

**Frankenstein** is a game for two players aged 10 and up.

It lasts about 15 minutes. Illustrations by Hans-Joerg Brehm.

**Game materials:**

50 ingredients (brain, heart, intestines, hand, and fish head) and 10 recipe cards.

Dr. Frankenstein is preparing his next creation with his assistant Igor. They're arranging the necessary ingredients carefully. You won't believe everything that's used! They have a familiar problem, though: the things they need are on the bottom. Therefore, the stacked ingredients first have to be re-sorted in order to get to the necessary items. The laborious work soon becomes a contest to see who can find all the sought-after ingredients first.

**Preparation:**

The ingredients are shuffled and placed face up in a 5 x 10 rectangle (5 columns of 10 rows each). The cards should touch each other directly, and the corks should always point up (so that both players can tell what's on top and what's underneath). One player plays Dr. Frankenstein, and the other plays Igor. Each player takes the appropriate set of 5 recipe cards. Each player shuffles his recipe cards, puts them in a stack face down in front of him, and draws the top card.

**Game play:**

The two players alternate turns, starting with Dr. Frankenstein.

The active player has three action points to use for the following actions:

- 1) Re-sort ingredients = 1 action point
- 2) Complete a recipe card and draw the next = 1 action point
- 3) Exchange a recipe card = 3 action points

The player can repeat actions and use them in any order as long as he does not use more than 3 action

points during his turn. The other player then takes his turn.

### *Re-sort ingredients*

For one action point a player can take one or more ingredients that are stacked on top of each other and shift them one column right or left. The following rules apply:

Ingredients to be shifted must be accessible from above (i.e. at the top of the column). The ingredient stack is shifted to the column directly next to it. If a column does not already exist there, a new column is created. After the ingredients are shifted they can't be any higher than they were before – they have to be at the same level or lower. If several ingredients are shifted at the same time, their order can't be changed.

See picture

Example 1: The player wants to get ingredient B on top of A. For 1 action point, he first shifts A one column to the right. For 1 additional action point, he then shifts B one column to the right. He had to use 2 action points to get B on top of A.

See picture

Example 2: The player wants to get ingredient D on top of B. He will have to use 3 action points to do this. For 1 action point he will first shift the 3 stacked ingredients one column to the right. For 1 additional action point he will first shift B one to the left and then for another action point shift D one to the right.

Important: Each individual action has to be paid for separately. For example, to shift something 3 columns always costs 3 action points.

Note: In the beginning, therefore, it's only possible to shift ingredients in the outermost two columns.

### *Complete a recipe card and draw the next*

For 1 action point, the player can complete the recipe card in his hand and draw a new one. He can complete a recipe card in one of two ways: The ingredients listed on the recipe card must be at the top of a single column in the exact order listed on the card.

See picture

or

The ingredients listed on the recipe card must be at the top of directly adjacent columns in the exact order listed on the card.

See picture

If either of these conditions is met, the player shows his recipe card. The three corresponding ingredients are removed from the game. Finally, the player draws the next recipe card from the top of his deck.

### *Exchange a recipe card*

For 3 action points, the player can exchange his recipe card. The player puts the recipe card from his hand at the bottom of his draw pile and draws the top card.

### **Game end:**

If Dr. Frankenstein is the first to complete his last recipe card, Igor gets one last turn. If Igor manages to then complete his last recipe card, Igor wins. Otherwise, Dr. Frankenstein wins. If Igor is the first to complete his last recipe card, Igor wins immediately.

In the next game, the players should switch roles.