but the second action will begin with the final player (who will take 2 actions in a row) and proceed in reverse player order. Once all players have made 2 actions, proceed to rolling sequence cleanup.

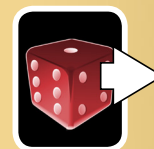
The action a player chooses to take must be the action corresponding to the die selected -OR- must be one of the two alternate actions that are always available. All available actions will be described later.



Rolling Sequence Cleanup

At the end of each rolling sequence, perform the following actions:

1. The player with the Die Roller Tile passes it to the player on their left.
2. If the Villager token is lying down, stand it up. It remains at it's current location.
3. Check to see if you are run out of town.



Check to see if you are run out of town

If the villager rage level has reached 4, you are run out of town. Perform Scoring (page 8).

If all players have held the Starting Player tile, you have nowhere else to run. The villagers have killed you and the game ends. Whoever has the most points is declared "Dr. Frankenstein" and their legend will go down in history. Everyone else will be forgotten.

If not everyone has held the Starting Player Tile, you flee to the next player's hometown to "start again". Perform Cleanup (page 9) and continue the game.

Exception: In a 2-player game, each player has a summer home, so the game will not end until each player has held the Starting Player Tile twice.



Player Actions

The following 2 actions are available regardless of the number on the die selected:

1. **Lightning Strikes! Build a monster.** To take this action, a player must have a fully constructed monster (1 head, 1 torso, 2 arms and 2 legs) and 2 gold. They turn in all listed parts and gold and Build a Monster (see Monster Track for details). After taking this action, Check Rage.
2. **Immediately gain 2 VP.** You may also optionally reshuffle the discarded and face-up officer cards into the officer deck and place 3 new cards face up. This option can be useful in situations where your dice choices are not ideal.



The following 6 actions are only available when the number on the die chosen matches the action number:



1) Activate Igor

Do any or all of these actions a maximum of 1 time each, in the following order:

- a. Move the Igor token up or down one space.
- b. Remove any cube of your color from the board (including the extra cube above Igor) and place it on any open space in the Clinician or the Curator area. Follow all rules pertaining to taking a Clinician or Curator action.
- c. If you have a cube on the monster track, return any body part to the graveyard to move that cube to the next open space to the right. If there are no open spaces, this option may not be taken.



2) Dig in the Graveyard

Do each of the following actions in order (not optional):

- a. Take one of the body parts shown in the Undertaker track where your cube currently rests. If your cube is on the right-most space, you may take a second body part.
- b. Move your cube one space to the left in the undertaker track (if it is already in the left-most space, ignore this).
- c. Check Rage.





3) Visit the Trader

Gain 2 coins.



4) Visit the Clinician

Do any or all of these actions a maximum of 1 time each in the following order:

- Move your cube one space right on the undertaker track, if possible.
- Place a cube in the clinician area, following all rules for that area.
- If you have a cube in each column (regardless of row) of the clinician area, turn in 1 head, 1 torso, 1 arm, and 1 leg to Build a Monster. If a monster is built, Check Rage.



5) Bribe Officers

Take one or two cards from the communal area into your personal area by paying the costs listed on those cards. Replace the card(s) from the draw deck.



6) Visit the Curator

Place a cube on any open Curator space and take that action.

The following actions correspond to the curator spaces and are taken only when those spaces are chosen:



Take any one body part from the graveyard. Do not Check Rage. This does NOT move a cube in the graveyard area or trigger cards that are affected by the graveyard 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 3 gold from the trader area. This does NOT count as visiting the trader for cards that are affected by that action.



Discard 4 officer cards you own and Build a Monster. Check Rage.



Purchase an officer card for 1 less gold.



You may pay 1 gold for any body part OR you may pay 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. This does NOT move a cube in the graveyard area or trigger cards that are affected by the clinician action.

Scoring

Each time you are run out of town, perform the following scoring steps.

- 1. Gain points for each space with your cube on the Clinician Grid. If you have multiple cubes in a row, gain all applicable row bonuses. Remove all cubes from the clinician grid and return them to players.*
- 2. Gain points for each space with your cube on the Monster Track. Remove cubes from the Monster track and return them to players.*
- 3. Feed your creatures (see below) and then gain points based on the number of creatures you have*



Feeding Creatures

If a player has four or fewer creatures (including any community creatures on the board), they are happily fed with table scraps and no other costs are incurred. 5 or more creatures, however, requires a payment in gold to keep them fed and happy. The amount to pay and the points received are reflected on the chart at the bottom of each creature card. Any personal creatures a player cannot feed will die and are discarded. Communal creatures not paid for will simply not count towards points calculations.

Example: There are 2 communal creatures. Eric has no personal creatures, but will still gain 3 points for the communal creatures. Jon has 4 personal creatures, but only 1 coin. He will pay that coin, thus counting 1 of the communal creatures and will receive 15 points (for 5 creatures). Mark has 6 personal creatures, but spent all of his coins bribing guards, so he cannot feed them. Not only will he not be able to count communal creatures, but he will not be able to feed his own creatures. As such, 2 of his creatures die (are discarded) and he will receive 10 points for the 4 creatures remaining.



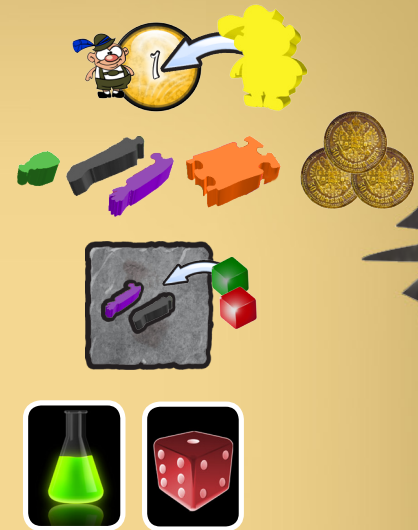
Cleanup

Note that this is different than round/sequence cleanup. These cleanup items will occur only when players have been run out of town and a scoring round has occurred. Note that if the game has ended, this cleanup step is not necessary.

1. Discarded and community officer cards are reshuffled into the officer deck and three new cards are displayed and are active for all players. Officer cards that players own remain in that player's possession and remain active.
2. Reset Igor to level 1 on the clinician grid and place one cube for each player in the space above Igor.



3. *Reset the villager pawn to level 1 on the village rage track.*
4. *Each player may keep a maximum of 3 gold tokens and one of each body part. All others are put back on the board.*
5. *Move all graveyard player cubes to left-most box. Remove cubes from the Curator area and return to players.*
6. *The Starting Player Tile is passed to the left and that player is also given the Die Roller Tile. The new round begins.*



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 gold 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 **Lightning Strikes** and paying with body parts and gold. 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. This does not anger the villagers since the player did not choose the undertaker. 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/she builds a monster. The card requires no payment to the officers.



Physiology: This card allows a player to move 2 cubes when he/she 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 space vacated this turn by the player using this card. The cubes may be placed anywhere Igor would allow you to place a cube.

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

The Internist: This card allows your first visit the undertaker in a rolling sequence to yield body parts without checking the rage level. When this card is face-up on the main board only the first player to visit the undertaker gains the benefit. Other players who visit the undertaker later in the same rolling sequence must check rage.

The Engineer: This card 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 the beasts on officer cards.



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