

Monster Heritage - the Testament of Doctor F.

English rules

1.0 INTRODUCTION

Misjudged and unsuccessful, deservedly forgotten by posterity, Doctor F., nephew of a certain Frankenstein, has tried in vain all his life long to follow in the footsteps of his famous uncle. Lonesome and filled with bitterness, he puts down in writing his testament during one night of terrible thunderstorms not long before his death. Now his heirs are called for solving the challenge that he himself couldn't: the creation of an artificial human being, often named monster by the ignorant folk. Only he who solves this task will be considered worthy of being heir to the enormous castle and its widespread lands. In order to assist them in their quest, a life annuity, a laboratory and a right hand named Igor is at the disposal of all potential heirs.

2.0 OBJECT OF THE GAME

The object of the game is the resurrection of a monster, but, in order to win, it should survive two consecutive rounds and contain as many valuable organs as possible. Points are also awarded for a brain with a matching relic and biography, also an organ (in this case the musical instrument) in the laboratory is not to be despised. The player with the most points at the end of the game is the winner.

3.0 COMPONENTS

- 1 Rules Booklet
- 1 Game Board
- 39.600 KM bank notes (KM = Knochenmark = bone marrow) in denominations of 100 KM, 500 KM, 1.000 KM
- 363 cards:
 - 104 organ cards (red, light-/dark-blue, yellow, pink)
 - 107 goods cards (grey)
 - 52 book cards (orange)
 - 25 relic cards (green)
 - 25 brain cards (brown)
 - 20 treasure cards (lilac)
 - 28 Igor cards (green, blue, red)
 - 2 special cards (green, purple)
- 2 six-sided dice, referred to as D6
- 1 twenty-sided die, referred to as D20
- 1 six-sided weather die (white), icons 2x fair, 2x cloudy, 2x thundery
- 1 six-sided manhunt die (black), icons 4x G and 2x V
- 1 "Wanted" poster
- 1 weather marker
- 3 lightning chips
- 1 round marker
- 1 start player marker
- 18 pegs, 3 for each player
- 6 player sheets, one for each player, used to store the player's equipment cards for their laboratory, their Igor cards and monster organ cards
- 6 location dials, one for each player
- 6 sets of figures, one for each player, each set containing the Doctor, a Big Igor, a Small Igor and a Monster of a specific color

3.1 Rules References

Numbers in brackets refer to the respective sections of the rulebook.

3.2 Cards

Cards that are discarded (instead of permanently removed from the game) are placed face down on the appropriate discard pile.

3.3 Game Board

The locations are identified on the game board by their names and by numbers.

4.0 SETUP

4.1 Distribution of components

Each player takes 1 player sheet, 1 set of figures (Doctor, Big Igor, Small Igor, Monster) of their preferred color, 1 location dial, 3 pegs and 1 Amateur Igor card. Each player places their Amateur Igor card on the "Big Igor" space of their player sheet. There is a total of 6 green Amateur Igor Cards; if there are less than 6 players, remove any Amateur Igor cards not used from the game and put them back in the game box.

4.2 Five Player Setup

Remove all cards with number 6 from the game and put them back in the game box.

4.3 Four Player Setup

Remove all cards with numbers 5 and 6 from the game and put them back in the game box.

4.3 Three Player Setup

Remove all cards with numbers 4, 5 and 6 from the game and put them back in the game box.

4.5 Cards setup

The organ cards, relic cards and treasure cards are shuffled together. Cut them into 6 piles of about the same size and place these piles face down on the 6 spaces of the graveyard (2). In a similar way the goods cards are placed face down on the 5 spaces of the store (3), the book cards are placed face down on the 3 spaces of the library (4), the brain cards are placed face down on the corresponding space of the secret cabinet (5), and finally the 22 remaining Igor cards are placed face down on the 2 spaces of the tavern (6).

4.6 Game board setup

The round marker is placed on the yellow circle "1" of the laboratory (1), the "Wanted" Poster is placed on the advertising column next to the secret cabinet. A lightning chip is placed on the "0" spot of the lightning track above the lab location, the weather marker on the "fair" space, top left of the graveyard.

4.7 Start player

The players select a start player any way they want and give them the start player marker.

5.0 Sequence of play

The game is played in several rounds, each round consisting of 4 phases. In phase one life annuity is paid, the Igers are paid their wages and the current weather conditions and the location of the mad scientist are determined. The players may perform actions at various locations, if they send out their Doctor, Big and Small Igor to different locations during phase two. In phase three actions are taking place at some other player's laboratory, at one's own lab, at the graveyard, shop, library, secret cabinet and tavern. The actions are performed strictly following this sequence, the start player always playing first, the other players following in clockwise order. Phase 4 allows the players to deal with each other, to sell and auction off items. After all trading has been done, the start player marker is given to the next player on the left, the round marker is moved one space forward and the next round starts.

6.0 PHASE 1: Preparing the game round

6.1 Life annuity

Each player is paid 1000 KM.

6.2 Paying wages

All players must pay the wages for their Igers. The individual amount is shown on each Igor card.

6.2.1 Exception - first game round

In the first round of the game all players pay a wage of 200 KM for their Amateur Igor.

6.3 Reveal new cards

Each top card of all 5 card piles in the shop, all 3 card piles in the library and the 2 Igor piles in the tavern are revealed and placed face up on top of the respective pile. The same procedure is performed at the secret cabinet as soon as any organs are for sale there. If any of these card piles is empty, the respective discard pile is shuffled and used as new draw pile.

6.3.1 Exception - first game round

If in the first game round any red Superigor (8.8.2) cards are turned up in the tavern they are put on the discard pile. Continue drawing cards until 2 Ordinary Igers (blue cards) are placed face up on top of the two piles.

6.4 Determine the weather and the location of the Mad Scientist.

The start player simultaneously rolls the manhunt die, the weather die and a D6.

6.4.1 Determine the current whereabouts of the Mad Scientist.

The result of the manhunt die determines, if the Mad Scientist is "wanted" (G) or "arrested" (V). His wanted poster beside the secret cabinet is turned to its appropriate side. If the Mad Scientist is arrested, the secret cabinet

remains closed for this round. If the Mad Scientist is only wanted, the secret cabinet is open for business this round.

6.4.2 Determine the current weather conditions

The result of the weather die shows the current weather conditions, these are fair, cloudy or thundery. Move the weather marker to the corresponding space beside the graveyard. The result of the D6 determines the number of lightning bolts in case of a thunderstorm or if there's any thunderstorm at all in case of cloudy weather.

6.4.2.1 Fair

The sun icon of the weather die stands for fair weather, there's no thunderstorm. Place the lightning marker on the "0" space of the lightning track above the lab.

6.4.2.2 Cloudy

If the result of the D6 is 1, 2 or 3 when the weather die shows clouds 1-3 there will be a thunderstorm and the lightning chip is placed on the corresponding space of lightnings. On a result of 4, 5 or 6 on the D6 there won't be any thunderstorm, place the lightning chip on the "0" space of the lightning track. If the result of the D6 is 4, 5 or 6 when the weather die shows clouds 4 - 6 there will be a thunderstorm and the lightning chip is placed on the corresponding space of lightnings. On a result of 1, 2 or 3 on the D6 there won't be any thunderstorm, place the lightning chip on the "0" space of the lightning track.

6.4.2.3 Thundery

If the result of the weather announces a thunderstorm, the result of the D6 is the number of lightning bolts. Place the lightning chip on the respective space of the lightning track above the lab.

7.0 PHASE 2: SELECTING LOCATIONS

7.1 Location dial

Each location dial shows the 6 locations of the game. The labs are subdivided by player colors.

Each of the player's characters has their own circular section on the dial.

7.2 Arranging locations and deploying characters

All players select the locations where their characters are to take actions during this round. Simultaneously and secretly all players stick their respective pegs into their location dial. After all players have selected their locations they reveal their dials simultaneously and in player order place their characters on the square yellow spaces (from left to right) of the selected locations of the game board or on the selected lab spaces.

7.2.1 Active characters

A Doctor may be active every round. A big and a small Igor may be active only if the player has an Igor card on the respective spaces of their player sheet. Monsters are never active.

7.2.1.1 Exception - first game round

In the first round of the game the players can only deploy their Doctor and their big Igor (4.1).

7.3 Location of deployment

Generally all characters may be deployed at any locations. Doctors and Igors may be deployed at the same location. If a player has two Igors they may not deploy both of their Igors at the same location.

7.4 Actions of characters

There are different kinds of actions for Doctors and Igors. If by error a character is deployed at a location where he can not perform any action, he can not be activated this game round.

8.0 PHASE 3: ACTIONS

8.1 Sequence of locations

Actions are taking place now at the various locations. This is done in the following sequence:

1. Laboratory, discerning between other player's labs (8.3.1) and the player's own lab (8.3.2).
2. Graveyard (8.4)
3. Shop (8.5)
4. Library (8.6)
5. Secret cabinet (8.7)
6. Tavern (8.8).

Beginning with the start player all players perform their actions in player order at the current location. After all players entitled to have finished their actions at this location, actions are taking place at the next location, etc.

8.2 Laboratory

Each player owns a lab which is pictured twice in the game - on the game board and on their own player sheet. A player may place up to eight cards face open on their own player sheet. The labs on the game board are allocated to the owning players by color. Characters are placed only on the labs of the game board.

Example: A player deploys one of their Igors at the lab of player Red. They place their Igor on the red lab space of the game board.

8.3 Actions in labs

First all actions in other player's labs are performed, then the actions in the player's own labs.

8.3.1 Actions in other player's labs

Players may deploy one of their Igors at another player's lab in order to steal a card. The Doctor may not steal cards. Stealing a card is done in three steps: Intruding, fighting, and stealing.

8.3.1.1 First five rounds and round marker

Stealing is not allowed during the first five game rounds and no player may deploy any of their Igors at some other player's lab. The first five rounds are counted moving the round marker (4.6) along the yellow circles of the locations. When the sixth round begins, the marker is turned to its side „Stealing allowed“ and from now on the rounds are not counted anymore.

8.3.1.2 Intruding

When an Igor is deployed at some other player's lab first you must find out if he succeeds in intruding the foreign lab. The grade of the intruding Igor's courage (according to his Igor card) is compared to the grade of the lab's deterrence. In case the Igor's courage exceeds or is equal to the lab's deterrence the intrusion is successful. If the Igor's courage is less then the lab's deterrence he does not succeed and his turn ends.

8.3.1.2.1 Deterrence

Deterrence serves to keep foreign Igors from intruding one's own lab. At the start of the game the deterrence of all labs is 0. If the lab's Doc is present, its deterrence is increased by 2, if the lab's Igor is present, its deterrence is increased by 1. Deterrence may also be increased by goods (8.5.3), relics (8.4.4) and books (8.6.3).

Example: There is one stuffed crocodile (deterrence 3) in a lab, also the Doc (deterrence 2) and the Big Igor (deterrence 1) are present. The lab's total deterrence is 6.

8.3.1.2.2 Courage

An Igor's courage is shown on his Igor card. An Igor needs enough courage in order to overcome a lab's deterrence. Courage may be increased by goods (8.5.3) and relics (8.4.4).

Example: There is one stuffed crocodile (deterrence 3) in a lab and the Doc (deterrence 2). The lab's total deterrence is 5. The intruding Igor's courage is 1, according to his Igor card. The player gives their Igor a rabbit's foot (courage +1) and a red liquid (courage +3). Now his total courage is 5 and his intrusion is successful.

8.3.1.3 Fighting

If an intruding Igor encounters the lab's own Igor a fighting will take place. The Doctors will never fight. When fighting both players roll 2 D6, adding the respective strength of their Igor (as shown on the Igor's card). The player with the higher total wins the fight, in case of a tie the defender wins the fight. If the intruder is the winner of the fight the Igor may then steal items from the lab, nothing happens to the lab's Igor. In case the intruder is loosing the fight he is arrested on the spot. The arrested Igor's player must discard the Igor card and any goods cards (8.5.3) used by the Igor. If several Igors encounter a domestic Igor he will fight against the intruders one at a time in player order.

8.3.1.3.1 Strength

An Igor's strength is shown on his Igor card. Strength may be increased by goods (8.5.3) and relics (8.4.4). Goods for increasing an Igor's strength are weapons, which have to be allocated to the Igor before fighting. An Igor can wield no more than two weapons at a time.

8.3.1.4 Stealing

After an intruding Igor has won the fight or his intrusion was successful without fighting he may steal cards from the lab's owner. The bereft player shuffles all their goods cards, book cards and hand cards face down. The other player then draws a number of these cards equal to the skill grade of their Igor (shown on the Igor card). If more than one Igor is entitled to steal from the same lab, only one of them can do so. Each player concerned rolls 2 D6, adding their Igor's skill to the result. In case of a tie the tied players roll again, this may be repeated until there is a winner. Only the winner is allowed to steal cards. The following cards can

not be stolen: any organs already attached to the monster, goods cards with the icon „S“ and brains with their associated biography.

8.3.1.4.1 Skill

An Igor's skill is shown on his Igor card. Skill may be increased by goods (8.5.3) and relics (8.4.4).

8.3.2 Actions in a player's own lab

In their own lab a player may operate, bring monsters to life or keep them alive. In order to operate or bring a monster to life a player sends their Doctor to their own lab. Igors can neither operate nor bring monsters to life.

8.3.2.1 Operate

In order to operate a player needs green liquid, organs and their Doctor must be in their own lab. When operating the player plays one green liquid card and places the organs on their sheet. Only one green liquid may be used by each player during one game round. One green liquid is sufficient for attaching 3 organs to a monster; there is no particular order in which the organs have to be fixed. The only exception is the brain which always must be the last organ to be installed. Once attached, a monster's organ cannot be removed. Organs must be installed at their appropriate positions. It is shown on the sheet which organs must be installed where. Pairs of organs may switch sides, though. Stem cells may be substitutes for pairs of organs or vital organs only. After all players have done their operations as far as necessary they may try to bring their monsters to life.

8.3.2.2 Trying to bring a monster to life

In order to bring a monster to life there must be a viable monster, a lightning, a lightning rod, a big lever and the Doctor must be in the lab. All this is shown on the players' sheets. A final result of 16 at least must be achieved by rolling the D20 and adding any modifications. Each complete pair of organs, each bonus organ and each relic organ adds 1 to the die result. There is no limit to the number of players trying to bring their monster to life as long as they fulfill the requirements. The start player begins, then it's the next player' turn etc. If the player succeeds in bringing their monster to life they place their monster figure on the space named „brought to life“ of the monster Gallery. For the first monster brought to life the player gains the victory points card worth 50 points, for the second monster brought to life the player gains the victory points card worth 25 points. The same player may never gain both these victory points cards.

8.3.2.2.1 Viable monster

A viable monster needs at least 1 of each of the 5 vital organs, 1 part of each pair of organs and a brain.

8.3.2.3 Keeping a monster alive

After all players have tried to bring their monster to life players now try to keep their monster alive. Each player whose monster was alive already at the beginning of this game round must have a final result of 14 at least by rolling the D20 and adding any modifications. Each complete pair of organs, each bonus organ and each relic organ adds 1 to the die result, if the lab's Doctor is present 2 are added to the die result, but it is not necessary for the Doctor to be in the lab. If a monster is successfully kept alive it moves one space upwards on the monster gallery. The game ends immediately if any monster manages to be alive for two successive rounds (10.0). If a monster is not kept alive it is dead and removed from the game board. In the next round the player may try to bring their dead monster to life again.

8.3.2.3.1 Dead at once

If a player rolls "1" when trying to keep their monster alive it is dead at once, even if it would survive due to modifications.

8.4 Actions at the graveyard

Organs, treasures and relics are buried at the graveyard. The players send their Igor to the graveyard in order to gain cards from it. An Igor may dig up a number of cards from the graveyard equal to his diligence (shown on his Igor card). A Doctor may not dig up any cards but he increases his Igor's diligence by 2 if he's present. An Igor's diligence is influenced by the weather conditions as well. If the current weather is fair there is no change, if it's cloudy an Igor's diligence is reduced by 1 and if it's thundery it is reduced by 2. Of all players who had sent their Igor to the graveyard the start player draws their cards first, then the next player in player order etc. Each player draws all their excavated cards before the next player draws their cards.

Example: An Igor's diligence is 2, the player's Doctor is present as well and increases the Igor's diligence by 2. Unfortunately it's thundery, meaning that the Igor's diligence is reduced by 2. In the end the Igor digs up 2 cards.

8.4.1 Diligence

An Igor's diligence is shown on his Igor card. Diligence may be increased by goods (8.5.3), books (8.6.3), relics (8.4.4) and when the Doctor is present.

8.4.2 Organs

Initially all organ cards are buried at the graveyard. There are vital organs, pairs of organs, bonus organs and even 3 relic organs (8.4.4.1).

8.4.2.1 Vital organs

A monster needs to have exactly one of each of the five vital organs (red). Each vital organ may be installed to a monster only once.

8.4.2.2 Pairs of organs

A monster needs at least one half of each pair of organs (light blue/dark blue). This means it needs at least one leg, one arm etc. It doesn't matter if it's the left or right part of a pair. Only one pair of each kind of pairs of organs may be attached to a monster. Each complete pair (i. e. comprising two parts of a pair) adds 1 to the die roll when trying to bring the monster to life or to keep it alive, ignoring if the parts are attached absolutely correct (right part/left part) or mismatched (right/right or left/left). When attached to a living or viable monster pairs of organs generate as many victory points at the end of the game as shown on the cards. If they are attached absolutely correct their victory points are doubled.

Example: A left eye is good for 5 victory points, so two left eyes are worth 10 victory points. A correct pair, in this case being one left and one right eye is worth 20 victory points.

8.4.2.3 Bonus organs

At the end of the game any bonus organs (yellow) installed to a living or viable monster are worth a many victory points as shown. A monster may have only one of each type of bonus organs. Each bonus organ adds 1 to the die roll when trying to bring the monster to life or to keep it alive.

8.4.2.4 Stem cells

A monster may have no more than two implanted stem cells (pink). A stem cell may substitute any one part of a pair of organs or one vital organ. When implanting a stem cell the player must not decide yet exactly which organ is substituted by it. By placing it on their sheet the player only determines the type of organ to be substituted and may determine the proper organ only later in the game. There are no victory points awarded for stem cells. If a stem cell is implanted as one part of a pair of organs and the second part is installed as well still 1 is added to the die roll when trying to bring the monster to life or to keep it alive. The victory points of the other "genuine" part of a pair of organs are not doubled at the end of the game.

8.4.3 Treasures

Treasures (purple) may be sold at the shop for the price shown, if the player has deployed one of their figures at the shop. It is allowed to sell treasures still in the same game round in which they were excavated. After being sold treasures are removed from the game.

8.4.4 Relics

One brain and one biography are associated to each relic (green). There are 25 relics in total, marked with an "R". The relic matching the brain installed in a living or viable monster doubles the victory points of the brain. Each relic is worth 5 victory points by its own at the end of the game. Each relic has a unique ability. If they want to use the ability the player must play the relic card. By using the relic's ability it is exhausted and the card is removed from the game. Relic cards may be played anytime. For example relic cards may be played to increase the result of a die roll after rolling the die in a fight or when trying to bring a monster to life or to keep it alive. Players must make sure that they are entitled to use the relic's ability in the given situation.

Example: When a player has not sent their Igor to the graveyard it is useless to play Schliemann's pickax, which increases an Igor's diligence by 4.

8.4.4.1 Relic organs

Only one of the three green relic organs may be installed in any one monster. Once attached, they remain at their place until the end of the game and are worth 25 victory points if attached to a living or viable monster.

8.5 Actions at the shop

At the shop players can buy and sell goods and sell treasures. In order to do so they must have sent their Doctor or Igor there.

8.5.1 Buying goods

All goods cards show a basic price. If the start player had sent one of their characters to the shop they announce which card they want to buy. If some other players (having sent their characters to the shop) want to buy this

card as well, it is auctioned off for money. The first bid must be made by the active player and must match the basic price at least. Bidding is done by all players concerned in clockwise order. When bidding the player must either increase the previous bid or pass, a player who has passed can not reenter this auction. The player with the highest bid finally takes the goods card in question. Then the next player announces which card they want to buy etc.

A Doctor may buy or bid for all 5 goods on offer, an Igor may buy or bid for only a number of cards equal to his intelligence. If there are no more goods on offer or nobody wants to buy any of the goods still on offer the goods still available are discarded. New goods will be on offer only next game round (6.3).

8.5.2 Selling

Treasures (purple) can be sold at the shop for the price shown on the card. Goods can be sold for 100 KM each, but not during the same round they were bought. When selling there is no difference between Doctor and Igor, they may sell as many cards as they like, ignoring intelligence. Sold goods are placed on the discard pile; sold treasures are removed from the game.

8.5.2.1 Intelligence

An Igor's intelligence is shown on his Igor card. Intelligence may be increased by goods (8.5.3), books (8.6.3) and relics (8.4.4).

8.5.3 Goods

Goods (grey) can be bought at the shop. Goods marked with an "L" belong to a lab's equipment and are placed face open on the player's sheet (8.2) after being acquired. There are two specific spaces for the big lever and the lightning rod on the players' sheets. Any goods not marked with an "L" are added to a player's hand cards. Goods marked with an "X" may be used only once and are discarded after use. Goods marked with an "S" can not be stolen and not be removed from a lab anymore. A player may own only one copy of each card marked with an "E", they may not buy or bid for or trade the same card again.

8.6 Actions at the library

At the library players can buy and sell books. In order to do so they must have sent their Doctor or Igor there.

8.6.1 Buying books

All book cards show a basic price. If the start player had sent one of their characters to the library they announce which card they want to buy. If some other players (having sent their characters to the library) want to buy this card as well, it is auctioned off, see (8.5.1). A Doctor may buy or bid for all 3 books on offer, an Igor may buy or bid for only a number of cards equal to his intelligence. If there are no more books on offer or nobody wants to buy any of the books still on offer the books still available are discarded. New books will be on offer only next game round (6.3).

8.6.2 Selling books

Goods can be sold for 100 KM each, but not during the same round they were bought. When selling there is no difference between Doctor and Igor, they may sell as many books as they like, ignoring intelligence. Sold books are placed on the discard pile.

8.6.3 Books

Books (orange) can be bought in the library. The players place their bought books next to their player sheet. Books may not be placed in a lab or picked up as a hand card. No player may own more than 8 books.

8.6.3.1 Biographies

Biographies are books. Each biography is associated to a certain brain and a relic. A biography is worth 3 victory points at the end of the game. A biography doubles the victory points of its associated brain if this is installed in a living or viable monster. If a player owns a biography and it's associated brain is installed they place the cards face up in front of themselves. These cards can not be stolen anymore and do not count against any card limits.

8.7. Actions at the secret cabinet

At the secret library players can buy and sell organs and brains. In order to do so they must have sent their Doctor or Igor there.

8.7.1 Business hours of the secret cabinet

The secret cabinet is open for business only if the Mad Scientist is wanted. If he is arrested the secret cabinet remains closed for this game round, no actions can be performed there (6.4.1). As soon as the first monster is brought to life the Mad Scientist is rehabilitated and from now on permanently residing at the secret cabinet. If he is arrested when the first monster is brought to life he is released from prison immediately and the wanted poster is flipped to its "wanted" side.

8.7.2 Buying organs

There is a basic price for all organ cards as shown on the game board at the right of the secret cabinet. If the start player had sent one of their characters to the secret cabinet they announce which card they want to buy. If some other players (having sent their characters to the secret library) want to buy this card as well, it is auctioned off, see (8.5.1). A Doctor may buy or bid for both organ cards on offer, an Igor may buy or bid for only a number of cards equal to his intelligence. If there are no more organs on offer or nobody wants to buy any of the organs still on offer the organs still available are discarded. New organs will be on offer only next game round (6.3). At the start of the game no organs are on offer because all organs are still at the graveyard.

8.7.3 Selling organs

Goods can be sold at the secret cabinet for their purchase price. When selling there is no difference between Doctor and Igor, they may sell as many organs as they like, ignoring intelligence. Sold organs are placed on the discard pile.

8.7.4 Buying brains

The Mad Scientist sells only one brain each round. The basic price of all brains is 500 KM. If more than one player wants to buy the brain it is auctioned off, see (8.5.1). An Igor's intelligence must be at least grade one if he wants to acquire the brain, there are no requirements for a Doctor to buy a brain. The player acquiring the brain looks at the top three cards of the brain deck and selects one, then they put the other two cards back at the bottom of the deck.

8.7.4.1 Brains

Brains (brown) can be bought at the secret cabinet only. Their basic price is 500 KM, a relic and a biography is associated to each brain. The brain is the last part to be installed in a monster. A brain can only be installed if the minimum of other organs is installed in the monster which is needed for it to be viable (8.3.2.2.1). Each installed brain is worth 15 victory points at the end of the game, an installed brain with its associated biography or relic is worth 30 victory points and an installed brain with its associated biography and relic is worth 60 victory points. Any brain not installed is worth only 4 victory points.

8.8. Actions at the tavern

At the tavern new Igors can be recruited. In order to recruit a new Igor a player must have sent their Doctor there. No Igor can recruit another Igor.

8.8.1 Recruit an Igor

A player may recruit no more than one Igor each game round. No player may ever employ more than two Igors at a time. Igors can be sacked any time. Beginning with the start player all players having sent a Doctor to the tavern announce which Igor they want to recruit. If nobody else wants to recruit this Igor the player simply takes the Igor card for free and places it on the space "Big Igor" or "Small Igor" of their sheet. If they have two Igor cards already they must discard one of them. Discarded Amateur Igors are removed from the game. If more than one player want to recruit a certain Igor the card is auctioned off as usual, see (8.5.1). An Igor or Igors not recruited are discarded. New Igors will be available for recruiting only next game round (6.3).

8.8.2 Igors

No player may employ more than 2 Igors at a time, these being one Big Igor and one Small Igor. The Big Igor has the abilities of the Igor card placed on the "Big Igor" space of a player's sheet, the Small Igor has the abilities of the Igor card placed on the "Small Igor" space of a player's sheet. There are three kinds of Igors: Amateur Igors (green), Ordinary Igors (Blue) and Superigors (red). All Superigors have a unique ability, marked by its red color; this particular ability can not be increased by goods or books.

9.0 PHASE 4: TRADING AND END OF THE GAME ROUND

9.1 Trading and dealing

After all locations have been dealt with and all actions have been performed players may trade with each other and make any deals freely or auction off any items they possess. All this is allowed during this game phase only, no trading, dealing or whatsoever is allowed at any other time of the game. Any organs already attached to a monster and goods marked with an "S" may never be traded or dealt with in any way, this applies to Igors as well. It is forbidden to give something to other player as a gift (i. e. without receiving anything in return).

9.2 End of the game round and card limits

A game round ends after all players have ceased dealing and trading. Now the players check for card limits and discard any surplus cards (onto the appropriate discard piles). The players' card limits are as follows: 15 hand cards, 8 books and 8 cards in the player's lab.

The start player passes the start player marker to the player on their left and the next game round starts. The round marker is moved to the yellow numbered circle of the next location. The round marker is turned to its side „Stealing allowed“ after the fifth round and placed on the yellow 6 of the tavern, where it remains for the rest of the game.

10.0 END OF THE GAME

The game ends immediately after one monster has managed to survive for two consecutive rounds. This monster's player places the monster on the space marked „Survived for two rounds“ of the monster gallery. The game ends immediately also if there is no monster alive anymore after rolling to keep monsters alive during the first round after the round in which the second monster was brought to life. In both cases the game round is not finished completely.

11.0 FINAL SCORING

At the end of the game victory points are awarded to the players as follows:

Monsters:

First monster brought to life	50 points (Special card)
Second monster brought to life	25 points (Special card)
Monster surviving for two consecutive rounds	50 points
Any monster still alive at the end of the game	25 points

Organs installed in living or viable monsters

Each leg	2 points
If a monster's right and left leg are at their proper places the points for both legs are doubled and the player's total is	8 points
Each arm	3 points
If a monster's right and left arm are at their proper places the points for both arms are doubled and the player's total is	12 points
Each ear	4 points
If a monster's right and left ear are at their proper places the points for both ears are doubled and the player's total is	16 points
Each eye	5 points
If a monster's right and left eye are at their proper places the points for both eyes are doubled and the player's total is	20 points
Nose	8 points
Tongue	10 points
Spleen	15 points
Gall bladder	20 points
Appendix	25 points
Relic organ	25 points
Installed brain	15 points
Installed brain with associated biography or relic	30 points
Installed brain with associated biography and relic	60 points
Each organ of Dr. F.	3 points
Brain not installed	4 points

There are no points awarded for organs installed in dead monsters or any monsters not viable.

Each relic	5 points
Each biography	3 points
Organ of wealth: for each 200 KM	1 point
Organ of wisdom: each brain not installed additionally	8 points
Organ of knowledge: each book additionally	3 points
Organ of tradition: each relic additionally	5 points
Organ of equality: each card	1 point
for hand cards, lab equipment and books only.	

A card may generate victory points several times. For example a biography is worth 3 points by itself, it also doubles the points of an

installed brain (of a living or viable monster) and is worth another 3 points in conjunction with the organ of knowledge. A relic organ installed in a living or viable monster is worth 25 points and again 5 points as a relic.

The winner of the game and fortunate inheritor of Dr. F. is the player with the most victory points. In case of a tie the player owning the most money of all tied players is the winner.

12.0 LISTING OF CARDS

12.1 Books (orange)

12.1.1 Books of Deterrence 4x

Books of deterrence increase deterrence by 2 each.

12.1.2 Alchemist's fibula 1x

The alchemist's fibula increases the effectiveness of all liquids by 1.

12.1.2 Biographies 25x

There are 25 biographies of renowned characters, associated to the 25 brains and relics respectively. If a player owns the biography associated to the brain they had implanted in a living or viable monster they double the victory points for this brain. A player owning the brain and its associated biography may play these cards face up in front of themselves; these cards can not be stolen and do not count against any card limits.

12.1.3 Surgical manuals 5x

A surgical manual adds 1 to the die roll when rolling to bring a monster to life or keep it alive.

12.1.4 Encyclopedias 3x

An encyclopedia increases an Igor's intelligence by 1. An encyclopedia may be used only once during a single game round.

12.1.5 Fake testament 5x

A fake testament is good for 200 KM each round, paid by the bank.

12.1.6 Church register 4x

A church register increases an Igor's diligence by one. The diligence of the Hard-working Igor and of the Swift Igor can not be increased by a church register.

12.1.7 Manchester union rate 1x

The player owning the Manchester union rate pays their Igors only half of their usual wages.

12.1.8 Meteorologicon 1x

The owner of the Meteorologicon may reroll the weather die once each round. This must be done immediately after the weather die roll and costs 500 KM.

12.1.9 Profit books 3x

A profit book increases a sales price by 100 KM.

12.2 Organs

12.2.1 Vital organs 35x (red), actual number depending on number of players

A monster needs exactly one of each of the five vital organs to be viable and no more than one of each may be installed in a monster. There are 7 cards of each vital organ: Heart, liver, lung, kidney, and guts, one of each having belonged to Doctor F. before. Vital organs are not worth any victory points at the end of the game, except those of Doctor F.

12.2.2 Pairs of organs 48x (dark blue= right, light blue= left), actual number depending on number of players

A monster needs at least one part of each pair of organs to be viable. This means it needs at least one leg, one arm etc., no matter if it is a left or right leg or arm etc. A monster may have no more than one of each pair of organs. Both parts of a pair of organs may be installed/attached/implanted to a monster. At the end of the game each part of a pair of organs generates as many victory points as shown on the card. A pair of organs may comprise two left parts or two right parts, but their victory points are doubled if it is the correct pair, i. e. one left and one right part of the pair.

Example: A left eye is worth 5 points, two left eyes are worth 10 points, but a correct pair, one left and one right, is worth 20 points. Each pair, no matter if two left or two right parts or a correct pair, adds 1 when rolling to bring a monster to life or keep it alive. There are 6 cards of each part of all pairs of organs: Right leg, left leg; right arm, left arm; right ear, left ear; right eye, left eye.

12.2.3 Bonus organs 15x (yellow)

Bonus organs generate additional points at the end of the game. Only one of each kind of bonus organs may be implanted in a monster. At the end of the game each bonus organ will generate as many points as shown on the card. When implanted, each bonus organ adds 1 when rolling to bring a monster to life or keep it alive. There are 5 noses, 4 tongues, 3 spleens, 2 gall bladders and 1 appendix.

12.2.4 Stem cells 6x (pink), actual number depending on number of players

Stem cells may be implanted instead of a vital organ or a part of a pair of organs. When implanting a stem cell the player must not decide yet exactly which organ is substituted by it. By placing it on their sheet the player only announces the type of organ to be substituted and may determine the proper organ only later in the game. A monster may have no more than two stem cells (pink) implanted. There are no victory points awarded for stem cells. If a stem cell is implanted as one part of a pair of organs and the second part is installed as well still 1 is added to the die roll when trying to bring the monster to life or to keep it alive. Victory points of the other “genuine” part of a pair of organs are not doubled at the end of the game.

12.2.5 Brains 25x (brown)

There are 25 brains of renowned characters, each associated to one of the 25 biographies and 25 relics. The brain is the last organ to be installed in a monster. In order to do so it is required that the monster has the minimum of basic organs installed which are necessary to be viable (8.3.2.2.1). An installed brain is worth 15 points at the end of the game (if the monster is alive or viable at least), 30 points with its associated biography or relic and even 60 points with its associated biography and relic. Any brain a player owns and which is not installed is worth only 4 points at the end of the game.

12.2.6 Relic organs 3x (green, R)

A monster may have no more than one of the three relic organs. Once attached, a relic organ can not be removed from the monster anymore and is worth 25 points if the monster is alive or viable at the end of the game. Additionally a relic organ is worth 5 points no matter what. A relic organ doubles the points of its associated brain if this is installed in a living or viable monster. These are the three relic organs: Mozart’s skull, Goethe’s fist and Descartes’ pineal gland.

12.3 Treasures 20x (purple)

Treasures can be found at the graveyard and can be sold at the shop for the price shown on the card. Sold treasures are removed from the game. The 20 treasure cards are: 6 purses, 5 gold teeth, 4 silver chalices, 3 pearl necklaces, and 2 diamond rings.

12.4 Relics (green, R)

12.4.1 Beethoven’s ear trumpet 1x

The player playing Beethoven’s ear trumpet may increase or decrease the number of lightnings by up to three. Beethoven’s ear trumpet has no impact on giant storage batteries, electric eels or Franklin’s Ur-lightning rod.

12.4.2 Poe’s pendulum 1x

Poe’s pendulum increases a lab’s deterrence by 6 only once.

12.4.3 Virchow’s scalpel 1x

Virchow’s scalpel adds 4 when rolling to bring a monster to life; it may be played after rolling.

12.4.4 Bunsen burner 1x

The Bunsen burner adds 4 when rolling to keep a monster alive; it may be played after rolling. If dead at once even the Bunsen burner cannot help.

12.4.5 Koch’s rest tube 1x

The player playing Koch’s test tube may install 4 organs at a time in a monster. The usual requirements must be met. Koch’s test tube can be played additionally to a green liquid.

12.4.6 Napoleon’s tricorn 1x

Napoleon’s tricorn increases an Igor’s courage by 4 once only.

12.4.7. Bismarck’s spiked helmet 1x

Bismarck’s spiked helmet increases an Igor’s strength by 4 once only. It may be played after rolling in a fight.

12.4.8 Ripper’s knife 1x

Ripper’s knife increases both an Igor’s strength and courage by 2 once only. It may be played after rolling in a fight.

12.4.9 Dr. Eisenbarth’s magic bullet 1x

Dr. Eisenbarth’s magic bullet subtracts 4 when rolling to bring a monster to life. It may be played after rolling against some other player.

12.4.10 Newton’s apple 1x

Newton’s apple increases an Igor’s intelligence by 4 only once.

12.4.11 Watt’s atmospherical steam engine 1x

The player playing Watt’s atmospherical steam engine may adjust the weather conditions as they like. If they choose thundery they must roll for the number of lightnings.

12.4.12 Marx’ capital 1x

The player playing Karl Marx’ capital immediately receives 200 KM from the bank.

12.4.13 Dr. Jekyll’s tincture 1x

Dr. Jekyll’s tincture mutates a Doctor into an Igor for the duration of one game round only. The grade of all abilities of this Igor is 5. If the mutated Doctor is arrested he turns back into a normal Doctor as soon as the next round starts.

12.4.14 Roentgen’s roentgen glasses 1x

The player playing Roentgen’s roentgen glasses when stealing may look at all the cards of the player they are stealing from and select the card they want to steal.

12.4.15 Schliemann’s pickax 1x

Schliemann’s pickax increases an Igor’s diligence by 4 only once.

12.4.16 Pasteur’s bacilli 1x

Pasteur’s bacilli subtract 4 when rolling to bring a monster to life. They may be played after rolling against some other player.

12.4.17 Pompadour’s petticoat 1x

Madame Pompadour’s petticoat decreases all of an Igor’s abilities for one round only. It may be played after rolling against some other player.

12.4.18 Maxwell’s demon 1x

The player playing Maxwell’s demon may perform any possible actions at any one location like a Doctor.

12.4.19 Stoertebecker’s glove 1x

Stoertebecker’s glove increases any one of Igor’s skill by 2 only once.

12.4.20 Kant’s criticism 1x

Kant’s criticism voids the effect of another relic just played. It has no impact on the three relic organs.

12.4.21 Ockham’s razor blade 1x

The player playing Ockham’s razor blade may cut off one part of a pair of organs of any player’s monster, if two parts of that pair are installed. If there are several pairs of organs the exact type of organ is determined randomly by any means the players think to fit.

12.4.22 Franklin’s Ur-lightning rod 1x

The player playing Franklin’s Ur-lightning rod may immediately make use of one lightning, but they must have a common lightning rod as well.

12.5. Goods (grey)

12.5.1 Lab equipment (L)

12.5.1.1 Big lever 7x, actual number depending on number of players

The big lever is a crucial requirement when trying to bring a monster to life. Immediately after its acquisition the big lever is placed on the player’s sheet on its designated space.

12.5.1.2 Lightning rod 7x, actual number depending on number of players

The lightning rod is essential when trying to bring a monster to life. Immediately after its acquisition the lightning rod is placed on the player’s sheet on its designated space.

12.5.1.3 Twisted glass tube 2x

Combined with a twisted glass tube a green liquid is good for 5 organs when operating.

12.5.1.4 Scalpel 2x

Combined with a scalpel a green liquid is good for 4 organs when operating.

12.5.1.5 Heart-lung machine 1x

The heart-lung machine adds 5 to each of its owner’s die roll when trying to keep a monster alive. The heart-lung machine does not fit into a safe.

12.5.1.6 Safe 2x

If any cards are about to be stolen from the owner of a safe they may temporarily lock up 2 of their cards in their safe. A safe itself can not be stolen.

12.5.1.7 Stuffed crocodile 2x

A stuffed crocodile increases a lab’s deterrence by 3.

12.5.1.8 Giant storage battery 2x

The owner of a giant storage battery may store a lightning. In order to do so the Doctor or an Igor must be in the lab and lightnings must be available. After storing a lightning the number of available lightnings is reduced by 1. A lightning marker is placed on the giant storage battery to indicate that it is charged. After the lightning has been used the marker is removed and the battery may be recharged.

12.5.1.9 Meteorite 1x

The owner of a meteorite may make use of 2 lightnings in a row.

12.5.1.10 Shovel 3x

A shovel increases an Igor’s diligence by 1. The diligence of the Hard-working Igor and of the Swift Igor can not be increased by a shovel.

12.5.1.11 Shrunken head 4x

Each shrunken head increases a lab's deterrence by 1.

12.5.1.12 Organs 5x

Organs generate additional victory points at the end of the game (11.0).

12.5.2 Weapons 6x

Weapons increase an Igor's strength. An Igor may not wield more than 2 weapons at a time. A weapon must be allocated to an Igor before the actual fighting takes place if the weapon is to be used in this fight. There 3 daggers, 2 sabers and 1 pistol. The strength of the Cruel Igor and of the Horrible Igor can not be increased by weapons.

12.5.3 Miscellaneous goods

12.5.3.1 Green liquid 36x, actual number depending on number of players

Up to 3 organs can be attached to a monster when using a green liquid. A Doctor may use only one green liquid during a game round.

12.5.3.2 Red liquid 3x

A red liquid increases an Igor's courage by 3 once only. Red liquid may not be played in response to relics. The courage of the Brave Igor and of the Fearless Igor can not be increased by red liquids.

12.5.3.3 Yellow liquid 3x

A yellow liquid increases any one of an Igor's abilities by 1 ##once only. Yellow liquid may not be played in response to relics. The red super abilities of Superigors can not be increased by yellow liquids.

12.5.3.4 Blood 5x, actual number depending on number of players

If a player is not successful when trying to keep a monster alive they get a second chance by using blood. After all other players have had their chance to keep a monster alive the player tries a second time.

12.5.3.5 Blue blood 5x, actual number depending on number of players

Blue blood adds 2 when trying to bring a monster to life or keep it alive. Blue blood may be played after rolling but not in response to relics. If the monster is dead at once (8.3.2.3.1) even blue blood is useless.

12.5.3.6 Mushrooms 4x

Mushrooms increase an Igor's courage by 2 once only. The courage of the Brave Igor and of the Fearless Igor can not be increased by mushrooms.

12.5.3.7 Electric eel 2x

An electric eel may be used instead of a lightning.

12.5.3.8 Rabbit's foot 5x

A Rabbit's foot increases an Igor's courage by 1. The courage of the Brave Igor and of the Fearless Igor can not be increased by mushrooms.

12.5.4 Special cards

12.5.4.1 First monster brought to life 50 points

The first player to bring a monster to life receives this card. They can not also receive the card for the second monster brought to life.

12.5.4.2 Second monster brought to life 25 points

The second player to bring a monster to life receives this card, but only if they do not already possess the card for the first monster brought to life.

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