



The players are Mad Scientists creating fearsome monsters for the Evil Science Fair. Whoever completes the most monsters will win the prize. It takes various combinations of parts to create each monster but be careful! Leaving unfinished work on the table could let someone else sneak in to finish it and claim the monster as their own. Just remember, only those who actually yell “Pull the Switch!” can lay claim to a monster.

<b>Players</b>	1 to 4
<b>Playing time</b>	20 minutes
<b>Components</b>	18 monster cards, 5 dice, 18 Helper Chips.

## Preparation

Shuffle the monster cards – for a shorter game remove 5 cards from the game. Place the cards in a face down deck. Reveal three cards from the deck and place them face up in the middle. The monster cards show combinations of parts that are required to complete the monster. Keep the counters and the dice in reach. The faces of the dice show five monster parts and one **IGOR!**.

## Play – For 2 to 4 Players

Choose a player to start and play will progress clockwise. Begin your turn by rolling all five dice. After you roll, you must set aside at least one die. You may set aside as many other dice as you wish. For each die you set aside that shows a monster part, you must place a Helper on a corresponding part symbol on one of the monster cards. Dice you set aside that show **IGOR!** have no immediate effect. Then either conclude your turn or reroll all remaining dice:

- If you roll again, proceed as above. Then either conclude your turn or reroll all remaining dice, and so on.
- If you conclude your turn, you win all monster cards that have all their symbols occupied by Helpers. Yell “PULL THE SWITCH!” and place these monster cards face down in front of you. Reveal replacement cards from the deck, so that there are three monster cards face up. Monster cards that are only partially filled with Helpers are left for the next player to finish.

-Losing Your Turn: If you roll the dice and you are unable to set aside one die that either matches an unoccupied part symbol on one of the monster cards or that reads **IGOR!**, you instantly lose your turn. Leave any monster cards that aren't completely filled in for the next player. Discard any monster cards that have all their symbols occupied by Helpers and reveal replacement cards from the deck."

-IGOR!s: If you eventually manage to set aside all five dice and at least two of these dice show IGOR!, you may decide to continue your turn and reroll all five dice. (Note: Only at the very end of your turn do you receive any completed monsters, provided you do not lose your turn.)

## Game End

When the deck runs out, play continues until all monsters are created (or discarded). Then the game ends and all players add up the values of their monster cards. The player with the highest total wins.

## Game Variant – For 1 Player

Proceed as described above. After each of your turns, discard one of the monster cards from the deck. When you take the last card from the deck, you have one more turn before the game ends. Add up the values of your monster cards. The higher the total, the better.



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