

INTRODUCTION

You are playing surgeons in Frankenstein's castle, trying to impress him with the bodies you stitch together with your skills and prowess.

The body parts you need to work on can be gained by collecting them from the daily delivery, surgically stealing them from other players or getting them out of the disposal pit. This is a very interactive card-based game of competitive surgery.

GAME OVERVIEW

You are aiming to have the finest bodies on your benches.

The points, or 'body count' they score depends on

- how complete the bodies are,
- how many parts are Infected,
- how many Master Surgeons are working on them,
- whether any Body Parts are of extra quality and - at the game end
- how matched the bodies are for colour and gender - any impurities can seriously affect the final bonus.

You will start with 5 cards each and the action is pick 2 play 2.

There is a hand limit of 5 at the end of a player's turn.

The game ends when one player has two complete bodies or the deck runs through twice. When the deck has run through the first time reshuffle the discard deck and continue. Do not shuffle in any body parts from the Disposal Pit.

There are two scoring rounds only in this game. One in game and one at game end. There is more detail to this later but the in game score is carried out by individual players in their turn and scores a snapshot of both bodies. It is a way of banking points before the body is shredded by other players. This in game score ignores the gender/colour bonuses. These bonuses are added to the 'body count' only at game end. The player with the highest score wins.

THE PLAYER'S THEATRE

Each player has 1 operating theatre consisting of two benches. There are six master surgeon zones, a score summary and a player identifier, or colour. Each bench has space for the six body parts that make up a complete body. A head, torso, two arms and two legs.

Master 'Arm' Surgeon in play.

Master Surgeon zones.

'Head' and 'Torso' Surgeons affect both benches.

Score Summary.

Two benches for 6 body parts each.

A 'fine' quality Part. The 2 Body Quality tokens will add 2 to the body count.

Player Identifier. Place matching token here until ready for the In Game scoring.

An 'Infected' Part. This torso adds 0 to the body count until the Infection is removed.

FRANKENSTEIN'S BODIES

IN A NUTSHELL

5 cards each. Pick 2, play 2. Hand limit 5.

'Daily delivery' = number of players +1. Not restocked in a round.

Game ends when 1 player has 2 complete bodies or deck runs through twice.

Two score rounds. **In game** - player chooses timing. Counts number of body parts, Master Surgeons, infections and body quality.

End Game - as above but adds colour and gender bonus.

Player with the highest 'body count' wins.

SET UP

1) Place one theatre area (two benches) in front of each player and add one of the matching player tokens. Eg black for Mr Hacker.

2) Place the score track to one side with the 50 tokens in the space provided.

3) Place the Infection and Body Quality tokens within reach of players.

4) Shuffle the deck thoroughly and deal each player 5 cards.

5) Deal the 'daily delivery' in the centre of the table. This is a number of cards equal to the **number of players plus 1**.

6) Give the START token to the start player. If you can't decide, then the player who looks most in need of urgent medical attention starts.

Setting up for a 4 player game.



PLAYING A ROUND

The game is played in rounds, each representing a day of surgery. The start player picks 2 cards, one from the face up 'daily delivery' and one from the face down OR two from the face down deck. These can be taken in any order the player wishes. **The daily delivery area is not refilled just yet.** Subsequent players will have a gradually diminishing choice of cards to play.

The first player takes their turn and play moves to the next player. When all players have had their turn there will be at least one card remaining in the daily delivery area. Discard into one of two discard piles. **Body cards are sent to the Disposal Pit** on the score track and **action cards are sent to the discard pile** next to the draw deck.

At the end of the round the START token is passed to the next player. The 'daily delivery' is now restocked (number of players plus 1) and the next round begins.

Play continues like this until the draw deck has run through the first time. Reshuffle the discard deck and continue. Do not shuffle in any body parts from the Disposal Pit. If any players have not taken their **in game score** they must take it now. (see scoring Page 7). Play continues as before until Game End is triggered (see Game End).

THE CARDS

There are eight card types which divide into Body Parts and Action Cards.

In this game any card action be played on any relevant card, part, or space - onto a player's own bench or onto any other bench. This is tactically important and forgetting it can cause raising of blood pressure, palpitations and general annoyance when players realise it slipped their minds.

Tip: Adding Body Parts to other player's benches, cleaning Infections from yours or others benches, or indeed removing Body Parts from your own benches may seem counterintuitive now, but read on and you'll get it.

The only card with a fixed area of effect is the Raid the Disposal Pit card. However, Body Parts that are taken from the Pit can be played on any available bench space.

Play these cards in ANY relevant card or space (except Raid the Pit)

Body Cards



play to any appropriate bench space.

Deflection
- move 'attacks' (marked *) to a different player.



Surgery *
- remove body parts in play.

Relocate Master Surgeon *
- move surgeons in play.

Carbolic Spray *
- remove Infections.

Action Cards



Body Quality
- add bonuses to parts in play.

Master Surgeons
- Protect parts, prevent infection, give points.

Raid the Disposal Pit
- bring discarded parts back into play.



BODY PARTS

These are the life blood of the game. You have to have these to score points.

There are six parts to complete a body. A head, a torso, two arms and two legs. The Body Parts are available in two genders (male and female) and four colours (red, blue, green and yellow). These are the colours of the serum that has been used to reanimate the parts in play.

Tip: There is only one of each specific Body Part, i.e. - only one female blue left arm. It's up to you how soon you tell your fellow players this.



PLAYING BODY PARTS

Body Parts can be played from your hand onto any available body part space, yours or another player's.

Heads can only be played to head spaces and left legs can only be played to left leg spaces - and so on.

Parts can be played in any order you choose and do not have to immediately connect.

Male can be connected to female. Different colours can be connected together but they have to be anatomically correct.

Parts cannot be stacked on top of another.

Each Body Part adds 2 to the 'body count' at scoring rounds - unless Infected.



Male and female parts can be played on the same bench. So can different colours. Parts can be played in any order.



Parts cannot be stacked on top of others. Parts can only be played to the correct bench space.



If this was a game about racing to complete bodies it wouldn't be much fun. Good games (we think) need interaction and that starts with surgery!

SURGERY CARDS

These are easily recognised by the fetching bone saw and big red arrow combo.

These Surgery cards work on specific Parts. There are five types of Surgery card, ones for head removal, torso removal, arms and legs removal and for removing any part. These cards can only be played on the Part shown on the card but can be used on male or female, left or right.



PLAYING A SURGERY CARD

These can be played on any relevant Part currently in play on any bench - yours or another player's.

PLAYING A SURGERY CARD ON ANOTHER PLAYER

- beware of infection..

Reveal your card, nominate the Part you wish to cut off and take it from its current bench location. Now you can replace it on any other available space or send it to the Disposal Pit.

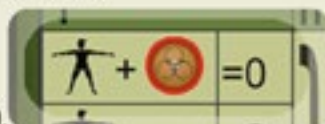
If the Body Part is placed on a new bench in another player's theatre (probably your own) it will have been dragged across gothic mud-ridden courtyards and ends up Infected. Place an Infection token on the Part to mark this.

THE EFFECT OF INFECTION

Infections do two things to a Body Part.

If they are Infected when scoring they count as 0.

Also an Infected Part cannot be removed by Surgery until it is disinfected. Look, you're playing surgeons trying to impress Frankenstein, why would you be messing with infected bits, hmm?



Surgery. Remove a head



move head to new bench...



Head is Infected. Cannot be removed by Surgery until disinfected. Scores 0.

or to Disposal Pit



PLAYING A SURGERY CARD IN YOUR OWN THEATRE

Using the correct Surgery card you can remove Parts from your bench and move them to another of your bench spaces, or to another player's bench spaces or to the Disposal Pit.

If the Body Part was moved between benches within your theatre then the Part will not become Infected.



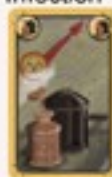
Surgery within own lab - no infection

CLEARING UP AN INFECTION

This is carried out by using a Carbolic Spray card.
One Carbolic Spray removes one Infection token – from yourself or any other player's area.

Once the Carbolic Spray card has been used send it to the discard pile.

Carbolic Spray - removes Infection



Return to stock



Discard once used

So that's Surgery and Infection for you. I'm guessing by now you're wondering if there's a way to do Surgery without all these Infections. Well, of course there is. You need to get some Master Surgeons into play.

MASTER SURGEONS

These work on up to two Body Parts at any one time.

There can only be one per zone. So each player can only ever have a maximum of 6.

The cards are generic and it is up to you to choose their specialty from head, torso, arm or leg. This is shown by placing the Master Surgeon card partly under the board at the relevant area. Master Surgeons working on arms work only on the two arms on that bench below them, (left bench or right bench) and the leg surgeons work on the two legs on that bench below them. Head surgeons work on up to two heads on either bench and the torso surgeon works on both torsos.



Placing this Master Surgeon on the 'head zone' makes it a 'Head Surgeon'.

This 'Torso Surgeon' affects torsos on both benches



These arm and leg surgeons work on the arms and legs on the LEFT bench only.

The Head surgeon works on the heads on BOTH benches. The Torso surgeon works on the torsos on BOTH benches.

These arm and leg surgeons work on the arms and legs on the RIGHT bench only.

Master Surgeons stay in play throughout the remainder of the game – but where they play can change.

(See Relocate a Master Surgeon.)

Ok, that's where they work so what do they do?

THE EFFECT OF MASTER SURGEONS

Master Surgeons do three things – Frankenstein's so-called 3 p's. Prevent, protect and points!

PREVENT INFECTION.

Master Surgeons can be placed in their zone before the relevant Body Part. This means they are ready to receive Surgically removed Body Parts and place them expertly without Infection.

PROTECT BODY PARTS.

With a Master Surgeon at work, **Surgery cannot happen**. So with a Master Head Surgeon in play the heads in that player's theatre are protected against other players.

Note: If a player has a Master Head Surgeon in play it also means that they themselves cannot remove that head until the Master Surgeon is relocated. (see below)

POINTS!

During a score round any Part being worked on by a Master Surgeon adds +2 to the 'body count'. So, an arm surgeon working on two arms on the same bench gives that player 4 bonus points.

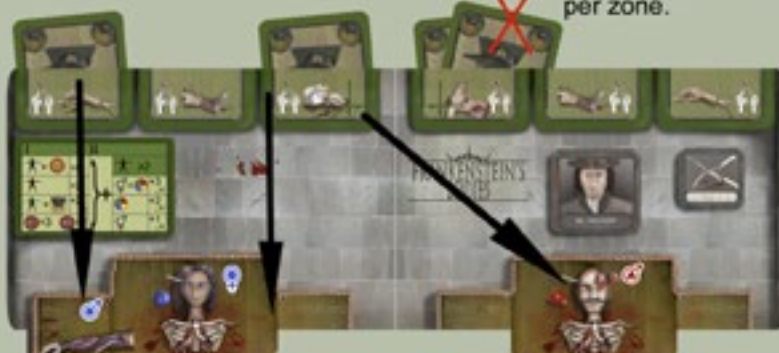


This player scores +2 for the arm and +2 for each head. Giving him an extra 6 points.

With this 'Arm Surgeon' in play any arms stolen by 'Surgery' can be placed on the left hand bench with **NO INFECTION** No change to right hand bench.



One Master Surgeon per zone.



With 'Arm' and 'Head' Master Surgeon in play this player's heads and arms on the left bench **CANNOT** be removed by **SURGERY**.

RELOCATE A MASTER SURGEON

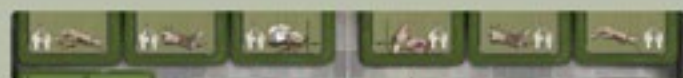
These cards are recognised by the big red arrow and handcuffs added to the existing Master Surgeon card.

Reveal this card to take **any** Master Surgeon in play and move it to **any other** Master Surgeon zone.

During this move they can be retrained so Relocating, say, a leg surgeon from one player to another (1) means that the Master Surgeon can be any new specialty you choose of arm, head, leg or torso.

Relocate Master Surgeons can be played on your own Master Surgeons (2) to move one from one zone to another.

Once the Relocate Card has been used it is sent to the discard pile.



1 Play 'Relocate a Master Surgeon' to steal another player's Master Surgeon. Can change specialty.



2 Play 'Relocate' in your own theatre to move your own Master Surgeons.



BODY QUALITY CARDS

During Surgery you can often find particularly fine bits of anatomy to work on. These Body Quality cards are used to add points to a Body Part in play.

There are Body Quality cards of +2 and +3 for arm, leg, head and torso. They work on male or female parts, left or right.

Play the card and add Body Quality tokens to one relevant Part. Points can be added to existing points and even added to an already Infected Part.

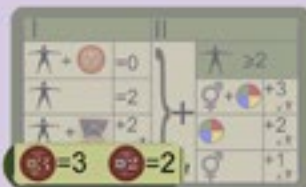
The Body Quality points stay with the Part until game end. So if the Part is stolen by Surgery then the points go with it. Normal Infection rules apply and so this Part will score 0 until it is disinfected.

Note - if a part with points is sent to the Disposal Pit then the points are returned to the stock.

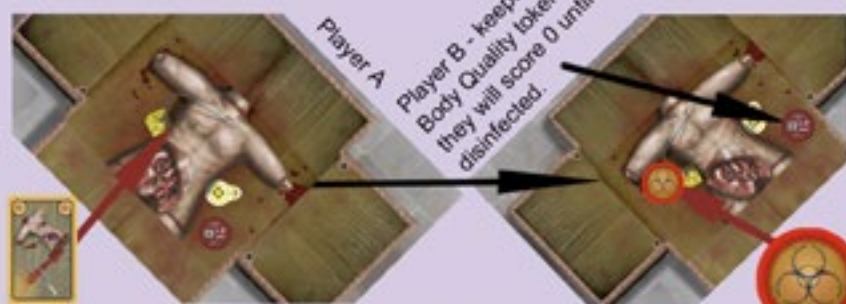
Discard the Body Quality card once played.



Specific for Head, arm, leg and torso. e.g adds 2 to body count of any torso in play.



Body Quality tokens adds 3 or 2 to the 'Body Count' when scoring.



'Body Quality' tokens stay with the stolen part throughout the game - even if stolen by 'surgery'.

Normal Infection rules apply.

RAID THE DISPOSAL PIT

Discarded Body Parts end up in the Disposal Pit. This card allows one Part to be removed from the Pit and put into play immediately.

Normal Infection rules apply if the Part is placed immediately on any bench area. It will be Infected if there is no Master Surgeon present - not Infected if a Master Surgeon is in play.

Alternatively the retrieved Part can be put in the player's hand and played as a later action, cleaned and non-infected.

Tip: This can be a way of bringing your hand back up to 5 after playing a 'Deflection'. (See Deflection).

Tip: Yes, this can be a player's second action in that turn.



Raid the Disposal Pit - Take any one discarded Body Part from the Pit. *Note- contents of pit can be examined at any time by any player.*



Play immediately or put into hand. (hand limit of 5)



EXCHANGE A CARD

A player may choose to Exchange a card.

This counts as 1 of his 'play' actions.

Discard any card and draw a new card from the face down deck.

Remember the hand limit is 5.

Tip: this can be a way of bringing your hand back up to 5 after playing a 'Deflection'. (See Deflection).

The card interaction so far has been action and reaction, is there a way of stopping actions in another way? Well...of course....

DEFLECTION "No, no, not in my theatre!"

These are played from your hand and redirect an action.

They work against a) Body Parts being 'donated', b) Surgery, c) Carbolic Spray and d) Relocate a Surgeon.



Deflection Cards. Do not stop an action but changes the target theatre.

Deflection works against:-

'Donated' parts from other players



Any type of Surgery



Relocate a Master Surgeon



Carbolic Spray



Deflections do not stop the action but do change where it happens.

So a player attempting to remove an arm will still get an arm (if there are any available) but not necessarily the arm they wanted. Or indeed may end up disinfecting a body part they had no wish to. Here's how it works...

1) Player A attempts to steal Player B's leg using a remove any part card. 2) Player B, for whatever reason, decides that they are fond of this particular leg and plays a Deflection. 3) It is up to Player B - the victim - to decide where this action now takes place. In other words - which bench the leg comes from. 4) Player A still gets a leg and it is then up to him/her to decide where it is played.



Deflections can be Deflected on or back for as long as players have the cards or choose to continue.

5) Deflections can also be Deflected back to the player who started the action. In which case this player is affected by the action (or can also deflect it away)

6) In the case of Surgery the originating player has to remove the Body Part. In this example the leg. If there is space on the other bench then the Part must move there. If this area is full then the Part goes back into the player's hand or to the Disposal Pit.

7) In the case of Relocating a Surgeon the player must move a Master Surgeon from one location to another.

If there are no targets to deflect to (as can happen early in the game) then the Deflection becomes an effective block, cancelling the action.

Discard Deflection and original action card once used.



MAKING UP YOUR HAND

If you have played one or more Deflection Cards your hand size will have decreased. You do not increase your hand automatically. There are three ways to build your hand back up to five.

1) Any time in future you can pick 2 (as normal) but then opt to not play both actions - play up to 2. Or

2) Play a Raid the Disposal Pit card and take the Body Part into your hand, or

3) Play one of more Exchange a Card actions and keep the replacement card.

The hand limit remains 5 cards.

GAME END

The game end is triggered when either one player completes 2 bodies or the draw deck runs through twice.

In both cases the round completes, the game ending when the last player in that round has taken their turn. If the draw deck runs out during a round then reshuffle the discard pile and allow the remaining players to play on as normal.

If there are too few cards to deal the 'daily delivery' and start a new round then the game stops immediately and body counts are taken.

Note: With higher numbers of players it is more likely that the deck will run through before one player completes two bodies. Fewer players means that more bodies are likely to be completed. Removing one or more of the body colours for fewer players can affect the way the game plays. You are scientist surgeons, experiment and enjoy.

The BODY COUNT - SCORING

There are 2 (two) scoring rounds only in this game. One **in-game** and one at **game end**. Both these scores are added together to give the final body count. It is only the final game end score that gives the colour and gender bonuses.

Choosing when to take the in-game scoring.

The **in game score** is taken by an individual player at the end of his turn - when that player chooses (but before the deck runs through once see below). This score affects only that player. It does not cost an action. The parts in play are not altered. It is a way of 'banking' points before things change too drastically!

As soon as the draw deck ends the first time (dealing the 'daily delivery' at the start of a round, or if a player picks the last face down card) all players who haven't scored do so immediately. This is the only time that the in game score will be taken out of a player's turn.

In-Game Score.

Take on any turn but before first run through the deck.

If not already done so - score immediately the draw deck is reshuffled.

Does not cost as an action.

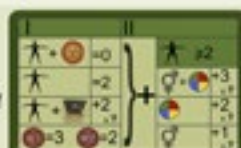
Affects ONLY the player taking the score.

Record this with Player ID.

TOTALLING UP

Scoring has two parts. Section I 'Quantity' which looks at number of Parts, Infections, Master Surgeons and Body Quality tokens and Section II 'Quality' which give bonuses for gender and colour. Section II is scored only at Game End.

Section I.
Scored
In-game.
First part of
game end
score



Section II
score only at
Game End.
Gives colour
and gender
bonuses.

IN GAME SCORING

Count both benches.

Infected Parts (Parts with Infection Token) score 0. Any tokens on this Part score 0

Each Body Part scores 2

Master Surgeons. 2 points for each Part under a Master Surgeon (max 4 points). (Count both heads and torsos)

Body Quality. Total up tokens. (Score is not changed by Master Surgeons) Place player ID on the score track.

1	Person + Virus	=0
2	Person	=2
3	Person + Master Surgeon	+2 x 1
4	Person + Body Quality	=3
5	Person + Body Quality	=2

Score for each bench separately. Two or more parts. ONE bonus only.

If the body ALL matches for colour and gender gain 3 points per Part.

If body is ALL same colour score 2 points per Part.

If body is ALL the same gender score 1 point per Part.

Bonus can be 0.

Person	≥2
Person + Virus	+3 x 1
Person + Master Surgeon	+2 x 1
Person + Body Quality	+1 x 1

GAME END SCORE - add the Section I score to the score track. Then add any bonuses gained to the score.

EXAMPLE. The In Game score for this theatre is 20 points
 Infected female leg = 0;
 7 Parts = 14
 Two arms under Master Surgeon = +4
 Body Quality points = 2
TOTAL 20



A Note on Infections. While an Infected Part does not score it CAN affect the colour/gender bonus. Even though the green female Part is Infected it is still a part of that body. This means this Body is NOT matched for colour or gender and gains NO BONUS.



The GAME END score counts and adds to the In Game Score (giving another 20 points), then adds the Section II Bonus.

The Left Hand Bench is ALL male so gains 1 point for 5 parts = 5 bonus.

The Right Hand Bench is ALL Blue and ALL Female. This gains the best 3 points per part. The leg is Infected so does not score. Two parts count = 6 points. 11 bonus.

ACKNOWLEDGEMENTS AND THANKS - This game would not exist without a huge amount of inspiration and input from a great many people. A full list of playtesters can be found at www.frankensteinsbodies.com but special thanks go to Charlie and Alan Paull, for inviting us to their Designer Days. To Lucy and Jonathon for introducing us to them. To Darrel and Becky and Steve for retail advice and support. To Andy Payne and Ian Livingstone CBE for incisive criticism. To Ross Jepson for excellent feedback and suggestions. To Laurence O'Brien for being enthusiastic and supportive. To Liz Mackie for boundless enthusiasm and podness. And to everyone else who has pushed, chivvied and supported. Thank you all. Thanks again to Iain Lowson for trusting me with this. And finally enormous thanks to my equally enthusiastic and long-suffering wife, Jenny.

© All Rights Reserved Andrew Harman 2014.

FURTHER READING

'Frankenstein's Bodies' is inspired by the award-winning role play world 'Dark Harvest: The Legacy of Frankenstein' by Iain Lowson.

A 2nd Edition will be released in Spring 2015. More information can be found at www.darkharvest-legacyoffrankenstein.com



CARD SUMMARY



Use this summary as a reminder and to introduce new players to the game quickly.

BODY QUALITY CARD

Adds +2 or +3 points to specific Body Parts.
e.g. gives +2 to a TORSO in play.



BODY CARDS

2 Genders and 4 colours.
Worth 2 points each.
Worth 4 points if under Master Surgeon.
Worth 0 if Infected.
Body Quality tokens at 1 point per token.



SURGERY CARD

Removes specific Body Part from any theatre area. Place immediately - or put in hand.
Parts are **INFECTED** unless **MASTER SURGEON** is present.



MASTER SURGEON

Protects BODY cards against SURGERY.
Prevent **INFECTION** for Parts removed by SURGERY
Body Parts score +2 bonus points.



DEFLECTION

Blocks against SURGERY, RELOCATE a SURGEON, CARBOLIC SPRAY, DONATED PARTS and DEFLECTION cards.
'Defending' player chooses where action is played.



CARBOLIC SPRAY

Removes one **INFECTION** from affected Parts.



RELOCATE A SURGEON

Moves a **MASTER SURGEON** from one lab area to another.



RAID THE DISPOSAL PIT

Take one BODY CARD from the PIT and play immediately. Normal Infection rules apply. Or add to Player's hand.



TWO PLAYER VARIANT.

'Frankenstein's Bodies' can be played 2 or 3 player without altering the deck. However, by making some of the resources more rare competition between players can be increased.

MEAN: Remove 1 colour of body parts (12 cards). Remove 2 Master Surgeons and 1 Relocate Master Surgeon.

NASTY: Remove 2 colours of body parts (24 cards). Remove 4 Master Surgeons and 2 Relocate Master Surgeons.

HOUSE RULES. Feel free to alter this game to suit your player preferences. Share your variations with us at www.frankensteinsbodies.com and we'll tell the world.