

# Abomination: the Heir of Frankenstein

## My rules summary rev 1

From [official Rulebook](#), [FAQ](#) & select [BGG rulz forum clarifications](#) thru **27-July-2025** ([latest on Gdocs here](#))

**Objective** = highest VP (tiebreakers most , most , earliest in Turn Order) @ **endgame** = first of either..

-  reaches .
- End of a Lab Phase where at least 1 Monster is **Alive**.

### Setup

1. Determine #Players.
2. Take **Paris Board** & place in center of play area, noting *Locations* (w/ [location spaces](#) & *card slots*), the *Bribe & Bump track* (S), *Bonus Objectives slots* (SW) & outside *Score Track*.

- a. Take the  **100 mini-cards** & sort by *Location* (starting NW & clockwise):

<b>Public Square:</b> Take 10 <i>Public Square</i> <b>Cadaver cards</b> . Fish out <i>Leopold the Vast</i> & set aside for now. Shuffle rest facedown & place near its location (card slots are left empty until  on a card fills ).
<b>Cemetery:</b> Take 14 <i>Cemetery</i> <b>Cadaver cards</b> . Shuffle facedown & place as a stack in that location's <i>card slot</i> .
<b>Hospital:</b> Take 14 <i>Hospital</i> <b>Cadaver cards</b> . Shuffle facedown & place near its location. Also draw #P & cards faceup & place as a stack in its <i>card slot</i> .
<b>Morgue:</b> Take 14 <i>Morgue</i> <b>Cadaver cards</b> . Shuffle <i>faceup</i> & place as a stack in that location's <i>card slot</i> .
<b>Academy:</b> Take 16 <b>Research cards</b> , shuffle facedown, place near location & draw 2 cards faceup, placed to the 2 <i>card slots</i> there.
<b>Docks:</b> Take 16 <b>Scoundrel cards</b> , shuffle facedown, place near its location & draw 3 cards faceup, placed to the 3 <i>card slots</i> there.
<b>Saint-Roch:</b> Take 16 <b>Humanity cards</b> , shuffle facedown, place near its location & draw 2 cards faceup, placed to the 2 <i>card slots</i> there.

- b. Find the *Bribe & Bump track* (S). If 2-3P, take the  **Bump Track board** & place there with appropriate #P side up.

- c. Find the *Bonus Objectives slots* (SW). Take the 6  **Bonus Objective markers**, randomly select 4 & place faceup on these slots. Box unused.
- d. Take & place these nearby:

- i. **Tokens/Markers:** 24  **Alive**, 28  **Damage**, 42  **Francs** (6x5, 36x1; intended to be unlimited; use substitutes if run out), 4 dbl-sided  **Ice Blocks**, 16 dbl-sided  /  **Leyden Jars**, 12  **Police**.
- ii. 30 dbl-sided **Monster Parts** (5  **Heads**, 5  **Torsos**, 10  **Arms**, 10  **Legs**).

- iii. 170 **Materials Cubes** :  *Muscle*,  *Organs*,  *Blood*,  *Bone*,  *Animal* (all intended to be unlimited; use substitutes if run out).
- iv. 8 **Shock dice** (6  gry normal + 2  blu upgrade).

3. Take  **Event Board** & place above Board, noting *Event Deck slot* (NW) & *Story Track* (S) with last sp .

a. Take these **35 poker cards**: 1  **Event Cover card**, the 19 dbl-sided  **Event cards** (skull-borders) & the 15 dbl-sided  **Encounter cards** (monster/Captain left border). W/o peeking, randomly take **6 Event cards + 4 Encounter cards**, shuffling as the **Event deck**. Take 2 more random Event cards & place atop. Then place **Event Cover card** atop & place entire stack on *Event Deck slot*. Box unused cards w/o peeking.

b. Take the 4  **Event markers** & place near Event Board.

c. Take the  **Captain meeple** & place on Story Track 1st sp.

4. Setup 2-4 Players:

a. Each Player picks a color & takes:

i. 1 of the 6  **Character cards** (poker), noting *Ability & Assistant slots*.

ii. 1 of the 4  **Laboratory Boards**, noting

1. NW w/ *Location sp*, *Decomposition Track* (w/    ) & slots for  *Ice*,  *Preservation*,  *Bone* & 
2. E w/ *Operating Table*
3. S w/ *Attributes dials* (initially set to  *Humanity* = 0,  *Reputation* = 1,  *Expertise* = 1).

iii. 1 of the 4 dbl-sided  **Anatomy cards** (noting *Start & Complete* sides) & 1 of the 4 dbl-sided  **Player Reference cards** (noting icon reference).

iv. #P  **Francs**.

v. Matching 4 of the 16     **Scientist meeples** (place 1 to Char card *slot*, rest to side off card as a supply), 3 of the 12     **Assistant meeples** (place 2 to Char card *slots*, rest to side off card as a supply).

vi. 1 of the 4   **Player Score Markers**, placed on *Score Track's* 0 sp.

b. Randomly determine **1st Player**, who takes the 1st  **Player Creature meeple**. **Turn Order** is clockwise from 1st Player.

# Round & Turn Sequence

## 1. Event Phase = 1st Player draws & resolves a card from **Event deck**:

- a. Flip to side that matches Round# of .
- b. Check SE for any   SE & resolve per Event Board.
- c. If **Event card**...
  - i. Resolve rules text.
    1. If a **Location** is modded, optionally place a  there as reminder.
    2. If an **Entry** is indicated, lookup in rulebook p10+.
- d. Else if **Encounter card**.
  - i. Check **Trigger**:
    1. If **Trigger = Now**, read it to **Target** Player.
    2. Else if **Trigger = a Location**, hold it & keep it secret (for entire game if need be) until *another* Player places a meeple there, then interrupt to read it to that Player.
    3. Else if **First Player Chooses**, Target any Player including themselves (tiebreaker chooses).
    4. Else if **First Player**, must choose any other Player.
  - ii. Resolution may involve **Entry** (rulebook p10) or other FX.

## 2. City Phase =

- a. In **Turn Order**, each Player takes a **Turn** (passing if out of meeples) until all Players' meeples have been placed. A **Turn** is..
  - i. Choose a meeple from Char card's meeple slots and place on a **Location sp** of either **Paris board** or your **Laboratory Board**.
    1. Check you played allowed meeple type:  Scientist-only vs.  Scientist or Assistant.
    2. If *another* Player has **Encounter card** triggered by this **Location**, they must interrupt to resolve it now. If cardholder forgets, they discard w/o resolving.
  - ii. If **any other meeple already there**, **Bump**:
    1. If **Bump Track** is full, pick another **Location sp**.
    2. Else move other meeple to an empty Bump Track sp & pay that Player indicated # .
    3. Yes you can Bump your own meeples for 0 cost.
  - iii. Resolve the "**action**" of that **Location sp**.
- b. If a meeple on **First Player sp**, that Player may move/play their meeple there.

## 3. Lab Phase: all Players simultaneously do each of these in order:

- a. **Build a Monster Part** (as many times as desired & can afford):
  - i. Your **Operating Table** may only have max 1 **Head**, 1 **Torso**, 2 **Arms** & 2 **Legs** at a time.
  - ii. Use appropriate side of **Anatomy card** to **Start** a new or **Complete** an existing **Monster Part**.
  - iii. Check table rows & pick a Monster Part.
    1. Must meet minimum .
    2. Check your     (your  is off-limits) for required **Materials**:
      - a. Can sub  I/II for any    , III/IV for any but .
      - b. Note worst **Decomposition Track** stage of Materials you're using.
    3. If **Start**, take a **Monster part token** *muscle* side up, Else if **Complete**, flip the **Monster Part token** to *skin* side up (retaining any ).
    4. Resolve .

5. **Gain VP** (move your ) based on worst *Decomposition Track* stage less table's mod for  if you used any.

b. **Throw the Switch** (max once)

- i. Must have 1-3 . Flip 1-3 to . For each you flip, take & roll 2 . Check  for any upgrades to .
- ii. Optionally play any **Research cards** that affect dice rolls.
- iii. Resolve dice rolls:

1. For each , take 1 . Place 's  on Monster Part tokens (max 1 / Part until all Parts have 1 , then can put 2 on 1 part).

- a. If 2  on same part:

- i. discard 's
- ii. if **Alive**, discard its 
- iii. else downgrade *Skin* > *Muscle* or *Muscle* > discard.

2. If any , resolve  *once* regardless of how many rolled.

3. For each , take 1  & place on a *skin* side up Monster Part token (max 1 / Part). If have all 6 Body Parts and all w/ , IT'S **ALIVE!** & **endgame** at the end of this Lab Phase.

c. **Preserve Materials** (as many times as desired & can afford): move any # of   from your **I II III IV** to your  (max total 9). Moving **Materials** here is 1-way ... after put here, off-limits for future **Build a Monster Part** & may only be **SOLD** at the *Market*.

#### 4. Reset Phase

a. **Decompose Materials:**

- i. If your  is empty, discard all Materials in **IV** &  in **II**. Slide all remaining +1 right.
- ii. Else flip  > half & half > discard.

b. **Refresh Paris Board:** update the *Location sp* below as indicated:

<b>Public Square</b>	Discard all faceup cards there.	
<b>Hospital</b>	Discard all faceup cards there.	Replenish with faceup stack of #P.
<b>Academy</b>		Replenish with 2 faceup cards to slots.
<b>Docks</b>		Replenish with 3 faceup cards to slots.
<b>Saint-Roch</b>		Replenish with 2 faceup cards to slots.
<b>Leave Cemetery &amp; Morgue alone.</b>		

c. **Refresh Event Board:** Discard any **Event card** & all  in play.

d. All Players recover their meeples.

e. Advance . If reaches last space (  ) immediately **endgame**.

## Throughout:

- **Alive:** a **Monster Part token** is *Alive* when a  is on it. The **Monster** is *Alive* when all 6 Monster Part tokens have a .
- **Attributes:** when gain, check Benefits icons. When lost, undo FX of passed icons.
  - **Humanity:**  /  = +/-1 unless more specified like 2 .
    - Icons affect VP, , #Asst.
    - Gain via certain **Scoundrel/Humanity cards**, **ATONE**, **VOLUNTEER**.
    - Baptiste can still take FX that mod  & gain benefits but not change his .
    - Anyone else with a -10, it won't be modded from FX.
  - **Reputation:**  /  = +/-1 unless more specified.
    - Icons affect VP, #Asst, #Scientists.
    - Gain via increasing , certain **Research/Humanity cards**, **LECTURE**, **DONATE**, **VOLUNTEER**.
  - **Expertise:**  = +1 unless more specified.
    - Icons affect VP, dice upgrades.
    - Gain via certain **Cadaver/Scoundrel/Research cards**, **ADVANCED RESEARCH**, **PRACTICE**, **Build a Monster Part**.
- **Cadaver card:** resolve via...
  - Check NW for any Cost (e.g.  and/or ) & immediately pay.
  - Then choose one of the card's FX icons to resolve (usually  or ).
- **Endgame** VP scoring, then optionally read corresponding flavor text on rulebook p15.
  -    **Bonus Objectives** 10 VP each.
  - **Attributes**
    -  needle
      - (hi-est or lo-est VP reached, max +/-20)
      - If  on , Player w/ hi-est  gains 5 VP.
    -  needle (hi-est VP reached, max 20)
    -  needle (hi-est VP reached, max 20)
  - **Monster Parts**
    -   position on *VP Track* (max 74).
    - Each Part w/  = VP on 's *Complete* side (max 62).
-  **Francs:** gain via getting Bumped, certain **Research cards**, **WORK**, **SELL**, **LECTURE**.
- **Materials**

-  When **gained**, take cubes & place to indicated slot on Laboratory Board:
  -  to  (max 12, immediately discard excess).
  - , , ,  to indicated slot of *Decomposition Track* (   , max 15 each, immediately discard excess).
- **Research cards & Humanity cards:**
  - Hand limit 3 of each. If must take a 4th, pick one to discard first.
  - Card text says when you can play it (for FX text & **Attributes** buffs icons), after which discard.
    - E.g. when doing an “**action**”, replace the benefit with the card icons (max 1 card / “**action**”).
    - E.g. “play anytime” as a one-shot to gain card icons.
  - Resolve either the top card text w/ icons OR the bottom box of dice mitigation FX.

## Location spaces

**Academy** (E): one of...

**ADVANCED RESEARCH**: As **RESEARCH**, but also resolve .

### RESEARCH:

- If you already have 3 **Research cards**, pick 1 to discard.
- Take one of the faceup **Research cards** in *Academy's card slots*. Immediately replenish.

**LECTURE**: get paid 1  & 1-2  depending on which meeple.

**DONATE**: pay 1-3  to resolve 1-3 .

**Cemetery** (NW): **DIG UP** Cadaver(s) (free III/IV **Materials** but blind draw & maybe ):

- Draw 3 *Cemetery* **Cadaver cards**, choose 0-3 to resolve, then discard all drawn cards to bottom of deck.

**Dark Alley** (SE): **MURDER**: only if you have <2  on your Laboratory Board.

- Gain indicated **Materials**.
- Take 1  to your Laboratory Board (max 2 after which this sp forbidden to you). At any time, may pay 3  to discard all your .

**Docks** (SE): **HIRE** a Scoundrel to mod Attributes and/or gain **Materials**:

- Choose one of the faceup **Scoundrel cards** in *Docks' card slots*.
- Check *Cost* NW (in  &/or ) & immediately pay to take the card.
- Choose one of the card's FX to resolve.
- Discard to bottom of Scoundrel deck & immediately replenish.

**First Player** (NE): **take the** . Your meeple cannot be bumped. Later, after all other Players are out of meeples, you may move & play your meeple here normally.

**Hospital** (N):

**RETRIEVE** Cadaver(s) (paid WYSIWYG I/III **Materials** but high  also required, & maybe ):

- Must have  = 7+. You may NOT look thru the faceup stack, only the top card.
- If 7-15, take the top *Hospital* **Cadaver card** & immediately resolve.
- If 15+, may pay 1  to also draw & immediately resolve a 2nd **Cadaver card**.
- Played cards are discarded to bottom of deck *and NOT replenished*.

**VOLUNTEER** a Scientist to resolve  & 2 .

**WORK** a Scientist to get paid. Gain #  based on your .

**Market** (S ctr): **BUY/SELL STUFF**...any/all of the following any #times:

- From your , sell 2  for 1 .
- From your , sell 3 (  +  ) for 2 .
- Buy 1  for 2 , placed *uncharged* side up (unless  ) in one of your Laboratory Board's slots.
- Buy 1  for 1 , placed while side up to your Laboratory Board's *Ice* slot.

**Morgue** (NNW): **BUY** Cadaver(s) (paid WYSIWYG II/ III **Materials** but maybe ):

- Draw 2 **Morgue Cadaver cards** & choose 0-2 to resolve.
- Discard all drawn cards to bottom of deck.

**Public Square** (NW): **BUY** a Cadaver from an execution, but only if  put faceup card(s) here (paid WYSIWYG I **Materials** w/o risk of ):

- Pay 1  & take any 1 of the faceup Public Square **Cadaver cards** & immediately resolve. Then discard WITHOUT replenishing as only  puts cards here.

**Saint-Roch** (SW): **ATONE** to regain your Humanity & gain onetime FX.

- If Scientist meeples placed here, .
- If you already have 3 **Humanity cards**, pick 1 to discard.
- Choose & take one of the faceup **Humanity cards** in *Saint-Roch's card slots*. Immediately replenish.

**Slaughterhouse** (NE): **RETRIEVE**  Animal **Materials**, either 3  to **I** or 4  to **II**.

**Your Laboratory Board**: one of...

**PRACTICE**: resolve .

**GIVE BLOOD**: take 3  to your **I**.

**REPAIR**: discard up to 3  on your Monster Parts.

**CHARGE**: 2-3  to  depending on which meeples you played.