
FRANKENSTEINING FRENZY

A Tabletop Game Prototype by Meagan Couture with help from my friend - Ingram

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Abstract:

Frankensteining Frenzy is a game about card effects and creature creation! The players construct their Frankenstein's Monsters out of 5 different parts - a Head, a Torso, Legs, a Right Arm, and a Left Arm – and each part can be equipped with an accessory to further boost its abilities. At the start of each turn, the players declare if they are going to attempt to Draw, Discard, Create, or Battle, and whichever phases are declared are carried out, assuming the conditions to do so are met. These phases are always done in order of Drawing -> Discard Effect -> Creation -> Battle. Players pit their partial creatures against one another in a race to create the strongest completed Frankenstein's Monsters, accessories and all! This is a game where you might find a Man Lion wearing a top hat fighting an Angelic, Fridge Pegasus or simply two arms trying to arm wrestle for dominance! What kind of creature will you create?



Rules:

Things needed for the game:

1. One game mat for each player. This is your field.
2. The cards mat and the phases mat which will be placed between the two players.
3. 296 Cards: 200 Parts Cards and 96 Accessory Cards.
4. Victory Tokens (1, 3, and 5)
5. 4 phase cards for each player.
6. Your Rulebook!

Overview of a turn:

7. Players simultaneous choose and reveal which phase they are initiating.
8. Following the order on the phase mat, complete each phase, with players completing the phases simultaneously. Phase rules are laid out on the next page.

Game Setup:

The Parts Cards and the Accessory Cards are put into one deck and shuffled. This is placed between the two players to be drawn from throughout the game. Each player draws 7 cards to their hand and are each given a set of phase cards which they will use to show which phase they are initiating. Between the two players, place the 3 victory point token bags with the victory tokens, the two playmats, and the cards and phases mats. Begin.

To start each turn, have each player choose their phase and reveal at the same time. They then place these phase cards on the phase mat and complete each of those phases in the order indicated by the mat [follow the arrows]. Though the rounds go simultaneously, each player must wait for the other to complete the phase before moving on to the next phase. If the same phase is called by multiple players, that phase is only completed one time but both players will get the phase bonus.

Players may choose to skip during any phase that has been called.

Drawing Phase:

Phase Purpose: To allow the players to fill their hands with Part and Accessory cards.

Phase Condition: There must be cards to draw from the deck.

Phase Action: Draw 2 cards from the deck, discard 1. The card's discard affect is not activated during the Drawing Phase.

Calling Bonus: Draw an additional card from the deck.

Discard Effect Phase:

Phase Purpose: To allow the player to activate a card's discard effect.

Phase Condition: Have cards with effects to discard.

Phase Action: Activate a discard affect by discarding from their hand or from the field (field is your game mat) that is of equal or lower summoning cost. To activate a level 4+ card, you must sacrifice one additional card. Because of this, you may chain discard effects, meaning that if you use have to discard another card to activate an effect, its effect will also be activated. However, if the card you discard in this chain is a level 4 or 5 then you must still pay its discard cost of 1. Chains are capped at 3 effects/cards.

Calling Bonus: You may activate 2 card effects with turn.

Creation Phase:

Phase Purpose: To allow the player to construct one accessory or part card.

Phase Condition: Can only construct if you have the necessary number of cards to sacrifice.

Phase Action: Construct parts cards or accessory cards.

Calling Bonus: Your summoning cost is "Summoning Cost-1" for this round. [capped at 0]

Battle Phase:

Phase Purpose: To attempt to disrupt the progression of your opponent

Phase Condition: Can only be initiated when both players have at least one monster part.

Phase Action: Your roll as Attacker or Defender is determined by if you initiated this phase. Because of this, there can be multiple battle phases, the order of which is determined by the player with the lowest overall attack stat. Send your partial monster into battle. Both players may discard cards from the field or their hand to activate battle effects. Each card has an attacking and defending stat which is used in the corresponding situation (if the player is attacking or defending).

If the Attacker's overall attack stat is less than the Defenders overall defense stat after card effects have been applied, then the Attacker's lowest attack part card is destroyed.

If the Attacker's overall attack stat is greater than the Defender's overall defense stat after card effects have been applied, then the defending player loses their lowest defense part card.

If the Attacker's overall attack stat is equal to the Defender's overall Defense stat, then each player's lowest overall stat card is returned to their hand.

If you destroy an opponent's card(s) during your battle phase, then you gain victory points equal to the total summoning cost of cards destroyed.

If both players call for a battle phase, these phases will occur simultaneously and both players will attack each other's defense stat. In the ensuing battle, both players may lose cards, one may lose a card, or both players lowest defensive card may be sent to their hand, depending on the outcome set by the rules above.

Effect Types:

Discard Effects: These effects are only activated during the discard phase. Effects vary depending on the summoning cost of the Part or Accessory. Cards with summoning costs over 3 require you to discard one additional card in order to activate their discard effects.

Battle Effects: These effects are activated during the Battle Phase either at the start of the phase or after damage calculation has been done. Cards that indicate in their battle description that "if they are removed from the field" or any variation of that event always occur after damage calculation. Battle effects are activated if a card is destroyed. In order to activate additional effects, the card must be sacrificed from the field.

Synergy Effects: These late game effects are activated by summoning multiple cards of the same creature type (humanoid, beast, alien, robot) or by summoning all of the parts of the same creature. [Not currently available in the game].

Win Condition:

Once either player has completed their monster, the game ends and Victory Points of the Creatures are calculated. This is calculated by adding up the following:

- The summon cost of each part on your side of the field
- The summoning cost of each accessory on your side of the field
- Any Additional Victory Points gained throughout the game.

Assets: Card, Board, and Token Anatomy



Victory Point Tokens: Worth 1 [purple], 3 [orange], and 5 [green] victory points.

The worth of each token is displayed on its back.

Creature Parts Card:



Back of card



Accessories Card:



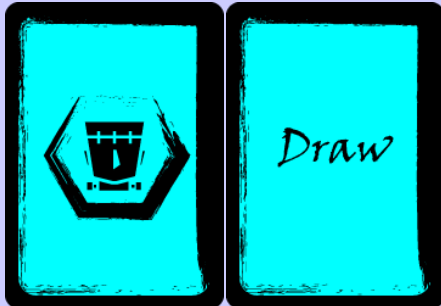
Temporary Cards Mat



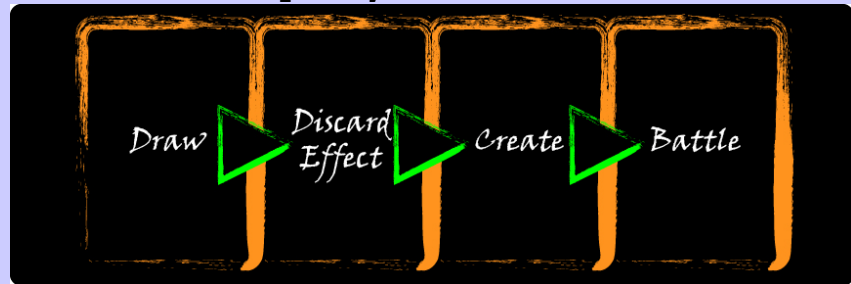
Phase Card

Back

Front



Temporary Phases Mat



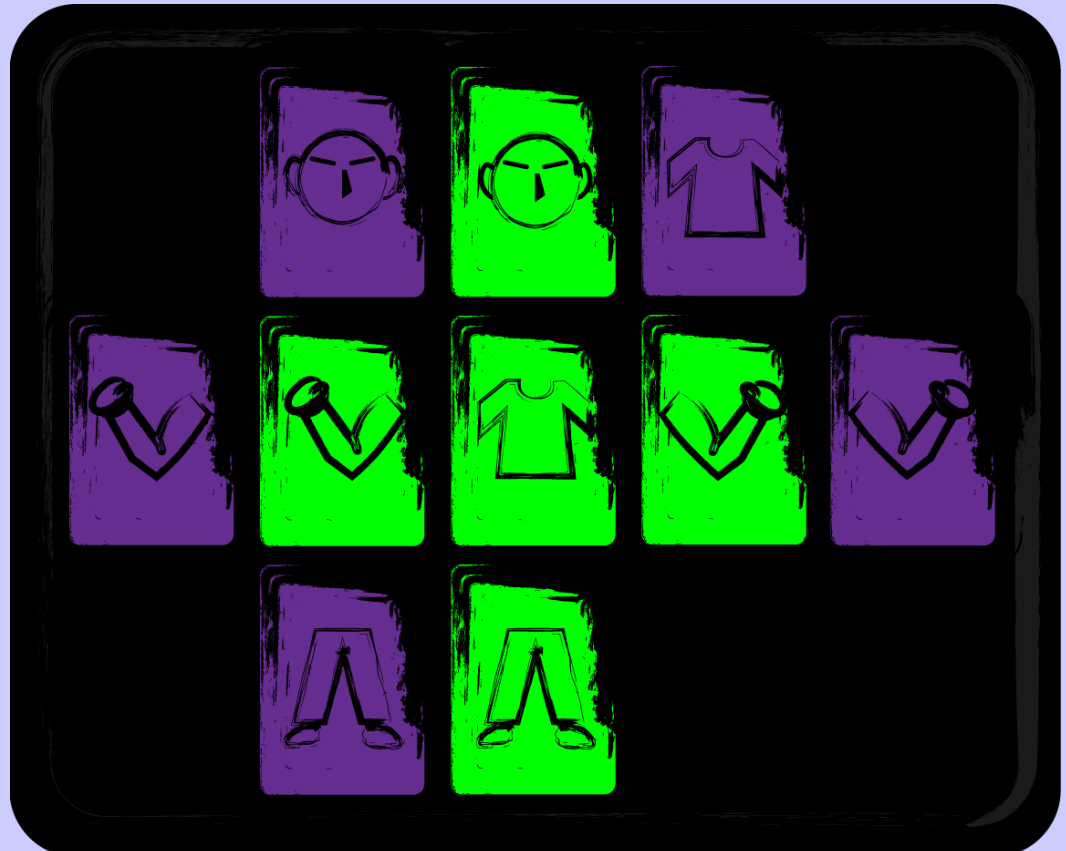
The phases mat is used for placing tokens to show which phases the player want to initiate this turn. Players put their tokens down at the same time and the phases occur in the order shown on the mat, following the arrows.

Game Mat




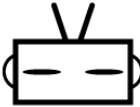






This is your field.

Green spots indicate a spot for a parts card and which part they are associated with.

Purple spots indicate a spot for an accessories card and which type of card is allowed to be placed there.



Icons:

Icon	Name	description
	Game Logo/ Humanoid Tribe	Acts as the logo to this game or indicates that this game piece is part of the humanoid tribe.
	Alien Tribe	This game piece is part of the alien tribe.
	Beast Tribe	This game piece is part of the beast tribe.
	Robot Tribe	This game piece is part of the robot tribe.
	Head Part	This belongs only in the head card slot.
	Torso Part	This belongs only in the torso card slot.
	Legs Part	This belongs only in the legs card slot.
	Arm Part	This belongs only in the arms card slot.
	Attack Stat	This is related to the attack stat.
	Defense Stat	This is related to defense stat.

Questions, Hopes, and Hypothesis:

Q1. Are there any card effects that the players would like to feel that are not represented or are not represented enough?

Q2. Does the spread of part and accessory cards feel balanced? Are the players finding it difficult to find certain card types?

Q3. Should there be more or less cards?

Q4. Is any one phase being called more than the other phases?

Q5. What are some other cards you'd like to see in this game?

Q6. Would the win condition work better to have it just be the players complete the monster and they win, or does this victory point system work? How would you change it if at all?

Q7. Do you think it may be a good idea to separate the different creature types into their own decks and let the players choose what decks they want to introduce into the game?

Hope1. I hope to see the different kinds of engines that my game may create thanks to the different play styles the different creature types support.

Hope 2. I hope to see if the different kinds of creatures feel like they are well supporting different types of players and different ways of trying to reach the victory condition.

Hope 3. I hope to learn whether or not the scope of this game is too large and would take much longer than intended due to too many card effects.

Hypothesis: Though I think that this game is well built to support a variety of playstyles and create a number of engines which allow the players to traverse the board, the deck, and even the discard pile, I feel that in its current state, the effects that I have laid may be have issues with power balance and may also be difficult to find the engines for new players. I expect that my play testers will find broken combinations and find ways to break the game such that there is some sort of unforeseen loop, or perhaps that my effect descriptions can be exploited in ways that I did not expect. Perhaps as well I may find that my victory condition takes a long time to reach. I feel that the play session will not be long enough to support a full session.

Playtesting Results:

As expected, the play session was not long enough to get a full session. However, there was much learned from this session. Here are some things I realized from the session and my responses to them.

I felt that I needed to find a better way to visually enforce the order of the phases. Ergo I have created a phases mat.

I realized there might be some confusion if both people have called for a battle phase. Ergo I have decided to clarify the language around that.

I realized that the players may influence each other's decisions for what phase they're calling and I don't want that. Ergo, I have created 4 cards indicating each phase and the players will be required to reveal which card they choose at the same time.

I realized that I need to find a way to better balance how many cards are currently in play since there are so many cards. This is still a work in progress.

I feel that I need to find a quicker way to describe to a player how the game works beyond this book. I will create a single page that gives bullet point steps for how the game should run.

I felt that powerful discard affects were currently too easy to use. So, I increased the needs for using both level 4 and 5 discard effects and battle effects.

My player was giggling the whole time and reported that they enjoyed the play of the game. They also reported that after a few rounds, it becomes straightforward and easy to understand the flow of the game. I do feel that some aspects were lost through the course of this play however, so I will work to make sure that those aspects are also included in this straightforward flow.

Playtesting Session 2:

Battle system needs clearer wording.

Some of the cards need clearer wording.

I need icons for attack and defense

Celestial Being text – Change to play your NEXT phase twice. And does not gain victory points due to card effect.

Moon rock missing cost

Creature Types, Accessory Cards, and Stats:

Level Types:

- Level 1:
 - No effects or No Stats but Good Synergy
- Level 2:
 - One Effect but it is basic
- Level 3: Average/Balancing Cards
 - Median Level Effects and Synergy
- Level 4: High Risk High Reward
 - One Strong Ability
- Level 5: Ultimate
 - Two Strong Abilities

Creature Tribes:

- **Humanoids:**
 - Balanced
- **Beasts:**
 - Aggressive
- **Aliens:**
 - Wild Card
- **Robots:**
 - Defensive

Creature Types

Card Name	Creature Type	Level	Attack Stat	Defense Stat	Discard Effect	Battle Effect	Flavor Text
Little Green Alien	Alien	1	0	0	THE CLAWWWW (grab a card from the discard pile at random)	Strangers, From the Outside! (Put a card removed from the game into your hand)	Your everyday extraterrestrial
Martian	Alien	1	1	1	N/A	N/A	These creatures have called the Dusty, Red Planet home for many thousands of years, hidden from human eyes deep underground.
Interstellar Traveler	Alien	2	2	2	What'cha Got? (Both Players trade a card at random)	N/A	Travelling across the stars, the Interstellar Traveler seeks only to trade goods throughout the galaxy.
Militant Extraterrestrial	Alien	2	2	1	N/A	Invader Enlistment (Look at the top 3 cards of the deck and put an Alien card into your hand)	From planet to planet, these ETs have conquered countless lesser worlds in order to expand their empire. Here's to hoping we're not text...
Fungaloids	Alien	3	0	3	N/A	Spores (Nullify the attack of the opponent's part in the same slot until the end of the turn)	A strange race of docile aliens who evolved from fungi. As they are difficult to communicate with, the only message we've been able to translate is: "Can you reproduce by budding? Can ya?"
Yobi - Bug Eyed Aliens	Alien	3	2	2	2020/2020 Vision (Your opponent plays with their hand revealed for the next 2 turns)	N/A	Though chatting with one is already not for the squeamish, playing any game with the Yobi species of alien is always infuriating, as they often use their many powerful eyes to see into your hand... I swear I would have won that game...
Area 51 Alien	Alien	4	5	1	The Void (Remove 5 cards from the discard pile at random from the game)	Secret Stash (Draw 5, discard 1)	They called me crazy... everyone told me that I needed to put away the Tin foil hat... but they didn't see what I saw in that place.... And now no one ever will!!!!
Shape Shifter	Alien	4	5	5	Transform (turn a Part you control into a copy of any Part your opponent controls)	Perfect Deception (Divert the destruction of any other card on your side of the field to this one.)	There's an imposter among us, but no one can tell who it is thanks to its perfect shapeshifting abilities.
Celestial Being	Alien	5	9	9	Time Lapse (Play your next phase twice)	Holy Nova (destroy the board)	More ancient and powerful than any other other lifeform we've yet seen, the Celestial Being is an enigma that we know little about. Everywhere it goes, it brings either a miracle... or pure destruction...
Crystalline Lifeform	Alien	5	7	8	One Man's Trash (Search the discard pile for an accessory and put it into play)	Faulty Equipment (Search the deck for an accessory card and put it into play, destroy it at the end of the turn)	Born from Massive Gems near a distant star and with "DNA" made entirely of Crystal lattice Structures, we do not yet understand how these crystal stellar

							Scavengers gained Sentience.
Dog	Beast	1	2	0	N/A	N/A	The goodest pupper that ever was. This playful doggo only wants to play, even though that might include biting.
House Cat	Beast	1	2	0	N/A	N/A	These Mischievous lovebugs battle their enemies by pushing their them off of high surfaces. Don't ask how they got them up there in the first place. We're not sure.
Imp	Beast	2	1	1	Soul Pairing (This card counts as 2 summoning cost levels towards the next part card that you a summon)	N/A	Making a deal with these tiny nuisances might be worth it in the moment, but since they have no real power, they're just going to annoy the heck out of you forever.
Lion	Beast	2	5	3	N/A	Lion's Pride (+1 attack for each Beast part until the end of the turn)	The lion finds strength in its pride. Beware of its power once its pride has grown in numbers.
Cerberus	Beast	3	4	2	N/A	Triple Bite (+3 attack)	This fierce 3-headed beast has a dangerous bite that no being ever wants to experience.
Pegasus	Beast	3	5	1	Beating a Dead Horse (Discard this and another card and draw cards equal to their combined summoning cost. This does not activate the other card's effect.)	N/A	
Nessie	Beast	4	7	3	N/A	Hidden in the Deep (Negate the current Battle Phase)	
T-Rex	Beast	4	5	3	N/A	Feeding Time (Draw cards equal to the destroyed Part's cost)	
Dragon	Beast	5	12	4	Eye for an Eye (Players discard to the fewest number among both players)	Dragon's Hoard (summon up to 3 lesser part or accessory cards equaling the total summoning cost of the part card that was sacrificed)	
Phoenix	Beast	5	7	7	Reborn (Summon a level 4 Part from the discard pile)	Sacred Fire (Remove a level 4 Part from the game)	
Basic Human	Humanoid	1	1	1	N/A	N/A	This character loves a good cup of Sunbucks to start the day
Human Skeleton	Humanoid	1	0	0	Rattle the Bones (draw 2 cards)	N/A	
Vampire	Humanoid	2	2	3	N/A	Blood Thirst (opponent discards a card)	
Zombie	Humanoid	2	2	2	Undead (retrieve another monster part from the discard pile)	N/A	
Warlock	Humanoid	3	2	6	Pain=Gain (sacrifice a limb, gain victory points equal to its cost)	N/A	
Witch	Humanoid	3	4	4	N/A	Witch's Brew (draw 2 and discard 1 card)	
Demon	Humanoid	4	4	5	N/A	Hell's Fire (Permanently remove 3 defense points from your opponent's highest level card.)	
Werewolf	Humanoid	4	3	5	N/A	Gather the Pack (Look at the top 3 cards, reveal a Beast card and put it into your hand)	

Archangel	Humanoid	5	7	5	Fallen Angel (Destroy any number of Parts that amount up to 4 cost)	Resurrect (Retrieve any number of parts that amount up to 4 cost and play them)	
Frankenstein's Monster	Humanoid	5	6	6	Monster Mash (Retrieve 4 cards of different levels from the discard pile)	Frankenstein's Frenzy (look at the top 4 card of the deck, reveal any humanoid cards and put into your hand)	
Robot Dog - iDog	Robot	1	1	2	N/A	N/A	iDog plays all your favorite tunes
Sentient Fridge	Robot	1	0	3	N/A	N/A	Is your refrigerator running?
Android	Robot	2	1	3	N/A	At Your Service (Draw cards until you have 4 in hand)	
Droid	Robot	2	1	4	Scrap for Parts (Discard another card and retrieve a card from discard of equal or lower cost)	N/A	
Cyborg	Robot	3	2	4	N/A	Arm Cannon (Discard a non-Robot Part and add attack equal to twice its cost)	
Sentry Turret	Robot	3	1	5	Locked-On (Choose a Part your opponent controls, when that Part is destroyed receive double the amount of Victory Points)	N/A	
Nanobot Swarms	Robot	4	3	6	N/A	Gray Goo (Discard this and one other card to summon two Nanobot Swarm parts to the field. The other card's effect is not activated.)	
Moving Fortress	Robot	4	0	10	N/A	Reinforce (+5 Defense until the end of turn)	
Giant Mech	Robot	5	4	12	Recycle (Replace 2 non-Robot Parts you control in play with 2 Robot Parts from Discard)	Metallic Flesh (Deal damage equal to your Defense instead of Attack)	
Advanced AI	Robot	5	6	10	COD1N6 101 (Rearrange the top 15 cards of the Deck)	Exterminate (Discard any number of non-Robot Parts and increase its attack based on their total cost until the end of turn)	

Accessory Cards

Card Name	Creature Type	Part Type	Level	Equip Effect	Battle Effect	Flavor Text
Space Helmet	Alien	Head	1	plus 1 defense	N/A	
Mind Control Cap	Alien	Head	4	(-3 Attack/ -3 Defense) **Can Only be Equipped to a Celestial Being Part Card. Activates the Celestial Being Synergy Effect without having to have all 5 cards.	If a creature with this item equipped is attacked, discard one card from your hand to equip this to your opponent's monster in place of what they are wearing in this slot. This card is discarded at the end of the battle phase.	
Star Cloak	Alien	Torso	5		Sacrifice this card to protect the Celestial Being Card it is equipped to.	
Space Suit	Alien	Torso	1	plus 1 defense	N/A	
Space Gun	Alien	Arm	3	The equipped card's attack and defense stats are now swapped	N/A	
Moon Rock	Alien	Arm	4	plus 1 attack	Lunar Baseball (Decrease your opponent's overall defense by 3 and give them this card at the end of the turn)	You hit your opponent in the head a rock. Oop they're back at you...
Energy Sword	Alien	Arm	3	plus 2 attack	Discard this card in place of losing the monster part that it is equipped to	

Force Choke	Alien	Arm	5	plus 3 attack	Discard this card to detain your opponent's highest-level stat card for one turn.
High Jump Boots	Alien	Leg	2	plus 2 attack	N/A
Gravity Boots	Alien	Leg	2	plus 2 defense	Sacrifice this card to gain 1 victory point for every alien card on your field.
Cat Ears	Beast	Head	1	plus 1 defense	N/A
Unicorn Horn	Beast	Head	4	plus 1 attack **Can Only be Equipped to a Phoenix Part Card. Activates the Phoenix Synergy Effect without having to have all 5 cards.	Discard this card in place of losing the monster part that it is equipped to and summon a lesser Head accessory in its place (level 1-3) from the deck or your hand.
Phoenix Fire	Beast	Torso	5		Sacrifice this card to protect the Pheonix Part Card it is equipped to.
Dragon Wings	Beast	Torso	3	N/A	If this card is lost from the field due to battle, draw 3 cards.
Dog Bone Club	Beast	Arm	1	plus 1 attack	N/A
Claws	Beast	Arm	2	plus 2 attack	Sacrifice this card to gain 1 victory point for every beast card on the field.
Tentacles	Beast	Arm	4	plus 2 attack	Sacrifice this card from the field to remove an accessory card from your opponents side of the field of equal or lesser value.
Scale Armor	Beast	Arm	3	This card's defense is equal to attack + defense, but the attack is set to 0.	N/A
Dragon Tail	Beast	Legs	5	plus 5 defense	N/A
Cat Tail	Beast	Legs	2	N/A	If a monster with this item equipped is attacked, discard this card to discard a card from your opponent's hand at random.
Top Hat	Humanoid	Head	1	plus 1 defense/plus 1 attack **Can Only be Equipped to a Archangel Part Card. Activates the Archangel Synergy Effect without having to have all 5 cards.	N/A
Halo	Humanoid	Head	5		Sacrifice this card to protect the Archangel Card it is equipped to.
Vampire Cloak	Humanoid	Torso	3	The equipped card's attack and defense stats now both equal the higher stat	N/A
Angel Wings	Humanoid	Torso	3	plus 3 defense	N/A
Brass Knuckles	Humanoid	Arm	1	plus 2 attack	Sacrifice this card to gain 1 victory point for every humanoid card on your field.
Boxing Gloves	Humanoid	Arm	2	plus 1 attack	discard this card to gain 1 defense on your lowest defense until the end of the turn.
Revolver	Humanoid	Arm	2	plus 2 attack	N/A
Magic Staff	Humanoid	Arm	4	plus 5 attack	if this card is lost from the field due to battle, you must discard an additional
Demon Tail	Humanoid	Legs	5	plus 3 attack	if this card is lost from the field due to battle, summon up to 2 cards from your hand equal to or less than the summoning cost of this card.
Broom Stick	Humanoid	Legs	4	plus 2 defense	Sacrifice this card to curse your opponent's highest level equip card and send it back to the player's hand.
Laser Beam	Robot	Head	1	plus 1 attack **Can Only be Equipped to a Advanced AI Part Card. Activates the Advanced AI Synergy Effect without having to have all 5 cards.	N/A
Memory Card	Robot	Head	5		Sacrifice this card to protect the Advanced AI Card it is equipped to.

Metal Armor	Robot	Torso	3	plus 4 defense	N/A	
Missile Cage	Robot	Torso	5	plus 4 attack	If this card is lost from the field due to battle, release all of the missiles from the cage and take the opponents highest level equip card with it.	
Gyro	Robot	Arm	2	plus 2 defense	Sacrifice this card to gain 1 victory point for every robot card on the field.	Twirl this gyro around you to shield you from incoming attacks.
Ray Gun	Robot	Arm	2	plus 1 attack/ plus 2 defense	N/A	
Self-Destruct Button	Robot	Arm	4	N/A	If this card is lost from the field due to battle, the opponent also loses their lowest defense card.	
Steel Mallet	Robot	Arm	3	This card's attack and defense stats now both equal the higher stat	N/A	
Coils	Robot	Leg	1	plus 1 defense	N/A	
Turbo Jets	Robot	Leg	4	plus 4 defense	If this card is going to be lost from the field due to battle, sacrifice a card from your hand or the field to bring it back to your hand.	

Pictures:

