Abomination
THE HEIR OF FRANKENSTEIN

Igor Variant:
FOR A SHORTER GAME

SETUP CHANGES

Follow the normal setup in the rule book, but for steps 7 and 8 (humanity / event deck), do this instead:

7. Remove 2 of the 3 **Aid Captain Walton** cards from the humanity deck, then follow step 7 as instructed.
8. Collect 4 random event cards and 4 random encounter cards and shuffle them together to form an event deck. Then, collect 1 additional random event card and add it to the top of the event deck. Cover the event deck with the event cover card and place on the event board. Place the Event markers nearby. (Changes to this step are highlighted in **bold.**)

After setup, make these additional adjustments:

A. Give each player 2 Leyden jars, flipped to their charged side.



B. Give each player 1 leg (skin side up) and 1 arm (muscle side up) to place on their table.

C. Set each player's reputation to 4 (if Tanaka, set to 6) and their expertise to 5 (if Marie, set to 6).

D. Place 4 police tokens on the Story Track, covering rounds 2, 6, 9 and 12. These rounds will be skipped.



RULES CHANGES

Event / Reset Phase

1. Rounds with police tokens are skipped, and an execution event automatically occurs whenever this happens during the reset phase. First Player still draws an event card at the beginning of each new round, but ignores execution icons, if present.

Executions now only occur when rounds are skipped.

> **Example**
> At the end of round 1, the Captain is advanced to round 3, skipping round 2 (which is covered by a police token). An event card is drawn and resolved normally, but an execution event also occurs, regardless if an execution icon is present or not.

Note: If an **Aid Captain Walton** card causes the Captain to move passed a skipped round during the city phase, no new event cards are drawn, and no execution occurs.

City Phase

2. If a player buys ice, they must place it on its half-melted side. It now only lasts 1 round instead of 2.
3. When players use a Scientist action to Charge Leyden Jars in their lab, they may charge 4 jars instead of 3.



Lab Phase - Throw the Switch

4. **Charged Leyden jars can be used for re-rolls.** After a player rolls dice during Throw the Switch, they may spend 1 charged Leyden jar (if available) to re-roll any number of those dice. They may repeat this for each charged Leyden jar they have remaining. This mitigation is in addition to any research cards they have to play.

> **Example**
> Player A has 4 charged Leyden jars (the max). They may choose to flip 1 over to its uncharged side and roll 2 dice, same as before.
>
> However, they may now re-roll 1 or both dice, up to 3 times, performing 1 re-roll for each remaining charged Leyden jar they have.
>
> If Player A wanted roll 6 dice (flipping 3 Leyden jars), they may spend their last Leyden jar to re-roll all 6 of those dice, or any quantity up to 6.

5. **Black Hearts on gray dice are an optional Alive trigger.** If a player rolls a 💔, they may place an 👁 marker on 1 monster part at the cost of 1 humanity for each result. Otherwise, they would ignore this die result and receive no penalty.

   Note: If playing Baptiste (the psychopath), they must pay 2 reputation instead of 1 humanity to receive this benefit.

6. Players cannot place an 👁 marker on the head of their monster until all 5 other monster parts are built and fully alive. The head must be animated last. It's worth double points.

End Game Scoring - Alive Markers

7. Ignore end game points on the anatomy card for 👁 markers. Instead, earn 5 points for each 👁 marker on any monster part except the head. Earn 10 points for an 👁 marker on the head.

						End Game: Alive?
Head	18	3 5 3	11	7	-2	10
Torso	15	5 6 4	10	6	-2	5
Arm (each)	7	3 2 3	6	3	-1	5
Leg (each)	10	3 3 5	8	4	-1	5

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