

MAD SCIENCE

The Card Game

It's just another day at the Annual Mad Scientist Convention when Dr. Emil Knutberger shows up. You threw him out last year when his experiments got a little too... strange. Now he's back seeking revenge for the indignity. The whole city is at risk!

It's up to you and the other Mad Scientists to use spare parts to build creatures that will battle Knutberger's horrible experiment. And when it's all over, you'd better make sure you break apart the other mad science creatures... just to be safe.

Mad Science is an exciting card game with three distinct phases of play. It's fun for all the mad scientists in the family.

Objective

Race your opponents to build a unique creature. Next, use your creation to battle a horrible experiment that threatens the city. Then, take apart your opponent's creations to win the day!

Components

The game deck is made up of four decks of cards. The largest is the PILE OF PARTS, used throughout the BUILD PHASE. The smaller BODIES, HORRIBLE EXPERIMENTS, and FINAL CONFLICTS decks will be needed during setup. You will also need a six-sided die and a piece of paper to keep track of BATTLE PHASE and BREAK PHASE COMBAT. All monster PARTS use one of three CONNECTOR TYPES. There are HOSES, SCREWS, and PLUGS. Each BODY in play also uses one of these.

There are also several ADAPTORS in the PILE OF PARTS. These can be used to attach PARTS to BODIES with unmatched CONNECTORS during the BUILD PHASE.

Setup

Separate the four decks into piles. Keep BODIES, HORRIBLE EXPERIMENTS, and FINAL CONFLICT piles to the side.

Shuffle the PILE OF PARTS and place it within easy reach of all players. Leave plenty of room for each player to build their monster.

Keep some paper and a pencil or pen handy to track combat during BATTLE and BREAK PHASES.

Each player rolls the 6-sided die. The player with the lowest number goes first and play continues clockwise.

ABOUT PHASES: There are three phases of play. Phase 1 is the BUILD PHASE. Phase 2 is the BATTLE PHASE. Phase 3 is the BREAK PHASE. Players will most likely complete the BUILD PHASE at different times. This is just fine. Keep doing what you need to do until you complete the PHASE. When your creature is built you will then enter the BATTLE PHASE already in progress.

Starting the Game

Player One shuffles the HORRIBLE EXPERIMENTS deck. Without looking at the faces of the cards, Player One selects a card and turns it face up on the Play Area. Player One should do the same with the FINAL CONFLICT cards, except the selected FINAL CONFLICT card must be placed face down.

Player Two then shuffles the BODIES deck and deals one card to

every player, face up. Each player will build a creature based on the BODY received. The BODIES, HORRIBLE EXPERIMENTS, and FINAL CONFLICT decks can be put aside for the rest of the game.

Player One will now deal PILE OF PARTS cards, one at a time, starting with Player Two and proceeding clockwise around the table until each player has five PARTS cards. These cards are each players HAND.

1. BUILD PHASE

It's time to build a monster! Player One starts by playing a PARTS card if possible. Only PARTS with a CONNECTOR that matches the BODY type can be used. A Player can only play one card per turn.

PARTS should be attached to BODIES in this order: HEAD on top, LEGS on the bottom, ARM on the right, WEAPON on the left.

After playing a card (or skipping this step if no PARTS match is available) Player One may draw a card from the PILE OF PARTS. Now Player One must discard one PARTS card into the discard pile, the HEAP. Players should never have more than 5 cards in hand at the end of a turn. As cards are played, the Player's hand will shrink.

Remember the order! Play a card if you can. Then draw and finally discard.

ABOUT CONNECTORS: The primary CONNECTORS are SCREWS, PLUGS, and HOSES. Some PARTS have UNIVERSAL CONNECTORS. These PARTS can be attached to any BODY.

There are also ADAPTORS, which can be used to join PARTS and BODIES with different CONNECTORS. Each Player may use one ADAPTOR per game.

When Player One has discarded a PART to the HEAP, it is Player Two's turn. After playing a PART (if possible) Player Two can either draw from the PILE OF PARTS or pick up the top card from the HEAP. Player 2 must then discard a PART to end the turn. If an ADAPTOR is played, it takes up a turn, just like a PART.

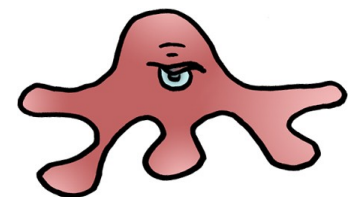
The BUILD PHASE continues in this fashion until a Player builds a complete monster. The monster is made up of a HEAD, an ARM, a WEAPON, and LEGS attached to your BODY. The monster may also include one ADAPTOR. The Player should discard any remaining PARTS cards to the HEAP.

Other Players continue building their monsters.

2. BATTLE PHASE

Completed creatures must get ready for combat! First, the Player must calculate LIFE. BODIES have a base value to which certain PARTS add LIFE. LIFE numbers are found in the purple or red circle at the bottom left of cards. Add any + values from PARTS to the BODY baseline for a total number.

The Player should give a name to the creature, then record its LIFE on a piece of paper. As other monsters are completed, it is often easier if one Player keeps track of all totals and combat. The first Player to successfully BUILD a creature adds +3 to the creature's LIFE total as a bonus.



The Player then rolls the die. Compare the number rolled to the chart on the right side of the HORRIBLE EXPERIMENT card. The first roll should be compared to the boxes in the middle column of the chart. Follow the instructions on the corresponding square.

ARROWS: Arrows require another roll. If the arrow is purple, the second roll should be compared to the purple circles chart to the left for EXPERIMENT behaviors. If the arrow is red, compare the next roll to the red circles chart on the right for Player behaviors.

Combat continues until the HORRIBLE EXPERIMENT'S LIFE reaches 0. Then all Players enter the BREAK PHASE. If a Player's LIFE reaches 0 before the BATTLE PHASE is complete, that Player must skip a turn. On the following turn, the Player regenerates 1 LIFE point and may continue COMBAT.

HORRIBLE EXPERIMENT cards contain a number of specialized instructions for COMBAT, explained below.

ROLL AGAIN: Roll the die again. The new roll follows rules in the same column in which ROLL AGAIN appeared.

ROLL # TWICE: When this appears in a square, the Player should roll again. If the same number is rolled a second time, the Player's creature uses its special WEAPON in combat and the additional damage indicated in red as SPECIAL on the lower right part of the WEAPON card is subtracted from the EXPERIMENT'S life total. If the number is not rolled a second time, the Player's turn is over.

LOSE 1 LIFE in the Player's column subtracts one life point from the Player's creature. LOSE 1 LIFE in the EXPERIMENT column means one life is subtracted from the EXPERIMENT'S LIFE total. Same rules apply for LOSE 2 LIFE.

SPECIAL MOVE: If the EXPERIMENT'S SPECIAL MOVE is activated, follow the instructions at the bottom of the EXPERIMENT card. Often, significant damage is dealt by an EXPERIMENT'S special weapons. In some cases, dice must be rolled and simple instructions followed.

PART DROP: LEG DROP, ARM DROP, etc. This means a creature has temporarily lost a PART. Player should turn over the part in question and the turn ends. On the next turn, Player must roll the die to have the part returned. If the PART DROP instruction was on an even number, Player must roll an even number. If the PART DROP was on an odd number, Player must roll an odd number. If successful, Player may continue with BATTLE. If not, Player loses 1 LIFE and the turn is over. Player's part is automatically restored on the next turn and BATTLE continues.

DOUBLE STRIKE: Subtract 1 LIFE from both the Player and the EXPERIMENT.

3. BREAK PHASE

When the HORRIBLE EXPERIMENT'S life is reduced to 0, Players must now battle each other to reduce the number of errant Mad Science monsters running around the city. The Player who destroyed the HORRIBLE EXPERIMENT now reveals the FINAL CONFLICT card. BREAK PHASE COMBAT begins.

The FINAL CONFLICT card shows 3 columns of dice rolling information. The Player who destroyed the HORRIBLE EXPERIMENT is Player 1. The Player to the left is Player 2. then Player 3. If more than 3 Players are in the game, Player 4 uses Player 1 rolls, Player 5 uses Player 2 rolls, etc.

Note: for more than 3 Players, consider adding an Expansion set to your deck.

BREAK PHASE COMBAT is similar to BATTLE PHASE COMBAT, except in BREAK PHASE, the Player rolls against the appropriate column only. Player 1, after destroying the HORRIBLE EXPERIMENT, immediately begins COMBAT.

In a 2 Player game, Players battle against each other. If there are 3 or more Players, the rolling Player must identify which opposing Player is being attacked before rolling. Players must attack opponents with more than 0 LIFE before knocking PARTS off others in games of 3 or more Players.

Here's how rolls are handled during the BREAK PHASE:

LOSE # LIFE: Targeted Opponent loses specified LIFE value.

ROLL # TWICE: A successful # TWICE roll means the rolling Player's Special Weapon move is used against the selected Opponent. If the rolling Player's WEAPON has already been removed, Player cannot use Special attack and only does 1 damage.

PART DROP: If Player rolls a PART DROP during the BREAK PHASE, it is simply removed and cannot be returned. If the PART has already been removed, the turn is over with no additional action.

DOUBLE STRIKE: Subtract 1 LIFE from both the Player and the opponent under attack. If the Player is already at 0 LIFE, both strikes hit the selected opponent who loses 2 LIFE.

When a Player reaches 0 life, the game isn't yet over. Players continue to attack opponent's with 0 LIFE by rolling the die. Each PARTS card has a number in a square at the top of the lower right side data. If the number rolled matches the number on one of the PARTS cards, that PART is removed from the creature and should be turned over. If more than one of the PARTS cards has the same number, the rolling Player selects which PART to remove. Only one PART is removed per turn. If an ADAPTOR attaches a PART to the BODY, the ADAPTOR is removed with the PART.

Winning And Losing The Game

When a Player has reached 0 LIFE and had all PARTS (HEAD, ARM, WEAPON, and LEGS) removed, that Player is out of the game. If there are more than two Players, the BREAK PHASE continues until only one Player still has PARTS on its BODY. That Player wins.

One Last Note...

Mad Science The Card Game is exciting and fun for the whole family, but is best for 2 or 3 players at a time. For 4 or more players consider adding an Expansion Deck. Expansions allow for more simultaneous players and add new HORRIBLE EXPERIMENTS, and FINAL CONFLICTS to the game.

CREDITS

Game Concept & Design: Drew Bancroft.

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For more information, sample play, Expansion sets and detailed FAQs visit: <http://mad.popestreet.com>.

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