

Dr. **Frankenstein**  
**instructions**



## Game preparation - Let's peek in the pantry

Shuffle the ingredient tiles and place them face up in a rectangle with 10 rows and 6 columns. Orient each tile with its jar lid toward the top, so each column has a stack of 10 jars.

Regardless how many people are playing, one player must take the role of Dr. Frankenstein, thus becoming the starting player. The other players are his assistants. Each player takes their own deck of 5 recipe cards and shuffles them face down. Then each player draws the top card from their own deck and secretly checks which ingredients they need.



Each recipe card shows its owner's portrait **1**, its ingredients that must be collected in the indicated order **2**, and how many points it scores (which will matter in case of a tie) **3**.



Each player's deck has 2 cards worth 1 point, 2 cards worth 2 points, and 1 card worth 3 points.

## Gameplay - It's time to collect ingredients

Players take turns in clockwise order, starting with the player who is Dr. Frankenstein. On a player's turn, the player can spend up to 3 action points to do various actions:



- 1) rearrange the pantry: **1 action point**,
- 2) exchange a recipe card: **2 action points**,
- 3) complete a recipe card: **1 action point**.

**NOTE: Completing a recipe card ends a player's turn, even if they still have some unspent action points!**

For example, a player can rearrange the pantry 3 times; or a player can rearrange the pantry twice, then complete a recipe card; etc. Unused action points are lost and do not carry over to the next turn.

## Descriptions of the actions

### 1) REARRANGE THE PANTRY:

for 1 action point, a player can move **one or more jars** from the top of a selected column to an adjacent column, left or right, according to these rules:

- a) The jars must be at the top of their column.



**b)** The jars must go left or right to an adjacent column. If there is no adjacent column (e.g. a player is moving jars to the right from the rightmost column), then put the jars "on the ground", creating a new column.



**c)** The jars cannot go to a physically higher location than where they started: they must stay at the same level or go to a lower level.








**Thus, at the start of the game, jars can only be moved from the leftmost column (leftward onto the ground) or from the rightmost column (rightward onto the ground).**

**d)** If several jars are moved, they must stay stacked together in the same order.




Example:



A player wants jar  to be on jar . So he spends 1 action point to move jar  to the right, then spends 1 more action point to move jar  to the right onto jar .



Example:

A player wants jar  to be on jar . This will use 3 moves, and so it costs 3 action points:



first the stack of 3 jars    moves right, then jar  moves left, then jar  moves right onto jar .

The recipe cannot be completed yet since all 3 action points were used.



**Note: if an empty column appears between 2 columns, that empty column still remains as a column (and moving jars onto it costs an action point as usual). Do not push columns together to remove such gaps.**

## **2) EXCHANGE A RECIPE CARD:**

for 2 action points, a player can exchange the recipe card in their hand: put it at the bottom of their face-down deck and draw the top card.

This action can be useful if the player's current recipe card looks difficult to complete, or if they want to complete a recipe card worth more points (in case a tie occurs).



## **3) COMPLETE A RECIPE CARD:**

for 1 action point, a player can complete the recipe card in their hand and draw the top recipe card from their deck. Completing a recipe card can be done in two ways:

**a)** the card's 3 ingredients are at the top of **1 column**, stacked in the **same order** as on the card, from top to bottom, or in reverse order, from bottom to top.

or

**b)** the card's 3 ingredients are each the top tile on **3 adjacent columns** (not necessarily at the same height), in the **same order** as on the card, from left to right, or from right to left.

The player shows their recipe card to the other players to verify, and if it is correctly completed, the player puts the recipe card face up near their deck and removes the 3 ingredients from the pantry. Then the player draws a new recipe card.



**NOTE: Completing a recipe card ends a player's turn, even if they still have some unspent action points!**

## Game end - It's alive! It's alive!

The game ends as follows, depending on the number of players:

With **2 players**, if Dr. Frankenstein completes his last (**fifth**) recipe card, then the assistant does one final turn. If the assistant then also completes their last (fifth) recipe card, then the assistant wins, otherwise Dr. Frankenstein wins. However, if the assistant completes their last recipe card before Dr. Frankenstein, then the assistant immediately wins! (Points on recipe cards do not matter.)

With **3 players**, if any player completes their **fourth** recipe card, then finish the round so that each player plays an equal number of turns. (The player to the right of Dr. Frankenstein does the last turn of the game.) Then if only one player completed 4 recipe cards, that player wins. If more than one player completed 4 recipe cards, then each tied player sums the points of their completed recipe cards, and the high score wins. If players are still tied, then they enjoy a shared victory.

With **4 players**, if any player completes their **third** recipe card, then finish the round so that each player plays an equal number of turns. (The player to the right of Dr. Frankenstein does the last turn of the game.) Then if only one player completed 3 recipe cards, that player wins. If more than one player completed 3 recipe cards, then each tied player sums the points of their completed recipe cards, and the high score wins. If players are still tied, then they enjoy a shared victory.



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