

Abomination

THE HEIR OF FRANKENSTEIN

Solo Variant

DEVELOPED BY JON MERKLE

THE STORY SO FAR...

As the full moon illuminates your room, you awaken with a start. The Creature is back and standing over you. You open your mouth to scream, but the Creature's massive hand stifles the attempt. "There is no need for that. There is no one in the house to hear you. I have taken them, and if you want to see them again, you will do exactly as I have instructed. Since my promise of riches has not motivated you, you've forced my hand. Create for me an equal, and I will spare your loved ones from their gruesome fate I have designed for them. If you fail in this task, or if any harm comes to me, you will never see their faces again...well, at least not attached to the rest of their bodies..."

Over the following days as you begin your grave work, you catch wind that Captain Walton is on the trail of the Creature. He has vowed to stop this abomination. You have no ill will towards the Captain or his mission, but you must recover your loved ones before the Captain can catch his prey. You also soon discover that the Captain has discovered that you share a connection with the Creature. He may even suspect what you are working on. He has sent his men to interrogate you!

OBJECTIVE

Complete your monster and bring it to life before the Captain meeple reaches the last space of the story track.

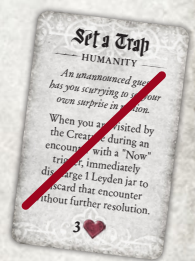
SETUP

1. Follow the normal rules for setup of a 2 player game with the following exceptions:
2. Play with any character EXCEPT Baptiste, the psychopath.
3. Remove the Counter Measures card from the research deck.
4. The event deck should be comprised of 12 random event cards. No encounter cards should be added to this deck.
5. Remove all Aid Captain Walton cards from Humanity Deck.
6. Do not place the Bribe & Bump track on the board.
7. Bonus Objectives: Place "First to 27 Expertise," "First 23 Reputation" and "First to 10 Humanity" on the bonus track, and discard the other 3.
8. Choose a player color other than your own to create a supply of Captain Walton's investigators (scientist meeples). These investigators are all considered scientists for the purposes of action space placement.
9. Add one of these investigators to the Morgue location.
10. Place an investigator from the supply onto spaces 3, 6, and 9 of the story track.

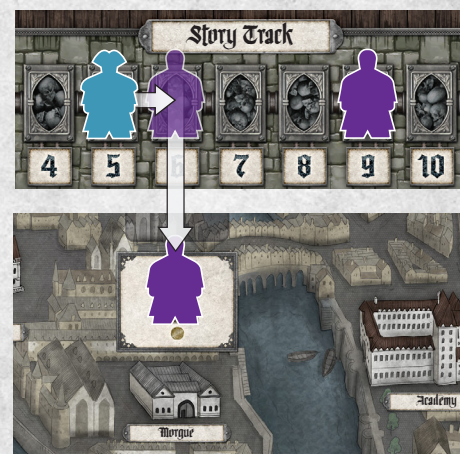
GAMEPLAY

Follow the normal rules of gameplay for 2 players with the following exceptions:

1. No meeples can be placed on the First Player location.
2. You are always considered the First Player.
3. Each Police Marker costs 4 francs to remove. You may not remove Police Markers during an Investigate Action.
4. No meeples can be placed on the Bribe & Bump action spaces. Meeples cannot be bumped in this variant. Instead, these 3 spaces will be used to bribe investigators. See **Investigate Action: Bribe**.
5. You cannot place your meeples on an action space currently containing an investigator or in a location that is off limits (due to events or humanity cards).
6. Humanity Cards:
 - a. Ignore the conditional text on cards that target another player or the Creature (Set a Trap, Sabotage, Thwart, Body Part Snatcher, Research Destruction); instead, discard these to (optionally) ignore an Investigate Action when one occurs; do not gain the humanity benefit.
 - b. Cards that make locations "off limits" work as written, but investigators now skip those locations, just as they do for events.
 - c. Remaining cards (Human Rights, etc) work as normal.
7. After each meeple placement (player turn) during the City Phase, carry out an Investigate Action as outlined on the next page.
8. When the Captain meeple moves onto a space on the story track with an investigator, place that investigator at the Morgue location. If there is already an investigator there, place the new investigator on the next available space in the Search Path described on the next page, skipping any off limit locations.



EXAMPLE



INVESTIGATE ACTION

After each turn (i.e. each placement of a scientist or assistant meeple), do the following for EACH investigator in play.

1. Roll two GRAY shock dice, then choose an investigator to affect. For each damage symbol rolled, move that investigator 1 space along the Search Path (see to the right), skipping over spaces that already contain another investigator, or spaces that are off limits.
Note: Ignore all non-lightning bolt die facings. You can only select an investigator to move that was not previously selected during this action.
2. If a selected investigator moves onto a space occupied by a player meeple during its movement, end that movement and choose ONE of the following 3 options:
 - a. Attempt Evasion - The player may roll two BLUE shock dice. If one or more eye symbols are rolled, nothing else happens. Your meeple has alluded the investigator. However, if you FAIL to roll an eye, move to Interrogation below. You do not get to attempt B or C.
 - b. Murder - If your meeple is a scientist and you have fewer than two police markers, you may murder the investigator. If you do, pay the humanity penalty and gain the same rewards and police marker as if you performed the action at the Dark Alley location. Then place that investigator on the next round of the Story Track, even if another investigator is already there. The new investigator will be placed back into play at the beginning of the next round.
 - c. Bribe - Bribe the investigator by paying a number of francs equal to the current bribe level (the default is the normal bribe cost of 1 or 2 francs, as shown on the Bribe & Bump track) and placing those francs on the leftmost empty space on the track. If this fills in the 3rd and final space on the track, discard all francs from the bribe track and add one franc above the track to remind you that the NEW cost to bribe is +1 franc. After the track fills again, it will be +2 to bribe, and then +3. After +3 fills up, reset the bribe levels to normal and begin the process again.

Interrogation - If you fail to evade, or choose not to murder or bribe, your meeple is interrogated, and the Captain gains vital knowledge in his search for the Creature. Advance the Captain meeple on the story track. If this places the Captain meeple on the final space of the story track, the game ends immediately and you lose. If 1 or more new investigators are added to the board in this way, skip the Investigate Action for the new investigator(s) for this turn.



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SEARCH PATH

The investigators will follow this clockwise path while moving during the investigate action:

1. **Location Order:** Morgue -> Slaughterhouse -> Academy -> Dark Alley -> Docks -> Market -> Saint Roch -> Cemetery -> Public Square -> Hospital -> Morgue
2. **Action Space Order:** An investigator will move through a location in the order of the upper most, left most action spaces.

EXAMPLE

If an investigator was at the Slaughterhouse and rolled two damage symbols on the shock dice, that investigator would move two action spaces - first to the Advanced Research space and then the Research space. If another investigator was already on the Advanced Research space, then the moving investigator would end its movement on the Lecture action space.

3. Investigators skip over locations if they are considered off limits due to an event or humanity card. They also skip the Public Square if there was no execution in the given round.

GAME END

The game will end when either your monster is complete and all parts are alive (you win), or if the Captain meeple reaches the end of the story track (you lose). Win or lose, total up your final score following the normal rules and compare it to your last score, or other solo players. For bonus objectives, you get 10 points for any objective you achieved, as soon as you achieved it.

ADJUSTING DIFFICULTY

Here are some suggestions for a more challenging solo experience:

1. Start the Captain meeple further on the story track.
2. Start with more investigators in play.
3. Add more investigators on the story track.
4. Increase the starting bribe level.
5. Roll gray dice instead of blue dice when trying to evade.
6. Improve on your highest score, or against another solo player.
7. Win without negative humanity.

Here are some suggestions for making the game a bit easier (borrowed from Igor variant):

1. Luck Mitigation
 - a. After throwing the switch, you may use any leftover "charged" leyden jars to re-roll any of your dice.
 - b. If you roll a Black Heart, you may make 1 part alive at the cost of 1 humanity. Otherwise you can ignore this die result.
2. Faster Start - Start with 2 muscle-side body parts on the table, 1 arm and 1 leg. Set your expertise and reputation to 5.