

THE MONSTER MAKER

(Die Monstermacher)
a game for 3 to 5 players

I. Game material

- 5 Tombstone cards (tombstones with the Sphinx logo on the back)
- 5 Overview cards
- 6 Torso cards
- 36 Body Part cards (The front of the card shows a body part with a wooden table. A number indicates the value of the body part. The back of the card shows a coffin with a body part corresponding to that shown on the front: Brain, Head, Left Arm, Right Arm, Left Leg, Right Leg.):
 - 6 Left Arm cards with values from 0 to 5
 - 6 Right Arm cards with values from 0 to 5
 - 6 Left Leg cards with values from 0 to 5
 - 6 Right Leg cards with values from 0 to 5
 - 6 Head cards with values from 0 to 5
 - 6 Brain cards with values from 1 to 5 and 7
- 5 x 5 Grave Robbery cards with values from 1 to 5 (tombstones with a Grave Robbery scene on the back)
- 5 six-sided red dice (the Study dice)
- 1 six-sided white die

II. Set-up

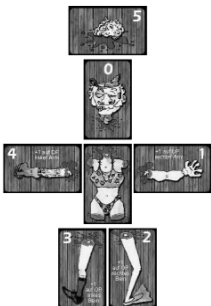
For the 5 player game: Each player gets a Torso card, an Overview card, a set of 5 Grave Robbery cards with tombstones from 1 to 5 and a red die. The Overview card is placed in front of each player so that he can easily refer to it at any time (*The Overview card is in German – so it maybe doesn't help you. Put it back in the box of the game*). He also places the Torso card in front of himself and sets the red die so that the the number 3 is on top. The red die is referred to as the Study die throughout the rest of these rules. The set of five Grave Robbery cards are placed face-down in front of the player. The 5 Tombstone cards (*tombstones with the Sphinx logo on the back*) are placed side-by-side in the middle of the table, representing the Graves. The Body Part cards are thoroughly shuffled, then six Body Part cards are dealt face-down (*the coffin side showing*) in front of each tombstone. The remaining six cards are shuffled and one is dealt face-down to each player. Players lay out their Body Part cards in an array face-down in front of themselves so that the other players can always see what kind of Body Parts they possess. This face-down array of Body Part cards represents the player's warehouse. The remaining card is placed face-down next to the Graves and represents the Gallows Heap. The white die is placed at the ready.

For a 4 player game: The same as for a 5 player game, except that the all Body Parts cards with a value of 5 are removed from the deck. Only 5 Body Part cards are now placed into each Grave. The remaining card is placed face-down next to the Graves and represents the Gallows Heap.

For a 3 player game: The same as for a 5 player game, except that the all Body Parts cards with values of 4 and 5 are removed from the deck. Furthermore, only the Tombstone cards numbered to 4 are laid out and there will be no 5th Grave. As a result, the No. 5 Tombstone and all Grave Robbery cards with a value of 5 are removed from the game. Only 5 Body Part cards are placed into each grave. The remaining card is placed face-down next to the Graves and represents the Gallows Heap.

III. Goal of the game

The players must try to stitch together a Frankenstein's Monster and revive it. To do this, they collect Body Parts from the Graves, from the Gallows Heap, or by robbing the other players. The player who has created the most valuable Monster wins the game (see Scoring).



IV. Play of the game

On his turn, a player has three actions. In each case, he may choose from several different options. Each action is optional, i.e. the player need not execute that action. A subsequent action may be executed even if the player has not executed a previous action, e.g. the 2nd Action may be executed even if the 1st Action was not executed.

1st Action - the player may choose from the following options:

- a) Steal a Body Part from a Grave
- or b) Steal a Body Part from the Gallows Heap
- or c) Steal a Body Part from the warehouse of another player
- or d) Prepare to study

2nd Action - the player may choose from the following options:

- e) Study
- or f) Operate
- or g) Revive

3rd Action - the player may choose from the following options:

- h) Sell an Organ
- i) Recover a face-up Grave Robbery card

In the following section, each Action option is described in detail:

The 1st Action

a) Steal a Body Part from a Grave

If a player decides to steal a Body Part from a Grave, then he starts a Grave Robbery round which involves all players. The active player first announces his decision to rob a Grave and then turns his Study die to the next highest number (*e.g from 3 to 4*). Now all players decide in clockwise order if they too would like to commit a Grave Robbery. Everyone that chooses to take part in Grave Robbery also turns his Study die to the next highest number. If a player has a 6 showing on his die and, thus, cannot turn it to a higher number, he may still participate. Each player taking part in Grave Robbery now selects one of his available Grave Robbery cards and places it face-down in front of himself. Grave Robbery cards already lying face-up in front of a player are not available to him. Grave Robbery cards indicate which Grave the player would like to steal from by the number shown on the tombstone. Once all players participating in the Grave Robbery have selected a Grave Robbery card, the cards are revealed simultaneously.

If a player is the only one to choose a particular Grave to steal from, then he is successful. He takes the topmost cards from that Grave and puts it into his warehouse. Then he turns his Study die to the next lowest number (*even if he was not previously able to turn it to a higher number because he had a 6 showing, he now turns it down one number to a 5*).

If more than one player chose to steal from the same Grave, they end up fighting over the body instead of stealing and, thus, do not succeed in stealing any body parts. They also may not turn their Study die to the next lowest number.

All Grave Robbery cards played remain face-up in front of the appropriate players until the 3rd Action is completed. Face-up Grave Robbery cards are not available for use in a Grave Robbery.

Refilling Graves: If the last card is drawn from a Grave as a result of a Grave Robbery, that Grave is replenished by taking the 3 bottom Body Part cards from the Gallows Heap and placing them into the Grave. If there are not enough cards on the Gallows Heap to completely fill the Grave, use all that are present. If more than one Grave is emptied at the same time, replenish the empty Graves one card at a time in numerical order from lowest to highest until the Gallows Heap is empty or the previously emptied Graves all have 3 cards.

b) Steal a Body Part from the Gallows Heap

If a player decides he would like to steal Body Parts from the Gallows Heap, he immediately turns his Study die to 6 and then takes a Body Part of his choice (*he may not look at the fronts of the cards however*). The order of the Body Part cards in the Gallows Heap may not be changed!

c) Steal a Body Part from the warehouse of another player

Any player who has a number of Body Parts in his warehouse **equal to or greater** than the number showing on his Study die can be robbed by another player.

Example: *It is Anne's turn. Karl possesses three Body Parts and has the number 3 showing on his Study die. Otto has a 2 on his Study die but possesses only one Body Part. Anne can steal from Karl but not Otto.*

To steal from another player, the thief (the active player) turns his Study die to the next highest number (e.g. from 2 to 3) and takes a Body Part card from his opponent. The thief is allowed to look only at the back of his opponents' cards, not the front. Only cards in opponents' warehouses may be stolen. Once they are stitched together, Body Parts are no longer in the warehouse and are no longer available throughout the rest of the game.

d) Prepare to Study

Any player who would like to prepare to study simply announces this clearly out loud. This announcement only effects the "Study" option in the 2nd Action.

The 2nd Action

e) Study

Any player who elects to Study turns his Study die to the next lowest value (e.g. from 3 to 2). Any player who elects to study who also announced that he was "Preparing to Study" in the 1st Action turns his Study die down twice (e.g. from 3 to 1).

f) Operate

Conducting an Operation is difficult business and, thus, is not a task to be undertaken alone. The Operator (the active player) must ask another player to take on the role of his Assistant. Then, during the operation, he asks his Assistant to hand him a particular Body Part which he would like to sew on to his Monster. The Operator must name a Body Part that he currently has in his warehouse. The Assistant may hand the Operator the requested Body Part or, instead, **any other** Body Part which can legally be sewn on (see the Explanations under "Operating Rules"). The Assistant may use any Body Part in either the Operator's or his own warehouse. If the Assistant gives the Operator a Body Part from his own warehouse (the Assistant's), he must take the requested Body Part from the Operator's warehouse and put it into his warehouse in its place.

Example: *Karl possesses two Right Legs and a Left Arm in his warehouse. His Monster already has a head. He elects to operate and chooses Anne as his Assistant. Anne possesses a Head and a Brain in her warehouse. Karl says: "Anne, please be so kind as to give me a Right Leg." Anne promptly reaches into Karl's warehouse and gives him a Left Arm. She is not allowed to look at the front of the Left Arm card, though, since it came from Karl's warehouse. Anne could also have handed Karl the Brain from her own warehouse and taken the Right Leg he requested in its place. Anne's Brain is a good one, however, and she doesn't want to part with it. Her Head, on the other hand, has a value of zero and she would have been happy to pass it to Karl. Unfortunately, his Monster already has a Head and two Heads are not allowed.*

After the Assistant has handed the Operator a Body Part, the Operator tries to sew on that Body Part. To do so, he rolls the white die against the number on his Study die (taking into account all applicable modifiers), in order to determine if his anatomical knowledge is sufficient for the operation. **If the die roll succeeds**, that Body Part is successfully stitched on to his Monster and he turns his Study die to the next highest number (e.g. from 2 to 3). **If the die roll fails**, that Body Part is placed on the Gallows Heap and his Study die is turned to the next lowest number (e.g. from 2 to 1).

Note: *A previously sewn on arm or leg gives a +1 bonus modifier when trying to sew on the second arm or leg. Rotted arms or legs (cards with the value 0) give no bonus when trying to sew on the second arm or leg.*

g) Revive

All Monsters that have a Head and a Brain may be revived. In order to do so, a player must roll the white die against his Study die. The roll receives a -1 modifier for each Body Part that the Monster is still missing.

Example: *Otto would like to revive his Monster which is still missing both legs. He rolls the white die and subtracts 2 from the result.*

If the roll is successful, then the Monster was revived and the game ends.

If the attempt at reviving fails, the Brain has been "fried" and it is placed face-down on the Gallows Heap. That player's Study die is turned to the next lowest number (e.g. from 3 to 2).

The 3rd Action

h) Sell an Organ

Players can offer Body Parts in their warehouse for sale on the open market. To do this, the organ seller names a specific Body Part from his warehouse. The other players can now offer the Seller Body Parts from their warehouse and/or their anatomical knowledge. For each point of knowledge that a buyer offers in a successful sale, he must turn his Study die up one number. The seller turns his Study die down by a corresponding number amount and then gives the buyer the organ that was on sale. The seller may ask for (and receive) more knowledge points than he can use, in which case the excess points are lost, although the buyer still pays them (e.g. a buyer spends 3 points and turns his Study die from 2 to 5, the seller can only use 2 of those points to turn his Study die from 3 to 1, so the excess point is lost).

Body Parts offered to the dealer may be shown to him but only in such a way that he alone can see the value of the offer. That is, the card is presented to him face-down and he then looks at the front. Of course, buyers may also choose to offer Body Parts without revealing the front of the card, as well. It's their choice.

Tip: *If there are no Body Parts that you can use in any of the Graves, you could rob a Grave in the 1st Action to get parts that another player might be able to use, particularly if that player has Body Parts that you need. Then, you could offer your "useless" Body Parts to that player in a sale in the 3rd Action in order to get the Body Parts that you need in trade.*

i) Recover a face-up Grave Robbery card

Grave Robbery cards that are lying face-up in front of a player may not be used for another Grave Robbery. Further, by looking at those cards, your opponents can easily tell which Graves you may not steal from. Therefore, it is important that you be able to recover these cards from time to time.

As his 3rd Action, a player may take all of his face-up Grave Robbery cards and turn them face-down again as long as the number of these cards lying face-up in front of him is **greater** than the number currently showing on his Study die.

Example: *Karl's Study die shows a 2. He has three face-up Grave Robbery cards lying in front of him. Since he has a higher number of these cards face-up in front of him than the number on his Study die, he may take all three face-up Grave Robbery cards and turn them face-down again. Now, all of his Grave Robbery Cards will be available to him for the next Grave Robbery attempt. If he had had only two face-up Grave Robbery cards face-up in front of him, he would not have been able to turn them face-down.*

V. End of the game and scoring

End of the game:

As soon as the first Monster is Revived, the game ends. The player who has managed the successful Revival has not necessarily won, however. The player who has collected the most points wins.

Scoring:

A point value is shown on the front of each Body Part card. Each Body Part scores this value.

A successful Revival earns a bonus of 3 points.

Players who have sewn 3 rotted Body Parts on their Monster earn a bonus of 5 points.

Sewing on 4 rotted Body Parts earns a bonus of 10 points.

Sewing on 5 rotted Body Parts earns a bonus of 15 points.

Note: *Rotted Body Parts are those cards with a point value of zero.*

VI. Explanations

The Study die

The Study die represents the anatomical knowledge of each player. I have applied the simple school grading system of 1 to 6, where 1 is very good knowledge and 6 is insufficient. The players all begin the game with satisfactory knowledge (number 3).

Comment: Some players have difficulties with expressing "high" and "low" on the die using this school grading system. I wanted an unambiguous correspondence to the number on the die, however. The die number is called "high" when the number is larger and "low" when it is smaller. In this school grading system, a "high" number is worse and a "low" number is better.

Rolling against the Study die

On occasion, the rules refer to rolling against the Study die. That means that you roll the white die and succeed if you roll a number equal to or higher than the number on your Study die. Thus, with a 1 showing on your Study die, you always succeed. In effect, you're rolling the white die to see how much knowledge you need to perform a particular action, while the Study die shows how much of the required knowledge you have.

Bonuses and Penalties on the cards

Bonuses and Penalties are shown on some of the cards. The stated modifiers always refer to the white die, which will be rolled for the corresponding action. After rolling the white die, the result is modified by the number stated on the card. Operations are thus made easier by one (+1) and reanimation made harder by one (-1). The Bonuses on the cards refers only to Body Parts that were previously sewn on successfully and not to Body parts that have yet to be sewn on. A previously sewn on Left Arm with a value of 1 to 5 gives a bonus of +1 on the white die roll when trying to sew on a Right Arm (this bonus also applies even when trying to sew on a rotted Right Arm).

Operating Rules

Each Body Part may only be sewn on once and only at the body position corresponding to normal anatomy (i.e. a Left Arm is sewn at the left shoulder, etc). A Brain may only be put into a Head, thus, it (the Head) is the only Body part that must be stitched on prior to sewing on another Body Part (the Brain). Once successfully sewn on, Body Parts cannot be removed.

Why is the Study Die turned to the next highest number after a Grave Robbery?

Preparing for a Grave Robbery doesn't provide any significant amount of anatomical study since all that is necessary is to read the obituaries in the daily news and to study graveyard layouts. As a result, valuable study time is lost and the material is forgotten.

Why is the Study die turned back down again after a successful Grave Robbery?

Because the knowledge lost during preparation for the robbery is made up for by the experience gained in removing the Body Part from the corpse ("Learning by Doing").

Why is the Study die turned up after a theft (from another player)?

As with a Grave Robbery, the time used to prepare for a theft is time lost to studies since the thief must analyze the habits and house plans of his victim. As a result, valuable study time is lost and the material is forgotten.

Why can I be robbed, if I have an equal or greater number of Body Part cards as the number on my Study die?

The more time you spend in your studies and the more loaded your warehouse becomes, the worse you are able to pay attention to your possessions. Previously, I had a much more complicated rule for this process but this simpler rule has made the game play better.

Why is the Study die turned up after a successful Operation?

Well, of course, the successful Operator must celebrate his success and, as a result, becomes "well-preserved". Such powerful celebrations frequently lead to the loss of brain cells and knowledge.

Why is the Study die turned down after a failed Operation?

This is rather like a successful Grave Robbery and "Learning by Doing". Now that you know how *not* to perform the Operation, your odds of getting it right the next time are better.

Why is the Study die turned to 6 after robbing the Gallows Heap?

The Gallows Heap is an extremely public place where you can easily be caught. Such business normally causes the scientist who has lived through it to feel extreme stress. Sleepless nights and confusion are the result and, thus, it is impossible to concentrate on skilled knowledge. The acute stress also prevents "Learning by Doing".

Why doesn't successfully sewing on a "rotted" Arm or Leg give a bonus when sewing on another Arm or Leg?

Because managing to sew on a useless Body Part doesn't tell you much about sewing on a healthy Body Part. Also, the characteristics of such putrid material are too varied to give you any useful information about sewing on another such rotted limb.

Why can I take back my Grave Robbery cards if I have more face-up Grave Robbery cards than the number showing on my Study die?

I would be lying if I claimed that I had a thematic explanation for this rule. It is simply that there needed to be some mechanic for getting the cards back and this one has proved to work well.

Text on the cards:

On all Left Arms that are not rotted:
+ 1 on a Right Arm Operation

On all Right Arms that are not rotted:
+ 1 on a Left Arm Operation

On all Left Legs that are not rotted:
+ 1 on a Right Leg Operation

On all Right Legs that are not rotted:
+ 1 on a Left Leg Operation

Brain with the value of 7:
- 1 on Revival

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