

DECK OF DR. FRANKENSTEIN

Deck of Dr Frankenstein is a game about building a "body" out of playing cards, better than your opponent can, in the same amount of turns.

WHAT YOU WILL NEED

- A deck of 52 playing cards, with the Jokers removed

SETTING UP THE GAME

Each round of the game consists of a facedown draw pile, and a facedown discard pile. 3 cards are dealt to every player. They will put these in the space in front of them, known as a "Laboratory". There is an example on the back of this note.

PLAYING THE GAME

Play begins left of the dealer.

Each turn begins by drawing a card. The player then has two choices: they can then place a card in their Laboratory or discard a card.

Cards are placed in your Laboratory, where you will see they resemble the outline of a body: one card for the head, one card each for the upper and lower torso, and one card for each limb.

Your goal as a player is to build a body in your laboratory containing the most powerful (highest ranking) poker hand in the realm (at the table). However, you may only place one card in your Laboratory per turn. You may swap a card in your Laboratory with one in your hand, however that counts as your card placed for that turn.

If you choose to discard a card, you may draw another card. After you discard, you may either place a card in your Laboratory, or discard a second card without drawing a card. Either choice will end your turn.

Play continues to the left until all players have had 10 turns.

SCORING THE GAME

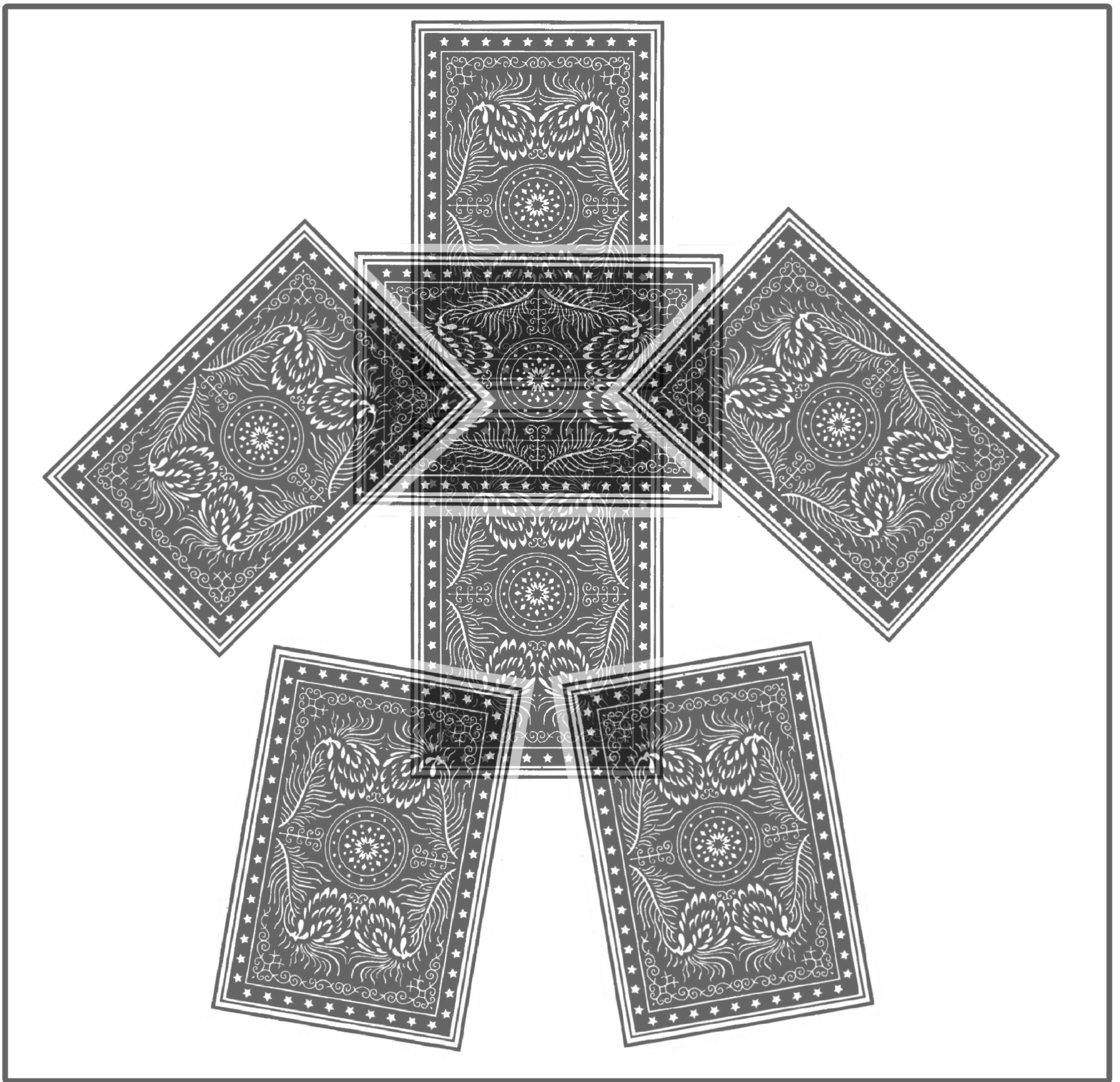
Your Laboratory will be ranked according to which hand it corresponds to. Out of the 7 slots in the Laboratory, only 5 need to match the combination. If you are familiar with poker, you'll know these hands by heart, but if you don't, this is the order they will rank in:

- 1) Royal flush
- 2) Straight flush
- 3) Four of a Kind
- 4) Full House
- 5) Flush
- 6) Straight
- 7) Three of a Kind
- 8) Two Pair
- 9) Pair
- 10) High Card

If the top players have the same hand, scoring is determined by a point system, where the entire laboratory of all players are added up. Aces are worth 1, Number cards are worth face value, Jacks are worth 11, Queens are worth 12, and Kings are worth 13.

WINNING THE GAME

The game is split into rounds, the recommended amount is 3 rounds. Each round is won by having the highest ranking hand, or, in the case of a tie, having the highest amount of points.



The results of a finished Laboratory will look similar to this! However, the cards will all be face-up, complementing each other in order to bring about LIFE!!!!!!