Abomination
THE HEIR OF FRANKENSTEIN

Frequently Asked Questions
(AND COMMON MISTAKES)

1. **Can I place a worker at a location and not take the action?**

   You must place at locations with the intent to resolve that space's effect. So you should not place at a location simply to block it or just to get bumped, unless you are playing a humanity card that specifies that. However, you can draw cadaver cards at the Cemetery and Morgue and then choose not to keep any of them.

2. **How and when do I gain Research and Humanity card benefits (specifically, the ones denoted by icons)?**

   Once you draw a card from either the Academy or Saint-Roch, you must satisfy the condition on the card in order to gain the icon benefits at the bottom of the card. A few cards offer an immediate benefit (i.e Tutor) and only require you to discard the card. But most require a specific action to be taken. Some offer a double benefit, such as Hands of Healing. You get to heal your monster of all damage AND gain 2 expertise (the icon benefit) once you do so.

3. **When can I play my Research and Humanity cards?**

   Normally, you can play them anytime on your turn when it makes the most sense to do so. Once you have the ability to satisfy the card's condition, for example. However, some cards allow you to play them out of turn, such as "Before the City Phase" or "Between Turns" (which is the same as "Between Player Actions"). So in the latter case you would play the card right after one player resolves their location, and before the next player places their meeple.

4. **Can the current First Player place a meeple at the First Player location in order to retain the first player?**

   Yes.

5. **Can I bump my own workers in my lab?**

   

   Yes. So long as there is room on the Bribe & Bump track.

6. **If a monster part is downgraded or destroyed completely, do you lose the points you gained from building it?**

   No. In fact, you can earn points again if you rebuild it.

7. **Can I use Preserved Materials to build monster parts?**

   

   No. Once muscle or organ materials are preserved, they can only be sold in the market. Bones are the only materials that can be used for both building a monster part and selling in the market.

8. **Since the Morgue cards are face up, does this mean I can look through the deck to see what's coming?**

   No. You draw the top 2 cards, but can decide whether to keep either of them.

9. **Explain Sir Reginald's special ability. Does this allow him to roll 7 dice when you throw the switch, 1 more than the max?**

   Sir Reginald gets to roll +1 gray dice when throwing the switch, so he could indeed roll a 7th dice if you flipped 3 leyden jars to roll 6 + 1. Or conversely, he could roll just 1 dice with no leyden jars flipped. Alternatively, you can opt to charge 1 leyden jar instead, once per round.

10. **Baptiste's (the psychopath's) humanity "cannot change from 0." What does that mean?**

    It means you can murder and take other inhumane actions without losing humanity (and therefore, points). But you also do not gain humanity (or points) from locations like Saint-Roch. If an event requires you to lose or gain humanity to gain a benefit, you may still gain the benefit, but would ignore the humanity adjustment. In some cases, you may lose reputation instead.

11. **If an Encounter says Target is "Player who did X or most recently did X", when does that refer to? It's the beginning of the round, so nobody has done anything.**

    It refers to actions players have taken in previous rounds. There are only a couple of these, but the hope is that the specified action is rare or significant enough that players would remember doing it (such as playing an Aid Captain Walton card, or taking the Murder action). If there is ever any doubt among the players involved (i.e everyone is murdering all the time), First Player can choose the target.

12. **Does the Maggot Infestation event go away at the end of the round, like other events?**

    No, it remains until players resolve it.

13. **When I throw the switch, can I roll dice one at a time?**

    No, you have to roll 2, 4 or 6 dice all at once (depending on how many leyden jars you flip).

14. **When I play the 'Thwart' humanity card, do I get to choose where the player places their meeple, or do they choose?**

    The player you thwart chooses where else to place their meeple. You are just blocking their first placement option, forcing them to choose another.

COMMON MISTAKES

GAINING VP FROM DIALS DURING THE GAME

You only gain VPs from the attribute dials at the END of the game, and it's only the highest value you reached on each dial. So don't make the mistake of earning VP each time your dial reaches or passes a VP level on the dial. Only the final position of the dial matters when scoring points.

LOSING TOO MUCH HUMANITY FROM THROWING THE SWITCH

If you roll 2 or more black hearts in one throw of the switch, you still only lose 1 humanity, no matter how many black hearts you rolled. This penalty is not cumulative.



TOO MANY MEEPLES

You will never have more than 4 workers at any given time. You start with 1 scientist and 2 assistants, eventually add 1 more assistant, then slowly REPLACE the assistants with scientists (not just add them). Therefore, the quantity of meeples you have to place each round is never greater than 4.

NOT REPLACING CARDS

Whenever a scoundrel is hired, or a research or humanity card is drawn, it's IMMEDIATELY replaced with a new one. There are never empty slots at these 3 locations.

TOO MANY MATERIALS

Each time you add materials to your lab, check to see if you are in excess of 15 in any stage. If you are, immediately discard materials of your choice until you are back to 15.



DOUBLE DIPPING ON RESEARCH CARDS

Whether you are using the card's main benefit or the dice mitigation effect at the bottom (never both), research cards are one-time use, then discarded to the bottom of their deck. They don't stay in play.

ORDER OF OPERATIONS FOR DICE EFFECTS

When you throw the switch, after all re-rolls are resolved, you always apply damage markers first, then alive markers (if possible). If a monster part is ever downgraded due to having 2 damage markers on it, those markers are immediately discarded before adding additional markers.



GENERAL TIPS

ROLLING TOO LATE

While some people may claim it's unwise to roll early, it can be a strategic mistake to wait until the end of the game to start rolling dice and trying to animate your parts. By then, if the dice don't go your way, you have very few chances to recover. An alternative is to roll early and often, as early as round 3 or 4, to give yourself more chances to throw the switch. But do so smartly! Unless you possess a research card that avoids damage, it's better to roll less dice than you have actual monster parts in order to safely distribute the damage. Then repair your monster (if needed) before the next lab phase. By the final 1 or 2 rounds, you should only need to animate 1 or 2 parts and hopefully have the expertise to roll only blue dice. Of course, investing in research cards for dice mitigation is critical as well.

MOVE ALONG

When a player places at a cadaver location and selects their cards, the next player can go. No need to wait and watch them count out all their materials.



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