



MICHAEL SCHACHT

CRAZY CREATURES OF DR. DOOM



COMPONENTS

52 CARDS:

- **48 Crazy Creature cards** (in 4 colours) numbered 1 to 6 (twice in each colour)
- **4 Machine cards** (in 4 colour) with on each side a different symbol (“+” or “-”)

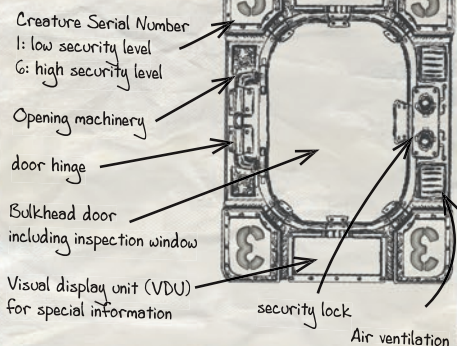
INTRODUCTION

Strange noises are heard out of the Mad Mansion of Doctor Doom. Clouds of all colours come out of the chimney and people tell weird stories about Crazy Creatures seen in the forest around the mansion. Help Doctor Doom finish his Extravagant Experiments to create the World's Wackiest Crazy Creatures ever seen!

OBJECTIVE

All players try to get rid of their cards. Cards in the hand of a player score penalty points at the end of a round. The player with the least penalty points at the end of the game wins the game and becomes the new apprentice of Doctor Doom.

THE CREATURE CAGE



SET UP

Place the Machine cards in a row with the “+” symbol on all cards face up.

Shuffle the Creature cards.

In a 4 player game: deal each player 10 cards.
In a 2 or 3 player game: deal each player 12 cards.
All players take their cards in their hand without showing them to the other players.

Place 8 cards in a face down reserve deck next to the Machine cards.

All remaining cards aren't used in this round. Place these cards, without looking at them, aside.

Choose a start player.

GAME SEQUENCE

The game is played over a number of rounds equal to the number of players. The player take turns in clockwise order. The start player begins. Each turn a player plays a card from his hand beside a machine. If he can't play a card, he must pass for this turn. He can try to play a card in his next turn.

Playing cards

Creature cards must be placed face up in a pile beside the Machine card with the **same colour**.



If the machine shows a “+” symbol a Creature card with the **same number or higher** than the creature on top of the pile beside the machine has to be played.

Example:



On top of the pile beside the **red** machine, showing a „+“ symbol is a „3“. You can only play a **red** Creature card with „3“, „4“, „5“ or „6“.



If the machine shows a “-” symbol a Creature card with the **same number or lower** than the creature on the top of the pile beside the machine has to be played.

Example:



On top of the pile beside the **blue** machine, showing a „-“ symbol is a „3“. You can only play a **blue** Creature card with „3“, „2“ or „1“.



A card with a “genetic mutation”-symbol can always be played on a card with that **same symbol and colour**. Ignore in this case the “+” or “-” symbol on the machine.

Example:



On top of the pile beside the **green** machine lays a “1”. You may play a **green** „1“ or “6” on top of it.

Note: At the start of each round there aren't any creatures beside the machines. You can play a creature with any number of the machine's colour as the first card of that pile.

Playing cards with the same number

If a player plays a creature card with the same number as the previous one on a pile, he **must choose** to:

- **Flip a Machine card** of his choice,

or

- **Force a player** of his choice to **draw one card** from the reserve deck.

Note: If there are no cards left in the reserve deck, the player **must** flip a machine card of his choice.

SCORING

If a player **plays the last card** of his hand, all other players take their last turn. Then the round ends. A round also ends if **all players have passed** because they couldn't play a card.

For each Creature card a player has left in his hand, he'll score 0-2 **penalty points**. Penalty points are displayed on top of the cards (0 points for creatures with “1” and “6”, “1 point for creatures with “2” and “5” and 2 points for creatures with “3” and “4”).



If a player has **no Creature cards** left in his hand, he **subtracts 3 points** from his score (When a player has less than 3 points he loses all his penalty points.).

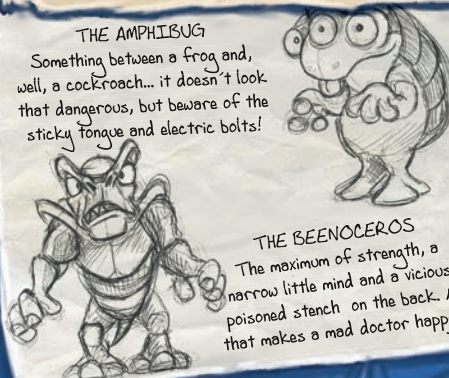
After writing down the scores a new round starts with the player left to the player who started the last round. Shuffle all 48 Creature cards and deal the same number of cards to each player and prepare the reserve deck as in the first round. Flip all Machine cards to the side with a “+” symbol.

END OF THE GAME

After playing a number of rounds equal to the number of players the game ends. The player with the **least penalty points** wins the game.

THE AMPHIBUG

Something between a frog and, well, a cockroach... it doesn't look that dangerous, but beware of the sticky tongue and electric bolts!



THE BEENOCEROS

The maximum of strength, a narrow little mind and a vicious poisoned stench on the back. All that makes a mad doctor happy...

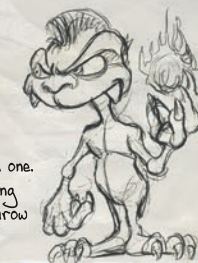


TROLLIPHANT

You don't believe in Trolls? Dr. Doom doesn't either, but he likes fairy tales. So he created his own version, made of elephant DNA

HELLCAT

The devil's pet if he ever had one. A cute puppy when it is young but the grown ups tend to throw fireballs when angry

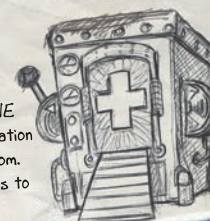


MINIMALIZER

Are you a little scared of what you have created? No problem just shrink it down to a cute size, til your nerves are calmed down...

GROWING MACHINE

The day of world domination is near for doctor doom. Let's raise his monsters to their proper size!



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