

**INSTRUCTION BOOK**

**FRANKEN  
FUR**

# Credits

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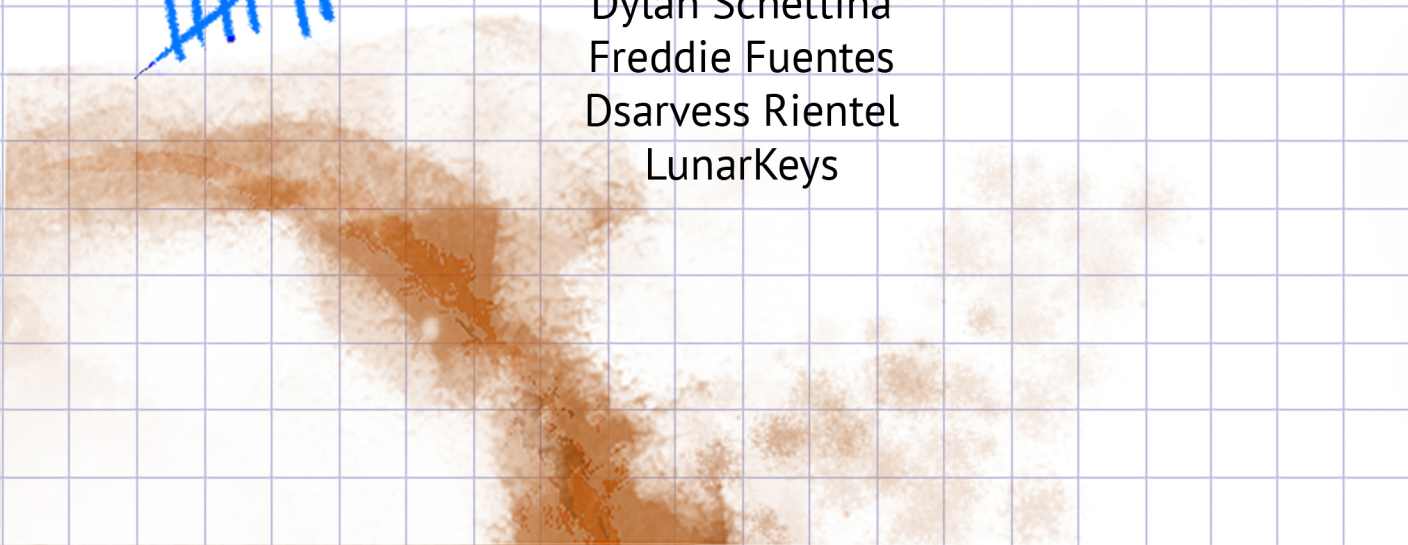
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# Extra special thanks to our 2021 Patrons!

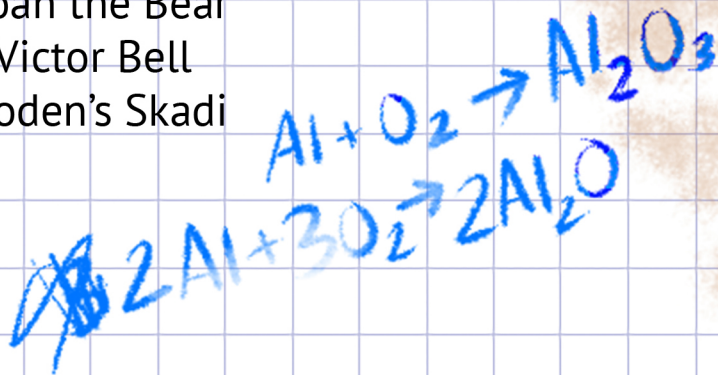
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**Piña Colada**

AgentKaz  
Gigi  
Inkwell  
Jay K.  
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ShadowKitty  
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**Mai Tai**

Maurice Hagelstein  
Molly Green  
Noah the Bear  
Victor Bell  
Woden's Skadi



Esteemed Doctor,

We are writing to you today because we have heard of your recent termination from your Chancellor of Science position within The Village. Our condolences on the loss of a lucrative position and the subsequent defamation of your name. However, we recognize your unparalleled genius in environments without the restriction of petty things like morality and empathy. We wish to reach out to you and enable you to continue your research.

Within this care package, you will find our notes and some resources to get you back to where you left off. Please experiment to your heart's content; we couldn't bear to see another brilliant mind lost to the wastes of boredom.

Remember that the community will always be here for you in your time of need, and together, we will make them pay.

With love,  
The League of Mad Scientists

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# Your Objective and Ending the Game

You must fill your **Lab** with 1 of each of 4 **Body Parts**: a Head, a Torso, Arms, and Legs. (You only need 1 card to represent each set of limbs.)

Each of these **Body Parts** has an **Energy Cost**. This is the number of *cards* used as **Energy** that a **Body Part** needs in order to be fully **Energized**.

The first player to have all 4 **Body Parts** fully **Energized**, and therefore have a **Fully Energized Frankenfur**, will initiate **Doomsday** by yelling (at a reasonable volume) "*It's Alive!*"

**Doomsday** is a 3-turn cycle for all players that begins with the player *after* the player who initiated **Doomsday**. Each player has 3 more turns before the game ends. **Doomsday** ends when the player who initiated **Doomsday** takes their third and final turn.

Whoever has the highest number of points wreaks the heaviest damage upon The Village, and therefore wins the game!

*Beware!* If at any point during the game your **Deck** becomes empty, you are automatically out of the game.

# Universal Rules

*All rules are in play by default unless a card says otherwise.*

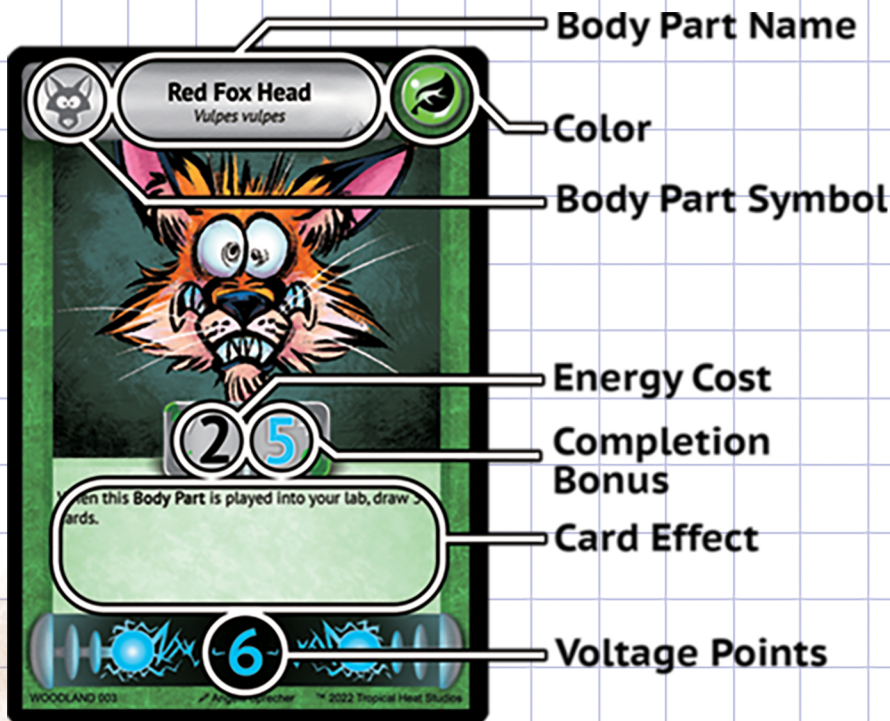
*A face-up vertical card represents itself as its specific card type. A face-up horizontal card is treated as an energy card.*

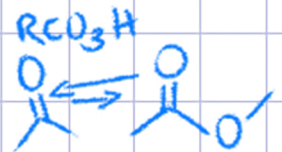
*Bolded terms can be found in the Glossary at the end of this Instruction Manual.*

## Anatomy of Cards

In *Frankenfur!*, there are three kinds of cards: **Body Parts**, **Assistants**, and **Experiments**.

### Body Parts





# Assistants

**Assistant Name**: Sabre Clan Assassin

**Color**: Red

**Assistant Symbol**: Sabre

**Card Effect**: Once per turn during your Action Phase, you may attack an opponent's Assistant of any HP value for free.

**HP**: 6

**Defense Cost**: 7

**Voltage Points**: 3

# Experiments

**Experiment Name**: Recycler Unit

**Color**: Orange

**Experiment Symbol**: Recycler

**Card Effect**: Discard any number of cards in your hand. Draw the same number.

**Voltage Points**: 6



## Body Parts

There are 4 **Body Part** types in *Frankenfur!*: Head, Torso, Arms, and Legs. The **Energy Cost** represents how many **Energy cards** (*not* their VP) the **Body Part** requires to be **Fully Energized**. When a **Body Part** is played into the lab, you may not remove it or swap it for another one unless a card effect says otherwise.

## Assistants

While an **Assistant** is in your lab, they can provide rule-altering effects to help you gain a firm advantage against the opposition. **Assistants** are cards that remain on the Battlefield after they have been played. They are removed only by other card effects or when they are **Attacked** (see *p. 8* on **Attacking**.)

You may not have more than 1 **Assistant** of the same name in your Lab at the same time.

## Experiments

**Experiments** are cards used as a one-time on-use effect that provide powerful effects to turn the tide of the game in your favor. After the **Experiment** card is activated, the **Experiment** card is placed in the **Graveyard**.

## Energy

Any card may be converted into an **Energy** card to **Energize** a **Body Part** or **Assistant**. You indicate that a card has been converted into **Energy** by turning it horizontal and tucking it under the card that is being **Energized**. When a card is being used as **Energy**, it is no longer considered its original card type.

# Lab Space

You and your opponent(s) are all playing on the same **Battlefield**. Throughout a game, you will fill your **Lab** with **Assistants** and enough **Body Parts** to assemble a Frankenfur.

## Starting a Game

Each player begins by shuffling their **Deck**.

Each player cuts their **Deck** in half and turns over the half in their hand to reveal the underside card. The player whose card has the highest **Voltage Points** gets to decide who goes first. If the highest **Voltage Points** are equal, cut the **Deck** and reveal again, until someone has the highest number.

Turn order thereafter is clockwise from the starting player. Players return their cut half to their **Deck** after any reveals. Once turn order is determined, each player draws 7 cards and the game begins.

The player who goes first may not **Energize** on their first turn.

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Suggested Orientation



Handwritten notes in blue ink:

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# Your Turn

## 1. Draw

When you start your turn, draw 1 card from your Deck.

## 2. Standby

During Standby, any card effects that specify that they trigger during standby are allowed to take effect.

## 3. Action

During your Action Phase, you may do one of each of the following actions, in any order:

- Play a **Body Part** card
- Play an **Assistant**
- Play an **Experiment**
- Convert a card into an **Energy** card and use it to **Energize** a **Body Part** or an **Assistant**.  
*(If this is the first turn of the game, you may not Energize.)*
- Discard a **Body Part** from your hand in order to draw 3 cards from the top of your **Deck**.

In the instance where 2 cards effects would activate on your turn, the priority order is as follows:

- Card being played from hand triggers first
- **Assistant** effects trigger second
- **Body Parts** already on the field trigger third

## 4. Cannon

As the last phase of your turn, you may use the “Cannon” and target opposing Assistants in order to perform an **Attack**.

In order to perform an **Attack** on an opposing **Assistant**, you must choose resources from your hand with combined **Voltage Points** equal to or greater than the **HP** of the targeted **Assistant**. Declare your target and display the resources you’re spending to your opponent. Discard the resources you spent regardless if the **Attack** was successful or blocked.

You may only use the Cannon once per turn.

Your turn immediately ends after using the Cannon.

### Attacking

Whenever you **Attack** an opposing player’s **Assistants**, either through the Cannon or a card’s Effect text, you are attempting to remove the targeted **Assistant** from the **Battlefield**.

Your opponent immediately has the opportunity to defend their **Assistant** by sacrificing **Voltage Points** attached to their **Body Parts** or **Assistants** equal to or greater than the targeted **Assistant**’s Defense Cost.

If your opponent does not defend their **Assistant**, the attack was successful, and they must discard the targeted **Assistant**.

## 5. End

End your turn. If you started your turn with any **Sabotaged Assistants** in your **Lab**, you may now **Unsabotage** those **Assistants**.

# Opponents' Turns

Some cards can impact an opponent's turn. When card effects from one or more players are triggered at the same time, the order of priority is:

- 1) All card effects *preventing* your opponent's actions
- 2) The card or effect being played/activated
- 3) All card effects that *react* to your opponent's actions

## End Game

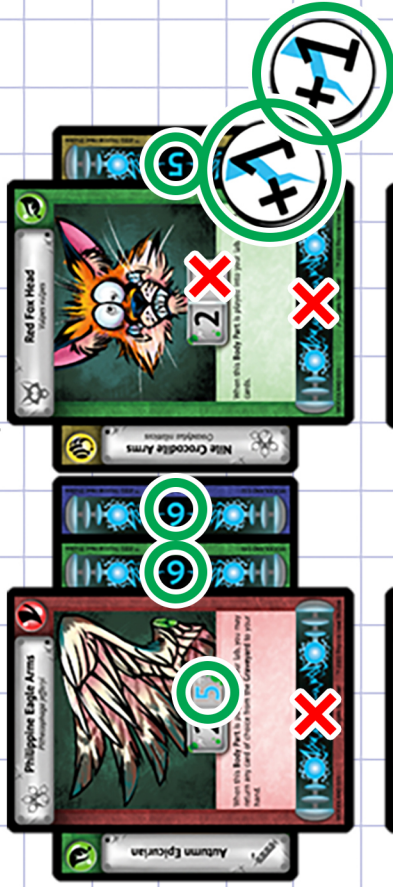
After **Doomsday** concludes, ending the game, all players add up their total score to see how much damage their Frankenfur and surviving **Assistants** wreak upon The Village. The player with the highest score wins! To find your score, add the following:

- The **Voltage Points** of cards being used as **Energy**
- The **Completion Bonus** of **Fully Energized Body Parts**
- The **Voltage Points** of the **Assistants** still in your **Lab**
- **Counters** that you have in your **Lab** at the end of the game

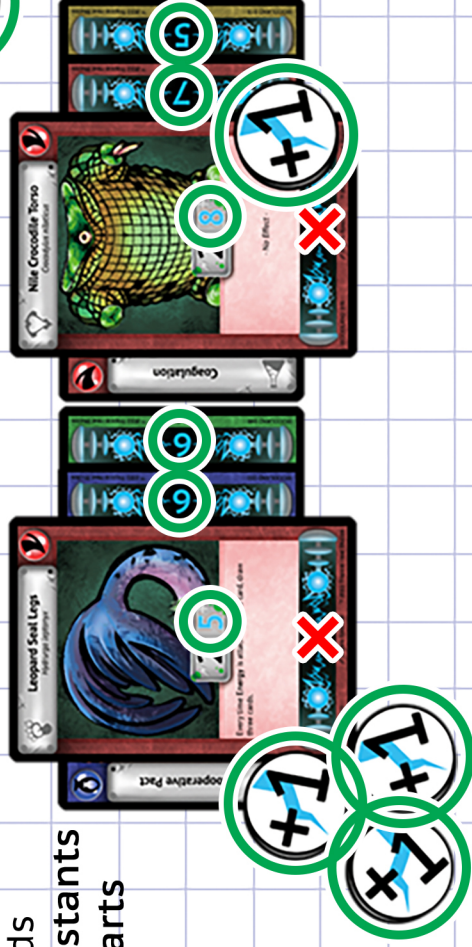
See the diagram on the next page for a visual guide on how to calculate your score.

# How to Calculate Your Score

This card did not meet its Energy Cost requirement, so the Completion Bonus is not added.



- The Voltage Points of any Energy cards
- The Voltage Points of your living Assistants
- The Completion Bonus of any Body Parts that are Fully Energized
- Any Voltage Point Counters that you still have at the end of the game
- Do NOT add the Voltage Points on the bottom of Body Part cards unless they are being used as Energy!



This player ended the game with **86 points.**

# Modes

*In the true spirit of scientific discovery, we encourage you to experiment with your own rules! Share some of your custom rulesets with us on social media using the hashtag #frankenfur !*

## Deck Rules

- Minimum 50 cards
- Maximum 70 cards
- You may not have more than 3 copies of a card with the same name in your deck

## One-on-One Mode

- One-on-One Mode is for 2 players
- Each player has 1 deck of their own
- You may have a maximum of 3 Assistants in your Lab at a time.

## Free-for-All Mode

- Free-for-All mode is for 3 to 4 players
- Each player has 1 deck of their own
- You may have a maximum of 2 Assistants in your Lab at a time.



# Party Mode

- Party Mode is for 2 to 4 players.
- Every player draws from a communal deck of cards as their **Deck**. The **Graveyard** is also communal.
- Instead of cutting the **Deck** to determine turn order, each player rolls a 6-sided die. The player with the highest roll goes first. If the highest is tied, continue to roll until someone has the highest number. Turn order is clockwise from the starting player. You will draw your initial 7 cards when it is your first turn, plus 1 additional card for each player that has drawn their cards before you.
- You may have a maximum of 2 **Assistants** in your **Lab** at a time.
- Any cards that say to “search the **Deck**” or “search the **Graveyard**” will be treated as if they say “search the first 7 cards” of the specified pile instead.
- When the **Deck** is exhausted, shuffle the **Graveyard** and turn it over. This is the new **Deck**.

## Party Mode Deck Rules

- Minimum 50 cards for each player in the game  
(*ex: 4 players would play with 200 cards minimum*)
- No maximum cards
- There are no limits to how many copies of a card can be within the deck.

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# Glossary

## Assistant; Assistants

Assistants are ally cards that can be placed in your lab and activate powerful, game-altering abilities. Unlike experiments, Assistants are not discarded after activating their effect. They can only be discarded after they are successfully attacked or discarded by a card's effect.

## Attack; Attacking

Attacking is a maneuver in *Frankenfur!* where a player targets an Assistant in attempt to discard that Assistant from the Battlefield. See *p. 8* for more information.

## Battleground

The entire play space that includes all players.

## Body Part; Body Parts

There are 4 Body Part types in *Frankenfur!*: Head, Torso, Arms, and Legs. A complete Frankenfur must have 4 cards: 1 for each category. (See *p. 4*)

## Color

There are 8 Colors in *Frankenfur!*:

Red

Purple

Yellow

White



13

Blue

Green

Orange

Black

## **Completion Bonus**

Completion Bonuses are the light blue number in the middle of Body Part cards. Completion Bonuses are added to your Voltage Points total at the end of the game, but only if you have Fully Energized that Body Part.

## **Deck**

The pile that you draw cards from by default.

## **Doomsday**

Doomsday is triggered as soon as a player has all four Body Parts, and all 4 of them are fully Energized. The player who triggers Doomsday yells (at a reasonable volume) *"It's Alive!"* and, by doing so, initiates the last 3-turn cycles, beginning with the player that goes after the player who triggered Doomsday.

## **Energy Cost**

A Body Part's Energy Cost is the black number in the middle of the card. This is the minimum number of cards that must be attached as Energy to Fully Energize that Body Part.

## **Energize; Energizing; Energized**

The act in which a card is used as Energy and attached to a Body Part or an Assistant. When this is done, the card is considered an "Energy Card". You must indicate cards being used as Energy cards by laying them horizontally in your Lab. Place Energy

cards under the specific card it is Energizing. Make sure to keep the Voltage Point value visible for all players to read. Cards that are used as Energy cannot use their Effect and are solely being used for their Voltage Point value, unless a card effect states otherwise.

## **Experiments**

Experiments are one-time use cards. Their Effects immediately trigger when you play them and are discarded right after use.

## **Graveyard**

Your Graveyard is where you discard your cards.

## **Lab**

An individual player's space. You have your own Lab, and your opponents have their own Lab.

## **Sabotage**

Sabotage is a status afflicted upon Assistants by some card effects, wherein the affected Assistant is "silenced" and their card effect is no longer active. A Sabotaged Assistant is indicated by turning them upside down. If you start your turn with any Sabotaged Assistants, you will be able to Unsabotage them at the end of your turn. If you Sabotage your own Assistant during your turn, they are not eligible to be Unsabotaged at the end of that turn.

## Unsabotage

An Unsabotaged Assistant may use their Effect upon being Unsabotaged. You may Unsabotage an Assistant in the following ways:

- Any Assistant that was Sabotaged at the beginning of your current turn may be Unsabotaged at the end of your turn.
- By use of the Effect of another card.  
You may not Unsabotage any Assistants that become Sabotaged during your current turn.

## Upgrade

Some Assistants may have “Upgrade” in their effect text. When an Assistant with an Upgrade has any Energy cards attached to them, that Assistant will be able to utilize their Upgrade ability.

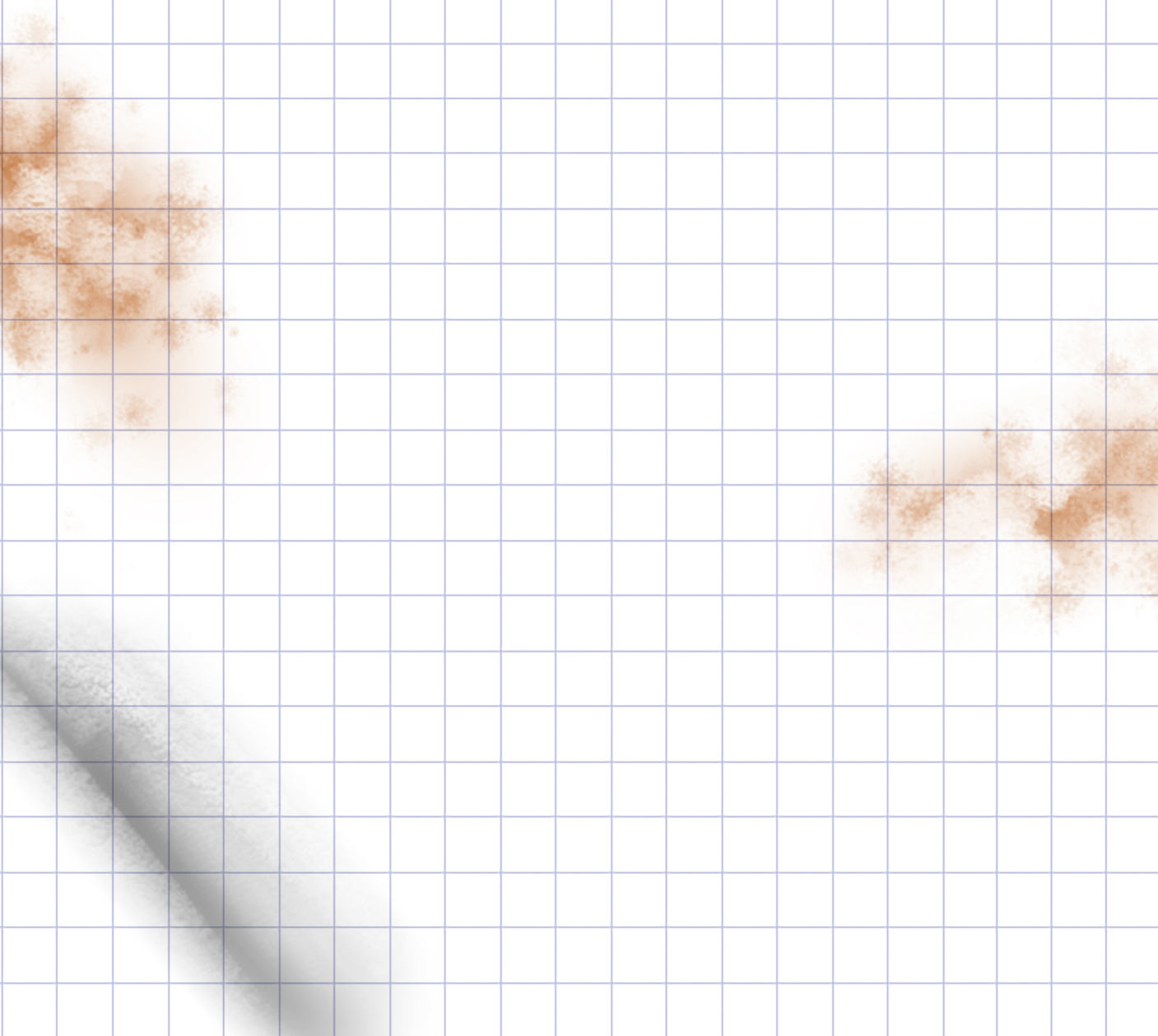
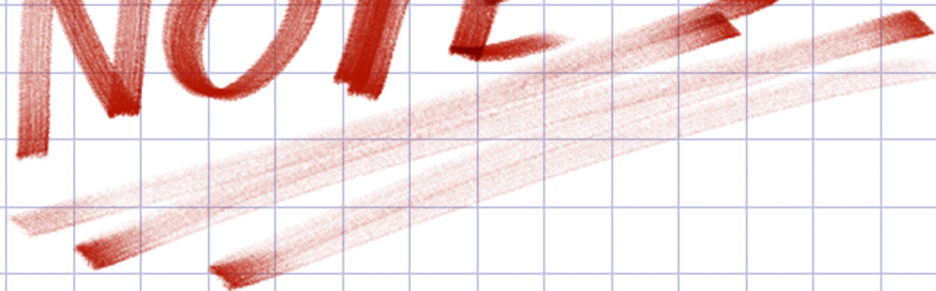
## Voltage Points

Voltage Points are a value that is added to your total score at the end of the game. They are indicated by the light blue number at the bottom section of every card in the game. The player with the highest Voltage Points total at the end of Doomsday wins the game.

## Voltage Point Counters

Some card effects allow you to put Voltage Point Counters on Body Parts or Assistants. Each 1 Counter adds 1 additional point to your Voltage Point total score if they are still present at the end of Doomsday. If a card with Counters is discarded, the Counters are discarded as well.

NOTES





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