



THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games. Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

Sign up to the monthly newsletter at orderofgamers.com!



@EOGamers



facebook.com/EOGamers



[EsotericOrderGamers](https://www.youtube.com/EsotericOrderGamers)



[instagram.com/orderofgamers](https://www.instagram.com/orderofgamers)

Hello fellow gamer

THE ESOTERIC ORDER NEEDS YOU!



I've been supplying tabletop gamers with free, professional quality rules summaries for more than a decade. I've made over 300 of them!

The Esoteric Order of Gamers also features hundreds of entertaining and informative videos about our hobby.

But it takes time and money to give you all this great gaming stuff. Just a few \$ a month really helps—and you get to be part of the official EOG community on Patreon (with bonus rewards!)

patreon.com/esotericorder

Thankyou!
Peter (Universal Head)

v1

December 2019

Foamcore plan design by
Peter Gifford

Game: **ABOMINATION: THE HEIR OF FRANKENSTEIN**

Publisher: **Plaid Hat Games (2019)**

Foamcore box insert and trays

All measurements are in millimetres in this format: width x height.

Foamcore thickness is 5mm.

Using Foamcore: The Basics

- Always use a sharp craft knife and a metal ruler, be careful of your fingers, and cut directly down to ensure a clean 90° edge.
- Measure carefully; using a cutting mat marked with a grid can be helpful to ensure accurate 90° angles.
- Draw a thin line of white craft glue along the middle of the foamcore edge and clean up any excess after pressing surfaces together.
- Use dressmaking pins to keep pieces together; you can remove them once the glue is dry.

Foamcore Tutorial Videos

Part 1: www.orderofgamers.com/using-foamcore-part-1

Part 2: www.orderofgamers.com/using-foamcore-part-2

Part 3: www.orderofgamers.com/using-foamcore-part-3

Part 4: www.orderofgamers.com/using-foamcore-part-3

Check out the **forums** at www.orderofgamers.com for inspiration and advice from other members of the Esoteric Order of Gamers.

Please Note The accuracy of these plans is not guaranteed and no responsibility is taken for errors. We recommend checking all measurements and using your own discretion as you build. Use at your own risk.

This game aid is intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.



A GAME BY
Dan Blanchett

Plaid Hat
Games

NOTE

Place the player sheets in this order, from bottommost to top most:

1. Faceup, dials at top
2. Facedown, dials at bottom
3. Faceup, dials at top
4. Facedown, dials at bottom

(Or in similar order that reduces the height of the stack.)



Abomination

THE HEIR OF FRANKENSTEIN

RULEBOOK

Prologue

Twenty years have passed since the scientist Victor Frankenstein met his end in pursuit of the Creature he had made himself, an abomination crafted from the desecrated parts of a multitude of corpses, both human and animal.

Twenty years since Captain Robert Walton broke his vow to hunt down the Creature and remove its foulness from the world.

The year is now 1819, and a sinister darkness has descended upon the city of Paris. A mysterious benefactor, one with off-putting coloration and an array of ghastly scars, has created a competition to determine which studious soul can unlock the secrets of Frankenstein's research. The prize? Unlocking the very mystery of mortality. For this secret patron, however, the real prize is of a more personal nature. It wants what its own creator dared not provide: a companion as reviled and abominable as itself, to forever end its miserable solitude.

The participants in this contest are some of the greatest minds from around the globe—though alas, not all are happy to be taking part. Some are victims of blackmail; others face mortal imperilment or worse. And then there are those unclean souls who are delighted to join in this gruesome business, unafraid to build a viable living person from the mouldering remains of dead flesh.

But a certain ship's captain has arrived in Paris, as well. Much older now, Robert Walton has gained a willful determination to finally eradicate a great evil from the world, along with any who would oppose his efforts.

Objective of the Game

"THE HOUR OF MY IRRESOLUTION IS PAST, AND THE PERIOD OF YOUR POWER IS ARRIVED. YOUR THREATS CANNOT MOVE ME TO DO AN ACT OF WICKEDNESS; BUT THEY CONFIRM ME IN A DETERMINATION OF NOT CREATING YOU A COMPANION IN VICE. SHALL I, IN COOL BLOOD, SET LOOSE UPON THE EARTH A DAEMON WHOSE DELIGHT IS IN DEATH AND WRETCHEDNESS? BEGONE! I AM FIRM, AND YOUR WORDS WILL ONLY EXASPERATE MY RAGE!" — MARY SHELLEY, FRANKENSTEIN

Abomination brings to life the world of Mary Shelley's immortal *Frankenstein*. Set in Paris, the game takes place twenty years after the events of the novel. You are one of several esteemed scientists invited to dabble in the immoral world of monster building, to continue the dark work abandoned by Victor Frankenstein.

Through strategic worker placement and careful management of resources, you'll gather raw materials from the cemeteries and morgues around the city, conduct valuable research at the Academy of Science, hire less-than-reputable associates, and toil away in your lab—all in an effort to assemble a new form of life and infuse it with a "spark of being."

Do well, and the Creature may reward you during one of his surprise visits. Do poorly, and you may come to regret not putting forth more effort!

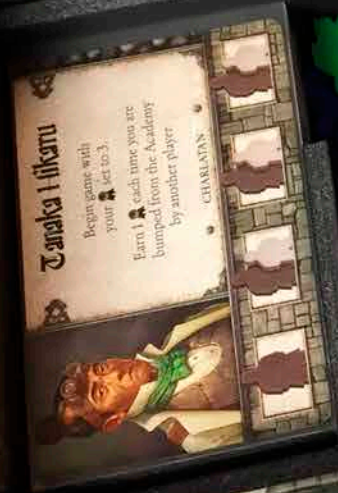
Once a player succeeds in bringing their creation to life, or after 12 rounds have elapsed, the game ends and the player with the most victory points fulfills Frankenstein's dark legacy, for good or ill.

Setup Deck

WORK

Hospital









TRAY A (Public Square deck and coins)

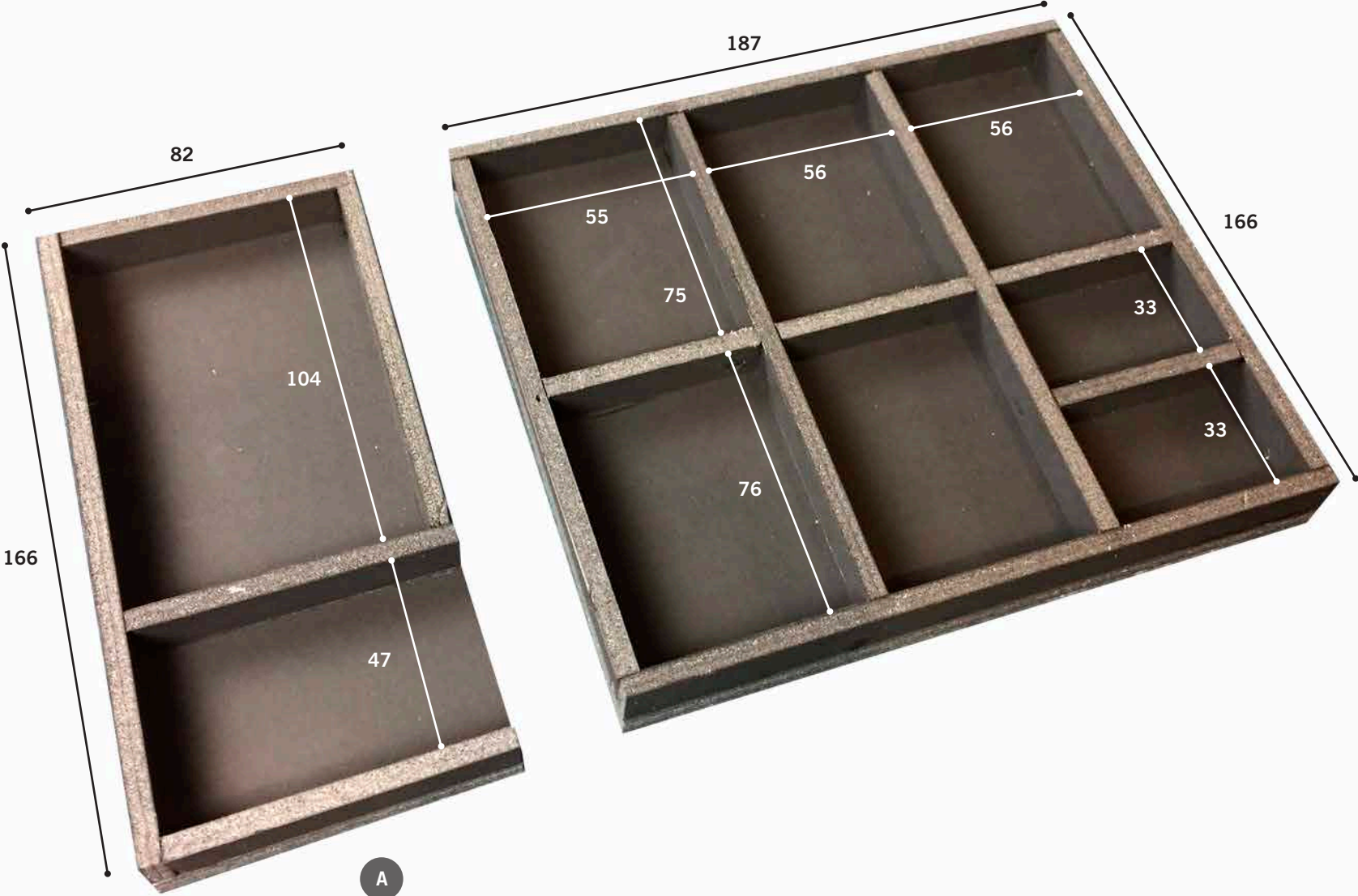
BASE	82 x 166
1 LONG OUTER WALL	166 x 15
1 SHORT OUTER WALL	104 x 15
3 SHORT WALLS	75 x 15

HEIGHT INCL BASE **20**

TRAY B (materials and counters)

BASE	187 x 166
2 LONG OUTER WALLS	187 x 15
4 SHORT WALLS	156 x 15
1 SHORT INNER WALL	55 x 15
2 SHORT INNER WALLS	56 x 15
1 SHORT INNER DIVIDER	56 x 15

HEIGHT INCL BASE **20**



**TRAY A (Saint-Roch and Academy decks,
Leyden jar token and ice block tokens)**

BASE	82 x 166
1 LONG OUTER WALL	166 x 15
2 SHORT OUTER WALLS	77 x 15
1 SHORT INNER WALL	77 x 15
1 SHORT INNER CARD DIVIDER WALL	77 x 15
2 SMALL DIVIDERS (#1)	52 x 15

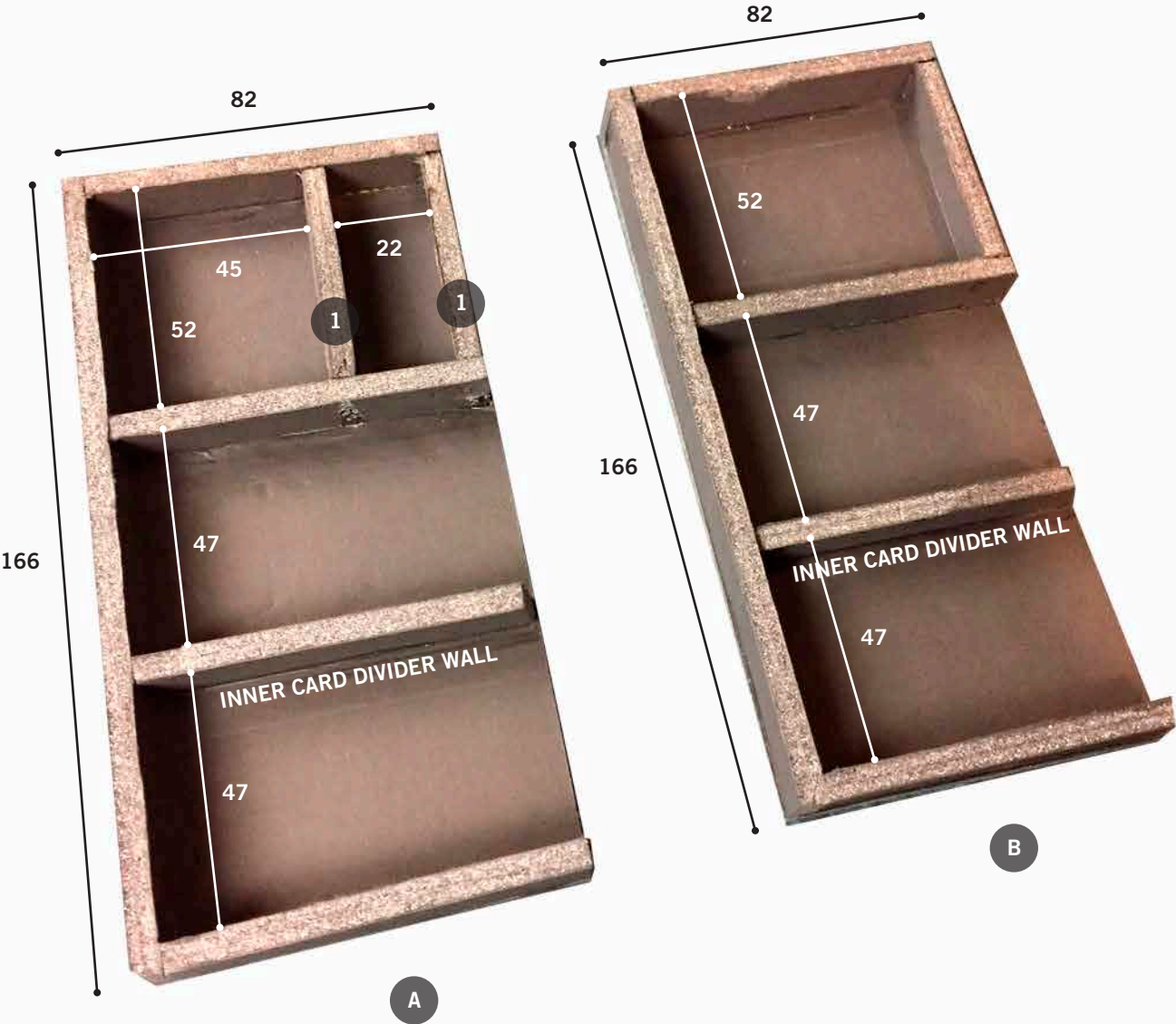
HEIGHT INCL BASE **20**

**TRAY B (Docks and Hospital decks,
police counters and event counters)**

BASE	82 x 166
1 LONG OUTER WALL	166 x 15
1 SHORT OUTER WALL	52 x 15
4 SHORT WALLS	77 x 15

HEIGHT INCL BASE **20**

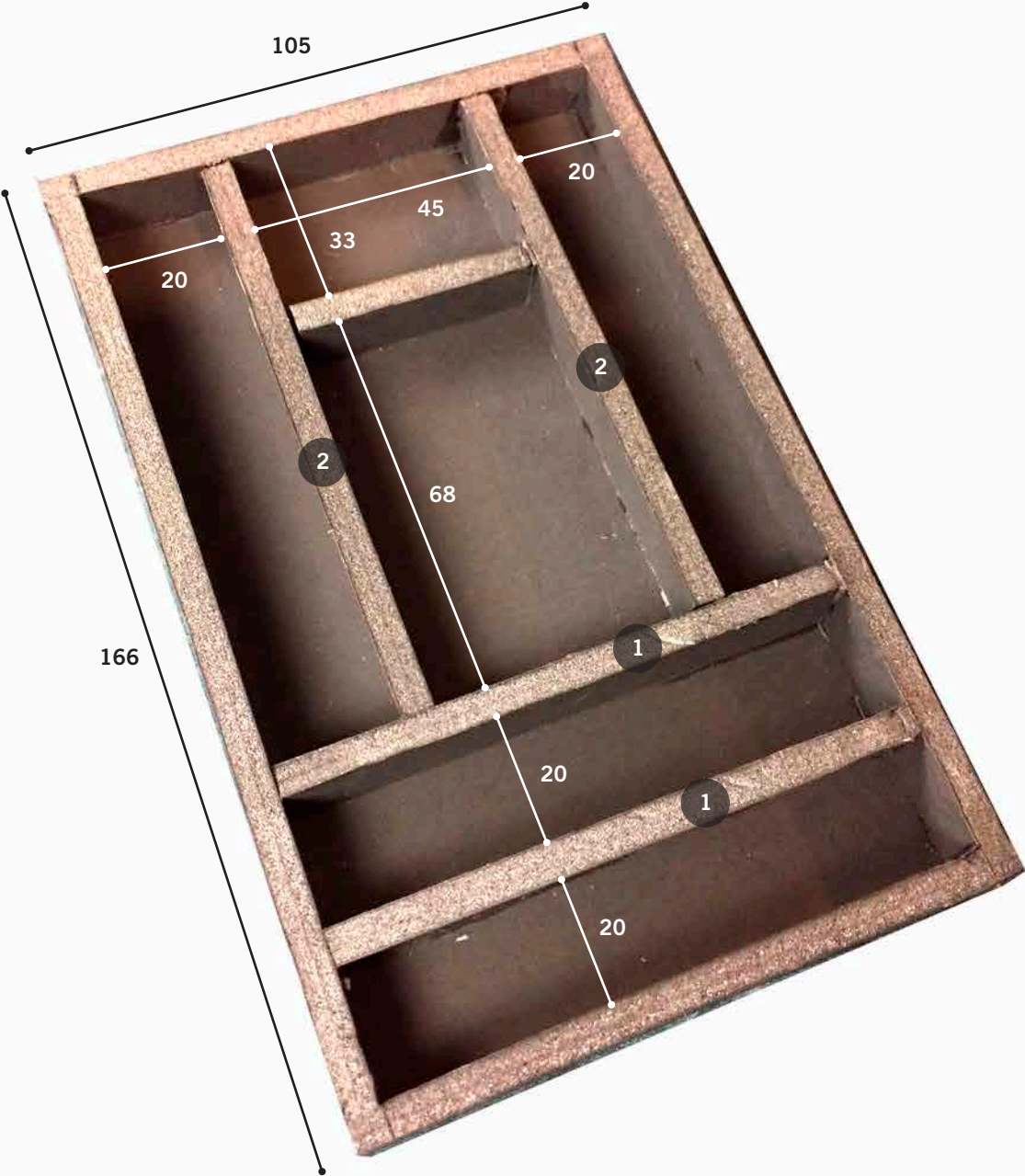
INNER CARD DIVIDER WALL SIDE VIEW



BODY PARTS TRAY

BASE	105 x 166
2 LONG OUTER WALLS	166 x 15
4 SHORT OUTER WALLS	95 x 15
2 LONG INNER WALLS (#1)	95 x 15
2 LONG INNER WALLS (#2)	106 x 15
1 SHORT INNER WALL	45 x 15

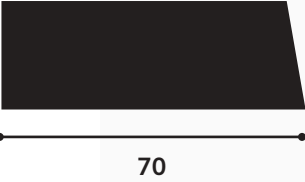
HEIGHT INCL BASE **20**



MAIN TRAY	
BASE	283 x 283
2 LONG OUTER WALLS	283 x 40
3 SHORT WALLS	273 x 40
1 LONG INNER WALL	273 x 40
1 SHORT INNER WALL	97 x 40
DIVIDER 1	70 x 40
DIVIDER 2	99 x 15
DIVIDER 3	70 x 15
DIVIDER 4	60 x 15
HEIGHT INCL BASE	45



DIVIDER 1 SIDE VIEW



DIVIDER 4 SIDE VIEW

