



Congratulations! You've just completed your Evil Doctorate! Now you've moved back to the small eastern European town where you grew up to start your revenge and build your first Monster.

Object of the game:

Players use their Doctors and assistants to acquire the necessary body parts, money and supplies to build a Monster. Once a player's assistants bring a brain, a torso, a set of limbs, and market supplies back to their castle, their Doctor can pay their assistants and assemble their Monster. The Monsters will then go on to destroy the town.

Components:

- 6 Turn Summary/Actions Summary cards
- 28 Character cards
- 13 Town/En Route cards
- 6 Castle cards
- 53 Action cards
- 28 Character tokens
- 18 Character bases
- 66 Money tokens
- 30 Body part/Supplies tokens
- 1 six-sided die (not shown)



Explanation of Symbols:



Strength



Smarts



Money



Beer



Jewelry



Sausage



Dress

Setup:

Place the 7 town cards face-up in a (randomly ordered) row in the center of the table. This is considered "the town."

Deal each player 1 castle card, 1 female assistant card, 1 male assistant card, and 1 Doctor card. Place them face-up in front of each player. Between each castle and the town, place 1 "en route" card.

Give each player the 3 coloured stands that match their castle, place them in their castle and fill them with the character tokens that match their assistants and Doctors.

Shuffle the "Action card" deck and place it within easy reach.

Deal 2 action cards to each player.

Place the complete gorilla body (brains, torso, and limbs) in the Zoo.

Place enough supplies for all in the Market.

Give each player 10 gold to start the game, placing the rest in a pile within easy reach. The pile is considered "the Bank."

The starting player is the person who most recently completed any educational course.



Based on the chart below, also place the correct number of bodies in the corresponding places:

Number of Players:	2	3	4	5	6
Hospital	0	0	1	1	1
Morgue	1	1	1	1	1
Graveyards	2	2	2	3	3

Body parts in the Hospital and Morgue should be randomly taken from the fresh parts, and should comprise complete bodies in each building, (brain, torso and limbs.) Body parts in the Graveyards should be randomly taken from the not-so-fresh parts. The Graveyard bodies should be complete, but when shuffled and distributed between the two Graveyards, each graveyard may not contain a complete body. Body parts in the Graveyards should go facedown.

Turn Overview:

Each player follows the sequence of play as follows. Each player does actions for all characters in one turn. Play passes clockwise until the game ends.

1. Resolve any vice cards that have been played on your assistants since your last turn.
2. Actions and moves in 2a and 2b may be done in any order.
 - 2a. Each assistant may have 1 move and 1 action.
 - 2b. Each Doctor may have 1 move and 1 action.
3. Draw up to your hand limit of 2.

Vice cards may only be played on Assistants that have that matching vice. They must be in any player's "en route," and they must not be travelling with their own Doctor. The targeted Assistant must roll higher on 1 die than their vice number. If they roll higher, the vice card is discarded and their turn continues. If they do not roll higher than their vice number, they give in to their vice and get distracted. Distracted Assistants immediately lose all body parts, supplies, and money that they are carrying. All body parts go back to the Morgue (gorilla parts go back to the Zoo,) and all money goes to the Bank. Supplies go back to the Market. Their turn then continues.



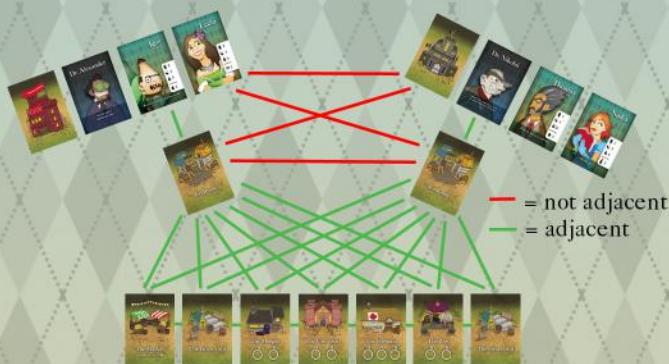
The sausage vice card may be played on Igor.

Movement:

Each assistant, Doctor, and Monster may move 1 adjacent place per turn. Making Monster sounds when moving a Monster is encouraged. Castles are adjacent to only their own "en route."

Each "en route" is adjacent to 1 castle and every building and graveyard in town.

Buildings and graveyards are adjacent to all "en route" spaces and whatever is directly next to them in town. (The town cards do not "wrap around" end-to-end.)



Assistants carrying body parts may not be in the same place as their Doctor, nor may they acquire a body part when their Doctor is present. (The appearance of being an upstanding member of society is important!)

Actions Summary:

Assistant actions (choose one):

- Get money from their Doctor.
- Acquire 1 body part (via bribing or digging.)
- Acquire 1 set of supplies.
- Accost another player's Assistant.
- Drop off body part(s) or supplies at your castle.
- Discard 1 card from your hand.

Doctor actions (choose one):

- a. Pass money to one or both Assistants.
- b. Work (may not also move this turn if this is chosen.)

Monster Actions (choose one):

- a. Destroy a building.
- b. Fight another Monster.

Actions:

Passing money: All of the Doctors' money is held on their character cards. Doctors will need to give money to their Assistants to pay bribes for body parts and to buy supplies. Doctors and Assistants must be in the same location to pass money. Once money is given to an Assistant, it is placed on their character card and is never given back to the Doctor, but leftover money may be used for later purchases. It may not be used for the assistant's final payment at the time of Monster assembly. This uses the action of both the Doctor and assistant(s).

Acquire a body part via bribing: An Assistant can go to the Hospital, Morgue or Zoo to bribe the workers there to get fresh body parts (or dropped not-so-fresh parts.) Fresh body part costs are listed on the parts themselves next to the 💰 icon. (Not-so-fresh body parts have a bribery cost of 💰1.) Trade money already on that Assistant's card to the Bank and take the desired token, placing it on that Assistant's card. They are now carrying it. Assistants may not take a second body part of a type they already have (Example - If a player's other assistant already has a brain, they may not acquire another brain.) Body parts may be abandoned at any time and sent to the Morgue. (Gorilla body parts go back to the Zoo.)

Acquire a body part via digging: An Assistant can go to either Graveyard. They can randomly reveal any body part that is face-down and take the token, placing it on that Assistant's card. They are now carrying it. Assistants may not take a second body part of a type they already have (Example - If a player already has a torso in their castle, they may not acquire another torso.) They may leave any unwanted body part face-up in the Graveyard. Assistants may take a face-up body part instead of digging.



Acquire a set of supplies: An assistant can go to the Market and buy a set of supplies. Supplies cost \$6. Trade money already on that Assistant's card to the Bank and take the supplies, placing them on that assistant's card. They are now carrying them. A player's assistants may not take a second set of

Accost another player's assistant: If another player's assistant is alone (not with their own Doctor or other assistant,) another player's Assistant may accost them if they are in the same location. The aggressor can choose to use their strength (👊) or their smarts (💡) to do so. Take the aggressor's chosen attribute and add 1 die roll. Compare the defender's same attribute and add 1 die roll. The winner of the confrontation may take one of the following from the loser: 1 body part, 1 set of supplies, all of the gold that the loser is carrying, or one item that they are carrying. The loser of the confrontation gives up one of the aforementioned and immediately goes to either the Hospital or to their own Doctor (loser's choice.) Ties go to the defender. A beaten assistant may not immediately accost the assistant that just beat them.

Work: The Doctor may go to any of the 4 buildings in town that offer jobs and immediately take the highest paying job in that building. Any Doctors already working there will get backstabbed and immediately bumped down the pay scale. If there are more Doctors than job openings in any building, the Doctor in the worst paying job will get fired and is considered unemployed. They will wait in that building until their next turn.



Example: Igor is in the Hospital and has a set of fresh limbs. Thomas enters the Hospital and wants the limbs. He may accost Igor.

Assemble your Monster: If a player has the following at their castle, they may assemble a Monster: both the player's assistants, a brain, a set of limbs, a torso, a set of supplies, the player's Doctor, and enough money to pay off both assistants. (Next to the  icons on their cards.) It takes one entire turn with all of the above conditions to assemble a Monster. Once a Monster is assembled, the Doctors and assistants are no longer used. Action cards are no longer used. Choose a Monster cutout and place in one of your coloured stands. (It is customary to use the "Ape-head Monster" if using the gorilla brain.) The Monster's strength is calculated by the combined strength (next to the  icon) of their brain, limbs and torso. The first Monster assembled also gets 1 bonus strength. Monsters may not use weapons or items.



This Monster would have a strength of 11.

Destroy a building: Monsters moving into a building space (graveyards do not count as buildings,) may destroy that building, taking its card. Replace the building card with one of your no-longer-used Doctor or Assistant tokens. (Adjacency to other buildings does not change.) All items in destroyed buildings are also destroyed. All characters in destroyed buildings die.

Fight another Monster: There are neither aggressors nor defenders amongst Monsters; they will fight immediately upon entering the same place. Add each Monster's strength to 1 die roll; the highest total wins the fight. Ties are re-rolled. The winner continues the game, the loser is torn apart and loses.

Winning the game:

If a Monster destroys 4 buildings, they win the game. If there are no longer enough buildings that any one Monster can destroy 4, the Monsters must move to the closest other Monster and fight to the death. The last Monster standing wins the game.

Action Cards / clarifications:

Players may play as many action cards as they have, on their own turn only. This does not cost an action. If you run out of Action cards, reshuffle the discard pile.

Vice cards: May be played on another player's assistant on any "en route" space if the vice matches theirs. The assistant must roll higher than their vice number to avoid losing all body parts, supplies and money that they are carrying. This vice check occurs at the beginning of the assistant's turn (see Turn Summary.) Assistants accompanied by their Doctor are exempt.

Weapons and Potions: Each assistant may have one of these items on their person (slide it under their character card) for their use. The Redheaded Wig does not count as an item.

Musket: If a player's assistant is arrested, they must pay 5 gold immediately to their defense fund. No further gold may be spent before this is paid. Randomly get a new assistant from the remaining unused assistants.

Decomposition: Place a "-1 Strength" token on the affected body part. The token will stay with that part for the game.

Igor (ee-gor): While in a Graveyard, he may look at all of the body parts in it.

Last Gasp Chance Rule:

If there is at least one assembled Monster on the board, and a player has all that they need at their castle to assemble a Monster except a brain, they may try to take their male assistant's brain. Lure them in with the promised gold and then roll higher than the assistant's smarts. If successful, the Monster's brain has the strength value of the assistant's smarts. If not successful, the player's assistants lynch and kill the Doctor.

Many thanks to the many people who helped to make this game a reality and to keep Baksha running, and to Scott T., who unwittingly planted the seed for this game with an offhand remark.

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