

HOW TO PLAY MAD SCIENTIST

For 1 to 6 Mad Scientists (players) ages 3 and up with average length of playtime between 15-30 minutes.

OBJECT OF THE GAME

Build A Monster! Be the first Mad Scientist to build your own Monster by collecting the parts you need before the Angry Townspeople come calling.

GETTING READY

Separate the Event Cards from the Monster Part Cards. Shuffle the Event Cards and place them in a stack face down. Place all the Monster Part Cards in the Laboratory face up. Each Mad Scientist should select a Lab Sheet to assist in building a monster.

WHO GOES FIRST?

Each Mad Scientist rolls the Monster Die once. The Mad Scientist with the highest number starts the game with play proceeding to the left.

PLAYING MAD SCIENTIST

Mad Scientists take turns rolling the Monster Die and adding Monster Part Cards to their Lab Sheet or following the direction of Event Cards. If a Mad Scientist rolls a number for a Monster Part, he selects a card from the center of play and adds it to his Monster. *For example, if you roll a 2 select any Monster Body Card and add it to your Monster.*

Monster Part Cards do not need to be collected in any order. You do not have to match the Lab Sheet to your Monster. You do not have to make your Monster of all one Monster type.

If a Mad Scientist rolls a number for a Monster Part he already has, his turn is over and the die is passed to the next Mad Scientist.

If a Mad Scientist rolls a 6, he takes an Event Card from the top of the Event Card stack, does as it directs, and then returns it to the bottom of the Event Card stack.

WINNING

If any Mad Scientist draws the Angry Townspeople Event Card and you have every body part for your Monster, you win.

Since any Mad Scientist with a completed Monster wins if the Angry Townspeople Event Card is drawn, more than one Mad Scientist can win the game.

PLAYING AGAIN

Put all the Monster Part Cards back in the Laboratory and shuffle the Event Card stack.

GAME COMPONENTS

36 Monster Part Cards
6 Lab Sheets
1 Laboratory

22 Event Cards
1 six-sided Monster Die

THE MONSTER PART CARDS

Each Monster is created from 6 Monster Parts Cards consisting of a head, body, right and left arm, right and left leg. These parts are numbered 1 through 5 indicating their relation to the monster die.

THE EVENT CARDS

Event Cards direct Mad Scientists to perform actions. As each Event Card is read and the action performed, the card is placed on the bottom of the Event Card stack. If the Angry Townspeople Event Card is drawn and no Mad Scientist has a completed Monster, the card is placed back in the Event Card stack, all Monster Part Cards are returned to the Laboratory, and the Event Card stack is shuffled.

THE LAB SHEETS

The Lab Sheets are double-sided play aids. One side is for a generic Monster while the other is themed to a specific Monster. Themed sides are not limited to specific Monster play and can be used to build any Monster.

THE MONSTER DIE

The numbers on the Monster Die represent the different parts of a Monster:

1 - Head	2 - Body	3 - Right Arm
4 - Left Arm	5 - A Leg	6 - Draw an Event Card

THE LABORATORY

The Laboratory is a play aid designed to assist setting up the game.

REPLACEMENT PARTS

If Igor loses or damages a part to this game, fear not. This monster of a game can be rebuilt with replacement parts purchased online at:

<http://www.MadScientistTheGame.com>

ALTERNATE RULES

Mad Scientist: The Game supports a variety of play variations. Some variations can even be used together.

1ST COMPLETED MONSTER

Any time a Mad Scientist succeeds in completing a Monster, they win. Waiting for the Angry Townspeople Card to be drawn is not necessary.

SINGLE MONSTER

Remove the Monster Mix-up and Monster Mash Event Cards from the Event Deck. Each Mad Scientist selects a Lab Sheet themed to the Monster they intend to build. Mad Scientists only select the Monster Part Cards associated with their Monster.

FAST PLAY

Any time a Mad Scientist succeeds in adding a Monster card to his monster, he gets to roll the Monster Die again.

PIECE BY PIECE

Mad Scientists are required to build their Monster in numerical sequence; first obtaining a Monster Head, then a Body, then Right Arm, Left Arm, and finally Legs in any order.

TIMED PLAY

Remove the Angry Townspeople Event Card from the Event Deck. Using a clock or a stopwatch, select a time interval such as 5 or 10 minutes. Each time this interval occurs, the Angry Townspeople come and Mad Scientists without a completed Monster must return the Monster Parts to the Laboratory and start over.

DUELING MONSTERS

Add Duel Cards to the event deck and duel against rival Mad Scientists. Duel cards and rules can be purchased online at:

<http://www.MadScientistTheGame.com>

MAD SCIENTIST: THE GAME

LET'S MAKE A MONSTER!

GAME RULES

[HTTP://WWW.MADSCIENTISTTHEGAME.COM](http://www.MadScientistTheGame.com)