

Round Order

1. EVENT PHASE

Draw and resolve 1 card from the event deck.

2. CITY PHASE

Take turns placing your meeples in Paris or your lab, resolving each location as you go.

3. LAB PHASE

Work simultaneously in your labs to:

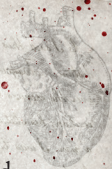
- A. Build a Monster Part
- B. Throw the Switch
- C. Preserve Materials



4. RESET PHASE

Reset board and prepare for the next round.

- A. Decompose materials.
- B. Refresh the game board.
- C. Return meeples to character card.
- D. Advance the Captain 1 space on the Story Track.



Meeple Spaces



SCIENTIST OR
ASSISTANT



SCIENTIST
ONLY

Materials Color Key



MUSCLE
(BROWN)



ORGANS
(PURPLE)



BLOOD
(RED)



BONE
(WHITE)



ANIMAL
(ORANGE)

Attribute Dial Icons



Gain 1 assistant meeple



Exchange 1 assistant for
1 scientist meeple.



Gain 1 reputation.



Lose 1 reputation.



Lose 1 assistant meeple.



Exchange 1 gray die
for 1 blue die.



End game victory points.

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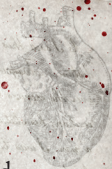
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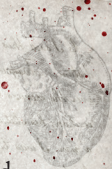
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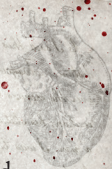
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