

# How to play HOLLOWS ABOMINATIONS

A competition for creative miscreants

## The world demands abominations!

Sharpen your bone saws and practice your whipstitching, the competition has begun! Who can breathe life into the most repugnant and bizarre monstrosity? Flaunt your insane genius, impress the judges with your deviancy, shock audiences around the globe with your very own gruesome display of bodypart bricolage.

Why on earth are we doing this, you ask?  
**Less questions, more abominations!**

## What's in the box?



## Setup

## prepare the slabs!

## Basics

- Display the grand prizes**  
Place the four grand prizes face up at the edge of the table.
- Display the awards**  
Deal four random award cards face up near the grand prizes. Return the rest to the box.
- Set up the spare parts buffet**  
Deal three tiles from the top of the body part deck face up in the center of the table. Place the remaining deck next to the buffet with space for a discard pile.
- Deliver the cadavers**  
Deal a random torso tile to each player face up and return the rest to the box.
- Peddle the body parts**  
Shuffle the body part deck and deal each player a hand of three tiles.
- Assign secret objectives**  
OPTIONAL: Deal a random secret objective to each player, face down. For your first game, you might want to skip this step.
- Spill the bolts**  
Place the bolt tokens in piles around the table so that all players can reach.

The player with the highest digit in the upper left-hand corner of their torso goes first.

Players will take turns drawing, stealing and playing tiles on each other's bodies in an effort to complete their own and stop their competitors from doing the same.

The objective of this competition is to get the most points from awards and consistency. Make sure you study the awards that are on offer at the start of the game, you'll be in rivalry with other players to meet goals like having the most eyes, fingers or tails. Most of the awards are randomized per game but a few (such as completing your abomination or having the most colors) are always up for grabs. You'll also get points for the color of which you have the most tiles, so aim to snatch up parts that match your color scheme.

Turn order rotates clockwise with each player taking two actions in order: **1 Roll & 2 Play**.



## Roll the die and do what it says

**NOTE:** On their first turn of the game, each player simply draws instead of rolling.

## 0 Draw

Take one tile from the top of the deck **or** from the spare parts buffet and put it into your hand. Immediately refill the spare parts buffet with a new tile from the top of the deck.

## Refresh

Discard all tiles in the spare parts buffet and deal out three new tiles from the top of the deck. **Then draw as described above.**

## Bolt

Take a bolt token and place it on an edge between any two tiles on your abomination where the artwork meets. **Then immediately roll again.**

## Steal

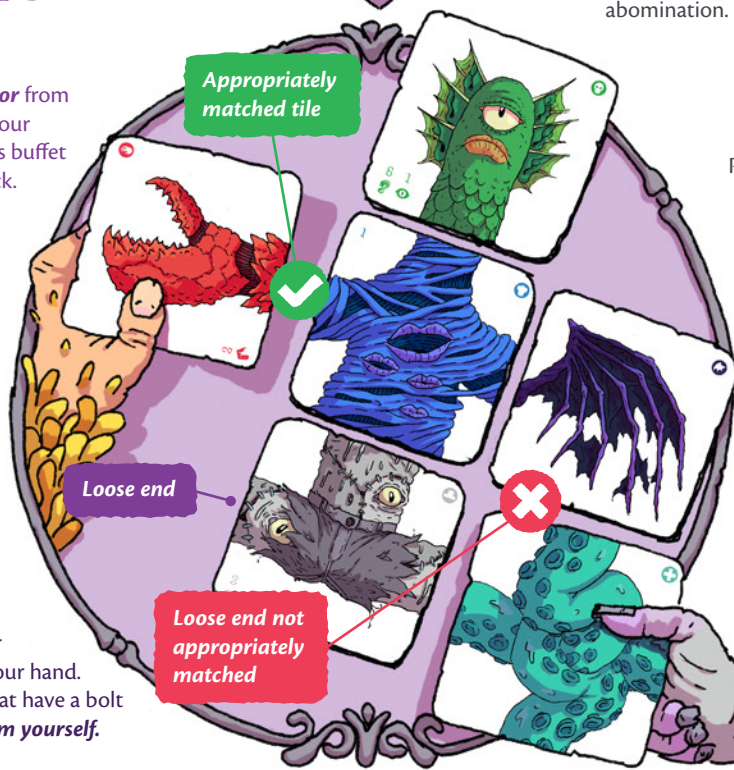
Take one body part tile from any other player's abomination and put it into your hand. You may not steal torso tiles or tiles that have a bolt token on them. **You may not steal from yourself.**

## Play any tile from your hand on ANY abomination

Take any tile from your hand and play it connected to ANY abomination. You must match all loose ends (a loose end is any side of a tile where the artwork meets the edge). The turn then moves to the next player.

## Lend your friends a hand. Or better yet, a crotch!

Place your parts with care... but also sabotage the competition every chance you get, you can't always win with artistry. Sometimes the best move is to add to another player's abomination, this is often the *only* way to stop someone from finishing! A nexus or crotch tile can give a player a lot more work to do before they can end the game.



- All loose ends must meet loose ends
- Don't let bodily normalcy blind you to opportunity. Sometimes a foot is better attached to a neck.
- There's no shame in completing someone else's abomination for them. It might work out in your favor.



It's fine to steal tiles from anywhere except yourself!



Sometimes the gangrene is greener on the other slab. Don't be afraid to 'borrow' parts from other players to meet your own ends. Here's a few hurtful tips:

- If there are no tiles available to steal, **roll again**.
- You can't steal torsos or bolted tiles and you can't steal from yourself.
- It's fine to steal from the middle of someone's body. You can leave awkward gaps or disconnected parts behind, it's not your problem. The tiles all stay exactly where they were in the grid.
- You don't have to play what you pinch, you can just use steal rolls to spite others.

## How it ends

The game immediately ends when:

**A**  
A player completes any abomination by closing off all of its loose ends

OR

**B**  
A player is unable to draw because the deck and spare parts buffet are empty

Scores are then tallied up.

All loose ends have been closed off



This abomination is complete and the game ends

For better value, bolt tiles that don't touch your torso



It's best to bolt parts down so they don't grow legs and run off. Or so someone doesn't run off with your legs. Keep a few things in mind:

- If you're already fully bolted down, just **roll again**. Nice work on that, overachiever.
- You have to bolt two tiles together where they meet. You can't place a bolt on a loose end and you can't place a bolt between two edges where the artwork does not meet.
- You'll get better bolt for your buck if you can avoid placing them on your torso.
- You **must** bolt if you have any unsecured tiles. We can't have bolts going to waste.

### Who's got the best bod?

To figure out each player's score, figure out the consistency score, awards, and any secret objectives and per the instructions below. Add them all together to get each player's final score. The highest score wins!



Consistency score

The judges are particularly interested in consistency, **which means having as many tiles of the same color as possible**. To determine your consistency score:

- 1 Figure out your dominant color**  
Look at your abomination and determine the color of which you have the most tiles. If you have an equal number of two or more colors, just pick any one of those colors.
- 2 Count up all the tiles in your dominant color**  
This number will be the basis of your consistency score.
- 3 Add any wild tiles**  
Each wild tile counts as one additional point. Add these to the total tiles in your dominant color and you've got your final consistency score. Note that your consistency score will always be at least 1, even if nothing matches!



For example:  
Here, red is the dominant color

**3 Red +  
2 Wild =  
5 points**



Here, blue and teal are tied for dominant color.

**2 teal/2 blue +  
1 Wild =  
3 points**

## Scoring & awards



Grand prizes & Awards

First, the player whose abomination was successfully completed gets the "Done!" grand prize.

Then the rest of the grand prizes and awards are dealt out to the players who meet the required criteria. **Each grand prize is worth 3 points. Each award is worth 2 points.** Look at each one in turn, checking the requirements against each player's abomination to determine who wins it.

For example, the player whose abomination has the most colors would win the "Showy" grand prize. Don't forget to count each wild tile as a unique color!



If any number of players is tied for a prize or award, **they each get the full points**.

You can use the provided point tokens to keep track of awards when there are multiple winners.



Secret Objectives (optional)

If you're playing with secret objectives, each player reveals their own and if their abomination successfully meets the criteria, **they get 2 points**.

If someone's plans are foiled by thievery, they may have met their objective and then later lost it. In order to get these points, the required criteria on the card must still be true at the end of the game.

If any player fails to achieve their secret objective, **they lose 2 points!**

### Hideous, indeed.

Congratulations! You've forced life upon a particularly impressive mish-mash of discarded parts! You are fearless and therefore powerful!

Share a toast with your abomination if it has a hand, a mouth, and doesn't despise you for creating it.

### Simplified rules

Hideous Abomination is great for all ages! You can easily simplify the rules to allow miscreants of all ages to enjoy making their own monstrosities.

#### For young players:

Don't use grand prizes, awards or secret objectives. Don't count up score at the end. The first person to complete their abomination wins.

#### For REALLY young players:

Don't use the die, don't use grand prizes, awards or secret objectives, don't set up the spare parts buffet, don't count up score at the end. Players draw from the top of the pile on their turn. The first person to complete their abomination wins.

### Flexible rules

This game is specifically designed to be just as flexible as the abominations you create!

Try using more awards, less awards, more secret objectives. Use ALL the awards. Score only based on color. Make awards into secret objectives. Make secret objectives public. Have two abominations per player. Work collaboratively on a single abomination.

**Play however you like!**