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Game: **ABOMINATION: HEIR OF FRANKENSTEIN**

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Abomination

THE HEIR OF FRANKENSTEIN

SETUP

Place the **Paris board** in the center of the table area with the **event board** above it.

Place the *Leopold the Vast* Public Square cadaver card to the side. Shuffle all the other cadaver cards by type to create 4 **cadaver decks** (Cemetery, Morgue, Hospital and Public Square).

Place the **morgue deck** faceup on the Morgue, the **cemetery deck** facedown on the Cemetery, and all the other decks facedown off the board.

Draw a number of cards from the **hospital deck** equal to the number of players and place a faceup stack of them at the Hospital. Shuffle the **scoundrel deck** and place it facedown off the board near the Docks, then deal 3 scoundrel cards faceup to the slots above the Docks. Shuffle the **research deck** and place it facedown off the board near the Academy, then deal 2 research cards faceup to the slots above the Academy. Shuffle the **humanity deck** and place it off the board near Saint-Roch, then deal 2 humanity cards faceup to the slots above Saint-Roch.

Shuffle together 6 random event cards and 4 random encounter cards to form the **event deck**. Add 2 additional random event cards to the top of the deck, then cover it with the **event cover card** and place it on the event board. Place the **event markers** nearby.

Place the **captain meeple** on the first space of the story track.

Place, if necessary, the appropriate **bribe & bump track** on the Paris board, according to your player count.

Randomly select 4 of the 6 **bonus objective markers** and place them faceup on the Paris board. Return the rest to the box.

Sort and place within reach of all players: the **Leyden jars**, **ice blocks**, **Francs (Fr)**, **materials** (sorted into their 5 colors), **shock dice**, **damage markers**, **alive markers**, **monster part tokens** (sorted into heads, torsos, arms and legs), and **police markers**.

Each player takes 1 random **character card**, 1 **player reference card**, 1 **laboratory board**, 1 **anatomy card**, **Fr** equal to the number of players; plus 4 **scientist meeples**, 3 **assistant meeples**, and a **player score marker** all matching the laboratory board color.

Set the attribute dials on your laboratory to 0 for **HUMANITY**, and to 1 for **REPUTATION** and **EXPERTISE**. Place 1 scientist and 2 assistants on the slots on your character card. Set your score marker on the 0 space of the score track on the Paris board.

Choose a first player to take the **first player creature meeple**.

When cards are played or discarded, they go to the bottom of their deck. If you run out of materials or Fr, use substitutes.

ROUND ORDER

1. EVENT PHASE

The first player draws the top card of the event deck and finds the side that corresponds with the current round.

If the card is an **event card**, read it aloud and put it into play. Place event markers at affected locations as a reminder.

If the card is an **encounter card** with a **trigger of 'now'**, read it aloud to the indicated target player.

If the card is an **encounter with a location trigger**, hold onto the card, keeping its location trigger secret. When any player *other than the card holder* places a meeple at that location, announce there is an encounter and read the appropriate entry before they pay any costs or resolve any effects. Location encounters are held for the duration of the game, and discarded only after being triggered.

If the card holder forgets to announce the encounter card during the trigger, the card must be discarded without being resolved.

When the first player chooses an encounter target, they can choose any player, including themselves. If more than 1 player meets the target condition, the first player chooses the target from amongst them. When the target is the first player, choose any other player to read the card.

When an event or encounter card directs you to go to an entry, refer to the numbered entries in the rulebook.

There are 2 additional event effects:



Execution: Draw 1 or 2 cards from the Public Square deck and place them faceup on the slots at the Public Square (2 players: 1 card, 3-4 players: 2 cards).



Lightning Storm: All players charge their Leyden jars (flip to charged side). If you purchase a Leyden jar this round, immediately charge it.

2. CITY PHASE

Starting with the first player and going clockwise, **players take turns placing meeples** until all players have placed all of their meeples or are forced to pass.

On your turn you must remove 1 meeple from your character card and place it on a location space on the Paris board or on your laboratory board, then resolve that space's effect. If you have no meeples left on your character card on your turn, or if there are no valid spaces to play, you must pass.



Only a scientist meeple can be placed on this space.



Pay this many Fr (return them to the supply) to place a meeple on this space.

If another meeple is on a space, you must **bump** that meeple before placing your own meeple there. Move the bumped meeple to the first available space of the bump track and give Fr equal to the cost of that space to the owner of the bumped meeple. If the bump track is already full, the meeple cannot be bumped and you cannot place your meeple on the occupied space.

You can bump your own meeples for 0 Fr, but only if there is space on the bump track.

3. LAB PHASE

During the lab phase each player simultaneously resolves the following actions, in order:

1. Build a monster part

(AS MANY TIMES AS YOU LIKE OR ARE ABLE)

Choose a part to build by consulting your **anatomy card** (you can create at most 1 head, 1 torso, 2 arms and 2 legs). To build a **muscle** monster part consult the *Start a Monster Part* side. If you already have muscle parts built and wish to add **skin** to one of them, consult the *Complete a Monster Part* side.

Then do the following in order:

1. **Check your EXPERTISE level meets or exceeds that part's EXPERTISE requirement.**
2. **Discard the materials indicated by the part's material requirement.** Note the decomposition stage of the most decayed material you are discarding. Animal (orange) material can be substituted for almost any other kind of material, but reduces your VPs. **Stage III or IV animal material cannot be substituted for blood.**
3. **Add a corresponding part token to your operating table** (or, if adding skin to a previously built muscle part, flip it over to the skin-side on your operating table, retaining any damage on it).
4. **Gain 1 EXPERTISE.**

5. **Gain the number of victory points (VPs)** corresponding to the stage of decomposition of the used material that is most decayed, less 1 or 2 points (max) if any animal material was used (as indicated on the anatomy card).

If you build a monster part and that part is later downgraded (flipped or discarded), you do *not* lose the **EXPERTISE** and VPs you gained; and you can gain them again for rebuilding that part.

2. Throw the switch (UP TO 1 TIME)

If you have at least 1 **completed** monster part (skin-side up) on your operating table, you may throw the switch once:

1. **Flip 1-3 of your charged Leyden jars to their uncharged side.**

2. **Roll 2 gray shock dice for each Leyden jar you just flipped.**

If you have research cards to play for their dice mitigation effect, you may use them now.

3. **Resolve all results by placing that many markers, 1 at a time, onto 1 or more parts on your operating table.** If 2+ markers are ever on a monster part, immediately discard those markers and downgrade the monster part 1 step: if it is a muscle part, discard it; if it is a non-alive skin/complete part, flip it to its muscle side; if it is an alive part, discard its marker.

When placing damage, you cannot place a second damage on a part unless all parts already have 1 damage.

4. **Receive 1 (max) when you roll 1 or more .**

5. **If able, place an marker on a skin-side up monster part on your operating table for each result (it is now alive).** A monster part cannot have more than 1 marker on it.

3. Preserve materials

(AS MANY TIMES AS YOU LIKE OR ARE ABLE)

Move any number of **organs** (purple) and **muscle** (brown) materials from spaces on your decomposition track to your preservation space. **You cannot have more than 9 materials on your preservation space at a time.**

4. RESET PHASE

Do the following in order:

1. **Decompose:** Each player without an ice block in their lab discards all materials on stage IV of their decomposition track and all blood material on stage II, then moves each remaining material in stage I through III one space to the right on their track. Players with an ice block do not decompose materials but each solid ice block is flipped to the half-melted side and each half-melted ice block is returned to the supply.
2. **Refresh the board:** Discard and then replenish all cards at the Hospital, Docks, Academy, and Saint-Roch. The Hospital is always replenished with a number of faceup cards in a stack equal to the number of players. Discard all cards at the Public Square; do not replenish them. Discard any event card in play, plus any corresponding event markers.
3. **Refresh meeples:** Return placed meeples to your character card.
4. **Advance the captain:** Advance the captain meeple 1 space along the story track. If he reaches the last space (skull!), the game ends immediately.

GAINING MATERIALS

Materials gained (except bone) are in one of 4 stages of decomposition (stage I the freshest and IV the most decayed). **You cannot have more than 15 materials on each space of your decomposition track at a time.** If a space has more than 15 materials, immediately discard the excess.

Whenever you gain materials, take the number and type of materials from their supplies and place them on the appropriate space on your decomposition track or bone space.

Bone (white) materials never decompose and are always added to the bone space, not the decomposition track. **You cannot have more than 12 materials on your bones space.** They can later be sold at the Market if not used.

HUMANITY & RESEARCH CARDS

You may have up to 3 of each type of card; if you want to draw a 4th humanity or research card (this is always optional), you must first discard 1. Playing a card is always optional. They offer a one-time effect, and many grant an attribute or Fr benefit listed as icons, after which the card is discarded to the bottom of its deck.

Alternatively, research cards can be played after rolling shock dice to gain the dice mitigation effect listed after the die icon. Additional cards can be played for additional re-rolls.

ATTRIBUTES

When increasing an attribute, turn that attribute dial that many spaces clockwise; when decreasing, turn it counterclockwise.

♥ signifies an increase in **HUMANITY** and ♥ signifies a loss.

Some effects cause you to lose an attribute as a cost. If you cannot lose an attribute, you may still gain the benefit. If you reach **-10 HUMANITY (6)**, you can no longer gain or lose **HUMANITY** when taking actions that normally cause you to do so.

When moving a dial causes it to move onto or past one or more spaces with any icons, resolve the icon effects.

If you move past a space who's effect you previously resolved, but this time heading in the opposite direction, undo the effect.

END OF THE GAME

The game ends when the captain meeple reaches the last space of the story track or when one or more players have brought their monster to life (all 6 body parts alive) at the end of a lab phase.

At the end of the game each player gains additional VPs:

- Alive points for each monster part with an marker.
- 10 points for each bonus objective you have achieved.
- Points equal to the highest VP value reached on your **REPUTATION** and **EXPERTISE** dials.
- Points (gain or loss) equal to the highest or lowest VP value reached on your **HUMANITY** dial.
- If the game ends with the captain reaching the last space on the story track, the player with the highest positive **HUMANITY** gains 5 additional VPs. If 2 or more players are tied, each of them gains 5 VPs.

The player with the most VPs wins. On a tie, tie breakers are:

1. The player with the most alive monster parts.
2. The player with the most Fr.
3. Turn order position relative to the first player: 1 (first player), 2 (left of first player), etc.

Optionally, if the game ended by a player bringing their monster to life, read the *It's Alive* section in the rulebook. If the game ended by the captain meeple reaching the last space of the story track, read the *Captain Walton Triumphs* section.

BONUS OBJECTIVES

Bonus objectives are additional VPs you can earn by meeting the conditions on the bonus objective markers in play. Once you meet the condition, take the marker and place it in your play area. You will gain these points at the end of the game. Once claimed, no other player may obtain that objective.

If 2 or more players meet the condition for the same bonus objective during the lab phase (in which actions are simultaneous), the tie breaker is decided by each player's turn order relative to the first player.



1. EVENT PHASE

The first player draws the top event card and finds the side that corresponds with the current round.

If the card is an event card, read it aloud and put it into play.

If the card is an encounter card with a trigger of 'now', read it aloud to the indicated target player.

If the card is an encounter with a location trigger, when any player *other than the card holder* places a meeple at that location, announce the encounter and read the entry before they pay any costs or resolve any effects.



Execution: Draw 1 or 2 cards from the Public Square deck and place them faceup on the slots at the Public Square (2 players: 1 card, 3-4 players: 2 cards).



Lightning Storm: All players charge their Leyden jars (flip to charged side). If you purchase a Leyden jar this round, immediately charge it.

2. CITY PHASE

Starting with the first player and going clockwise, **players take turns placing meeples** until all players have placed all of their meeples or are forced to pass. On your turn you must place 1 meeple from your character card on a location on the Paris board or on your laboratory board, then resolve the effect.



Only a scientist meeple can be placed on this space.



Pay this many Fr (return them to the supply) to place a meeple on this space.

If another meeple is on a space, you must **bump** it before placing your own there. If the bump track is full, the meeple cannot be bumped and you cannot place yours. You can bump your own for 0 Fr, but only if there is space on the bump track.

3. LAB PHASE

Each player simultaneously resolves these actions in order:

1. Build a monster part (AS MANY TIMES AS YOU LIKE OR ARE ABLE)

Choose a part to build by consulting your **anatomy card**.

To build a **muscle** monster part consult the *Start a Monster Part* side. If you already have muscle parts built and wish to add **skin** to one of them, consult the *Complete a Monster Part* side.

1. Check your **EXPERTISE** level meets or exceeds that part's **EXPERTISE** requirement.

2. Discard the materials indicated by the part's material requirement. Note the decomposition stage of the most decayed material you are discarding. Animal (orange) material can be substituted for almost any other kind of material, but reduces your VPs. **Stage III or IV animal material cannot be substituted for blood.**

3. Add a corresponding part token to your operating table (or, if adding skin to a previously built muscle part, flip it over to the skin-side, retaining any damage on it).

4. Gain 1 **EXPERTISE**.

5. Gain the number of **VPs** corresponding to the stage of decomposition of the used material that is most decayed, less 1-2 points (max) if any animal material was used.

If a monster part is later downgraded, you do *not* lose the **EXPERTISE** and **VPs** you gained; and you can gain them again for rebuilding that part.

2. Throw the switch (UP TO 1 TIME)

If you have at least 1 **completed** monster part (skin-side up) on your operating table, you may throw the switch once:

1. Flip 1-3 of your charged Leyden jars to the uncharged side.

2. Roll 2 **gray shock dice** for each Leyden jar you just flipped. You may play research cards for their dice mitigation effect.

3. Resolve all results by placing that many markers, 1 at a time, onto 1 or more parts on your operating table.

If 2 are ever on a monster part, immediately discard those markers and downgrade the monster part 1 step: if it is a muscle part, discard it; if it is a non-alive skin part, flip it to its muscle side; if it is an alive part, discard its marker.

When placing damage, you cannot place a second damage on a part unless all parts already have 1 damage.

4. Receive 1 (max) when you roll 1 or more .

5. If able, place an marker on a skin-side up monster part on your operating table for each result (it is now alive). A monster part cannot have more than 1 marker on it.

3. Preserve materials

(AS MANY TIMES AS YOU LIKE OR ARE ABLE)

Move any number of **organs** (purple) and **muscle** (brown) materials from spaces on your decomposition track to your preservation space. **Preservation space max is 9 materials.**

4. RESET PHASE

Do the following in order:

1. Decompose:

No ice block: Discard all materials on stage IV of your decomposition track and all blood material on stage II, then moves each remaining material in stage I through III one space to the right on your track.

Ice block: Do not decompose materials; flip each solid ice block to the half-melted side and return each half-melted ice block to the supply.

2. Discard and then replenish cards at the Hospital, Docks, Academy, and Saint-Roch. The Hospital is replenished with a number of faceup cards in a stack equal to the number of players. Discard all cards at the Public Square; do not replenish them. Discard any event card in play, plus corresponding event markers.

3. Return placed meeples to your character card.

4. Advance the captain meeple 1 space along the story track. If he reaches the last space (skull), the game ends.

ATTRIBUTES

When moving a dial causes it to move onto or past one or more spaces with any of the following icons, resolve their effects:



Gain 1 assistant meeple.



Exchange 1 assistant for 1 scientist meeple.



Gain 1 **REPUTATION**.



Lose 1 **REPUTATION**.



Lose 1 assistant meeple from your character card or, if all have been played, from anywhere in play.



When you roll dice, you may upgrade 1 **gray die** to a **blue one**. At 20 **EXPERTISE** you may upgrade 2 dice.



At the end of the game earn **VPs** equal to the highest of these numbers you have reached on your dials.



1. EVENT PHASE

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Only a scientist meeple can be placed on this space.



Pay this many Fr (return them to the supply) to place a meeple on this space.

If another meeple is on a space, you must **bump** it before placing your own there. If the bump track is full, the meeple cannot be bumped and you cannot place yours. You can bump your own for 0 Fr, but only if there is space on the bump track.

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3. Add a corresponding part token to your operating table (or, if adding skin to a previously built muscle part, flip it over to the skin-side, retaining any damage on it).

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When placing damage, you cannot place a second damage on a part unless all parts already have 1 damage.

4. Receive 1 (max) when you roll 1 or more .

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Ice block: Do not decompose materials; flip each solid ice block to the half-melted side and return each half-melted ice block to the supply.

2. Discard and then replenish cards at the Hospital, Docks, Academy, and Saint-Roch. The Hospital is replenished with a number of faceup cards in a stack equal to the number of players. Discard all cards at the Public Square; do not replenish them. Discard any event card in play, plus corresponding event markers.

3. Return placed meeples to your character card.

4. Advance the captain meeple 1 space along the story track. If he reaches the last space (skull), the game ends.

ATTRIBUTES

When moving a dial causes it to move onto or past one or more spaces with any of the following icons, resolve their effects:



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Exchange 1 assistant for 1 scientist meeple.



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Lose 1 assistant meeple from your character card or, if all have been played, from anywhere in play.



When you roll dice, you may upgrade 1 **gray die** to a **blue one**. At 20 **EXPERTISE** you may upgrade 2 dice.



At the end of the game earn **VPs** equal to the highest of these numbers you have reached on your dials.

LOCATIONS

Cemetery

DIG UP CADAVERS

Draw 3 cards from the cemetery cadaver deck and choose any number drawn (including 0) to resolve by paying the cost in the upper left (if any) and gaining **EXPERTISE** (if any) *or* materials. Then discard all drawn cards facedown to the bottom of the deck. Cadavers here offer stage III, stage IV and bone materials and may have a cost of 1 ♥. Any card you choose not to resolve has no effect on you.

Public Square

BUY CADAVER

Cadavers can only be found here after an **execution**  event.

Pay 1 Fr, then take and resolve 1 of the visible cadaver cards at this location by gaining **EXPERTISE** *or* materials. Then discard to the bottom of its deck (do not replenish the card). Cadavers here offer stage I materials.

Hospital

RETRIEVE CADAVER

If your **REPUTATION** is 7+, take and immediately resolve the top card from the stack here. If your **REPUTATION** is 15+, you may pay 1 Fr to take and resolve a second card. Resolve by gaining **EXPERTISE** *or* materials, then discard to the bottom of the deck (do not replenish any cards). Cadavers here offer stage I and stage II materials.

WORK

Scientists only. Gain Fr according to your **EXPERTISE** level: 1-6 = 2 Fr, 7-12 = 3 Fr, 13+ = 4 Fr.

VOUNTEER

Scientists only. Receive 1 **HUMANITY** and gain 2 **REPUTATION**.

Morgue

BUY CADAVER

Pay 1 Fr, then draw 2 cards from the morgue cadaver deck and choose any number drawn (including 0) to resolve by paying the cost in the upper left (if any) and gaining **EXPERTISE** *or* materials. Then discard all drawn cards facedown to the bottom of the deck. Cadavers here offer stage II and stage III materials and may have a cost of 1 ♥. Any card you choose not to resolve has no effect on you.

Academy

ADVANCED RESEARCH

Scientists only. Gain 1 **EXPERTISE** and take 1 faceup research card. Replace the chosen card with a new faceup card from the research deck.

RESEARCH

Take 1 of the faceup research cards. Replace the chosen card with a new faceup card from the research deck.

LECTURE

Gain 1 Fr and 1 **REPUTATION**. If the meeple placed was a scientist, also gain 1 extra **REPUTATION**.

DONATE

Scientists only. Pay up to 3 Fr, then gain 1 **REPUTATION** for each Fr paid.

Slaughterhouse

RETRIEVE ANIMAL PARTS

Choose 1 option:

- Gain 4 stage II Animal (orange) materials
- Gain 3 stage I Animal (orange) materials

Saint-Roch

ATONE

Take 1 faceup humanity card. Replace the chosen card with a new faceup card from the humanity deck. If the meeple placed was a scientist, also receive 1 **HUMANITY**.

Market

BUY OR SELL GOODS

Do any number of the following any number of times:

- Remove 2 bone materials from your bones space to gain 1 Fr.
- Remove 3 materials from your preservation space to gain 2 Fr.
- Pay 2 Fr to add 1 uncharged Leyden jar to an empty Leyden jar slot on your lab.
- Pay 1 Fr to add or replace an ice block on your Lab, solid side up. An ice block allows you to skip the decompose part of the reset phase for this round and the next.

First Player

Take the first player creature meeple from the current first player. A meeple placed on this space cannot be bumped.

After all players have passed this round, you may take the meeple from this location and place it again on any legal space (bumping when allowed), and resolve its effect.

Docks

HIRE

Choose 1 of the faceup scoundrel cards and immediately pay its cost in the upper left. Then resolve its effect, choosing one of the following options if available:

1. Increase your **EXPERTISE** by the value shown on the card (possibly paying an additional cost), *or*
2. Increase your **HUMANITY** by the value shown, *or*
3. Place the materials listed at the bottom of the card onto the decomposition track (in the appropriate stage) and/or bone space in your laboratory.

Discard the chosen card to the bottom of the scoundrel deck and replace it with a new faceup one.

Scoundrels have various costs and effects, including gaining stage I or stage III materials. Scoundrel cards *do not* count as cadaver cards.

Dark Alley

MURDER

Scientists only. Gain the listed stage I materials and receive 3 ♥, then place 1 **police marker** on your character card. If your character card has 2 police markers, you cannot place at this location. You may pay 3 Fr at any time to remove all markers from your character card.

Laboratory Board

PRACTICE

Scientists only. Gain 1 **EXPERTISE**.

GIVE BLOOD

Gain 3 stage I blood materials.

REPAIR

Scientists only. Remove up to 3 damage markers from any monster parts.

CHARGE LEYDEN JARS

When placing a scientist here, flip up to 3 of your uncharged Leyden jars over to their charged side. When placing an assistant here, flip up to 2 of your uncharged Leyden jars over to their charged side.

LOCATIONS

Cemetery

DIG UP CADAVERS

Draw 3 cards from the cemetery cadaver deck and choose any number drawn (including 0) to resolve by paying the cost in the upper left (if any) and gaining **EXPERTISE** (if any) *or* materials. Then discard all drawn cards facedown to the bottom of the deck. Cadavers here offer stage III, stage IV and bone materials and may have a cost of 1 ♥. Any card you choose not to resolve has no effect on you.

Public Square

BUY CADAVER

Cadavers can only be found here after an **execution**  event.

Pay 1 Fr, then take and resolve 1 of the visible cadaver cards at this location by gaining **EXPERTISE** *or* materials. Then discard to the bottom of its deck (do not replenish the card). Cadavers here offer stage I materials.

Hospital

RETRIEVE CADAVER

If your **REPUTATION** is 7+, take and immediately resolve the top card from the stack here. If your **REPUTATION** is 15+, you may pay 1 Fr to take and resolve a second card. Resolve by gaining **EXPERTISE** *or* materials, then discard to the bottom of the deck (do not replenish any cards). Cadavers here offer stage I and stage II materials.

WORK

Scientists only. Gain Fr according to your **EXPERTISE** level: 1-6 = 2 Fr, 7-12 = 3 Fr, 13+ = 4 Fr.

VOUNTEER

Scientists only. Receive 1 **HUMANITY** and gain 2 **REPUTATION**.

Morgue

BUY CADAVER

Pay 1 Fr, then draw 2 cards from the morgue cadaver deck and choose any number drawn (including 0) to resolve by paying the cost in the upper left (if any) and gaining **EXPERTISE** *or* materials. Then discard all drawn cards facedown to the bottom of the deck. Cadavers here offer stage II and stage III materials and may have a cost of 1 ♥. Any card you choose not to resolve has no effect on you.

Academy

ADVANCED RESEARCH

Scientists only. Gain 1 **EXPERTISE** and take 1 faceup research card. Replace the chosen card with a new faceup card from the research deck.

RESEARCH

Take 1 of the faceup research cards. Replace the chosen card with a new faceup card from the research deck.

LECTURE

Gain 1 Fr and 1 **REPUTATION**. If the meeple placed was a scientist, also gain 1 extra **REPUTATION**.

DONATE

Scientists only. Pay up to 3 Fr, then gain 1 **REPUTATION** for each Fr paid.

Slaughterhouse

RETRIEVE ANIMAL PARTS

Choose 1 option:

- Gain 4 stage II Animal (orange) materials
- Gain 3 stage I Animal (orange) materials

Saint-Roch

ATONE

Take 1 faceup humanity card. Replace the chosen card with a new faceup card from the humanity deck. If the meeple placed was a scientist, also receive 1 **HUMANITY**.

Market

BUY OR SELL GOODS

Do any number of the following any number of times:

- Remove 2 bone materials from your bones space to gain 1 Fr.
- Remove 3 materials from your preservation space to gain 2 Fr.
- Pay 2 Fr to add 1 uncharged Leyden jar to an empty Leyden jar slot on your lab.
- Pay 1 Fr to add or replace an ice block on your Lab, solid side up. An ice block allows you to skip the decompose part of the reset phase for this round and the next.

First Player

Take the first player creature meeple from the current first player. A meeple placed on this space cannot be bumped.

After all players have passed this round, you may take the meeple from this location and place it again on any legal space (bumping when allowed), and resolve its effect.

Docks

HIRE

Choose 1 of the faceup scoundrel cards and immediately pay its cost in the upper left. Then resolve its effect, choosing one of the following options if available:

1. Increase your **EXPERTISE** by the value shown on the card (possibly paying an additional cost), *or*
2. Increase your **HUMANITY** by the value shown, *or*
3. Place the materials listed at the bottom of the card onto the decomposition track (in the appropriate stage) and/or bone space in your laboratory.

Discard the chosen card to the bottom of the scoundrel deck and replace it with a new faceup one.

Scoundrels have various costs and effects, including gaining stage I or stage III materials. Scoundrel cards *do not* count as cadaver cards.

Dark Alley

MURDER

Scientists only. Gain the listed stage I materials and receive 3 ♥, then place 1 **police marker** on your character card. If your character card has 2 police markers, you cannot place at this location. You may pay 3 Fr at any time to remove all markers from your character card.

Laboratory Board

PRACTICE

Scientists only. Gain 1 **EXPERTISE**.

GIVE BLOOD

Gain 3 stage I blood materials.

REPAIR

Scientists only. Remove up to 3 damage markers from any monster parts.

CHARGE LEYDEN JARS

When placing a scientist here, flip up to 3 of your uncharged Leyden jars over to their charged side. When placing an assistant here, flip up to 2 of your uncharged Leyden jars over to their charged side.