

# REANIMATOR

THE BOARD GAME

HORROR



AGES 14+



1-4 PLAYERS



40-60 MINUTES



**DYNAMITE**

AN INTERACTIVE HORROR GAME BY THOMAS M. GOFTON



# REANIMATOR

Welcome to the spine-tingling world of Reanimator: a table top game of horror and mad science. You and your friends take on the role of assistants to the mad genius Herbert West. Travelling around the ill-begotten community of Arkham, Massachusetts, you will gather musty Tomes, mysterious Ingredients, and even Cadavers of the recently deceased for your dark work. And what work would that be? To turn back death itself!

Things are not so simple – the dark dreams of the Elder Ones threaten your path with ill omens and dark portents. The City Watch guards the streets against suspicious behavior. What's worse, your own failed experiments come back to haunt you!

Join Herbert West to prove that you can master nature and conquer death itself!

## COMPONENTS

4 Dice

1 Standee Base

157 Cards:

153 Subplot Cards:

50 for Act 1,

50 for Act 2,

53 for Act 3

4 Player Reference Cards

1 Herbert West Card

1 Workbench Card

1 Used Cadavers Card

Punchboard Tokens:

1 Herbert West Standee

8 Arkham Buildings

1 City Watch

1 Syringe

15 Cadavers / Undead

9 Tomes

9 Ingredients

6 Sanity

6 Health

**Created by:** Thomas M. Goffon

**Designed by:** Tyler Omichinski

**Developers:** Aron Murch, Josh Derksen

**Graphic Design:** Josh Derksen

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Game design by Lynnvan der Studios.

## SET-UP

Before playing, construct the Arkham Buildings. The parts used to construct each building are shown in the back of this rule book. For complete assembly instructions visit: [www.lynnvander.com/reanimator/](http://www.lynnvander.com/reanimator/)



Place the Arkham Buildings in the center of the play area within reach of all players. Place Herbert West on Miskatonic University. Place the City Watch on the Police Station.

Set the Ingredients, Cadavers, and Tomes within reach of all the players. Shuffle each of the Subplot Decks (Act I, Act II, and Act III) and put them within reach of all players.

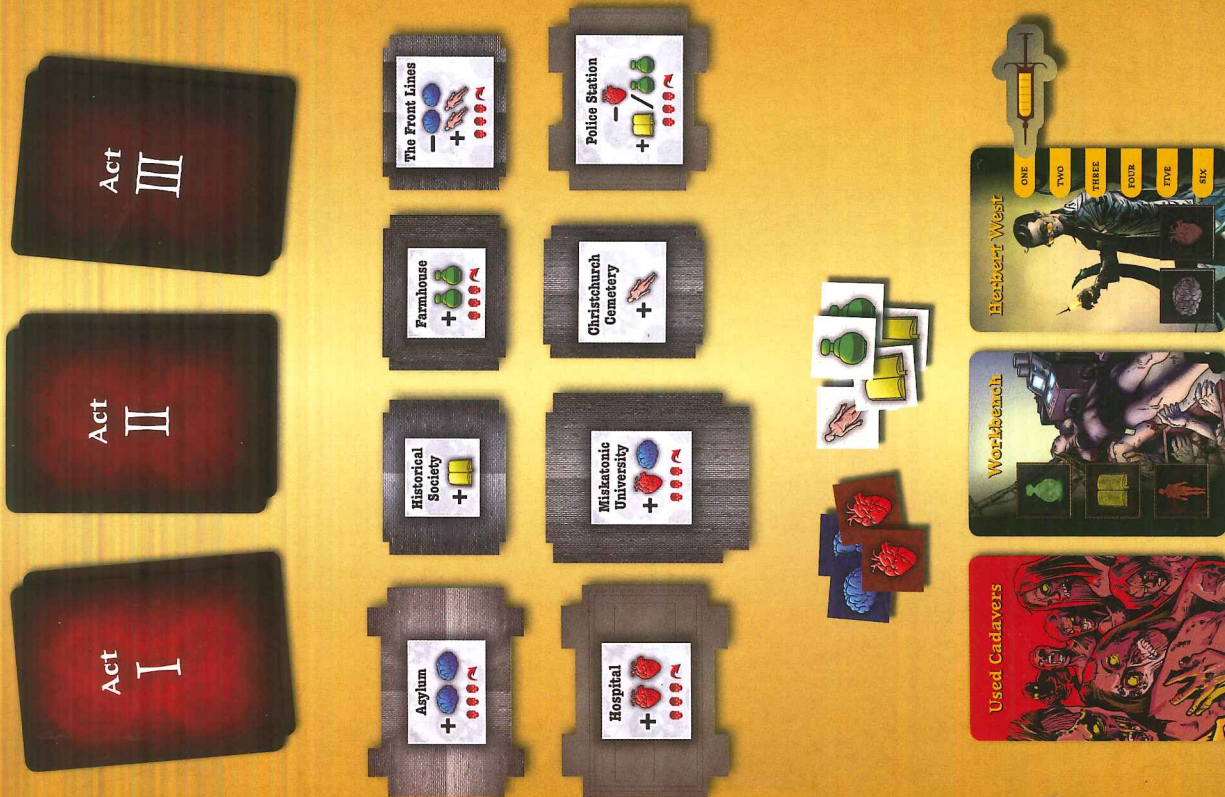
Place the Used Cadavers, Workbench, and Herbert West cards within reach of all players. Place a number of Dice equal to the number of players on the Herbert West Card, and place the Health and Sanity Tokens on the card in the indicated spaces.

## IMPORTANT INFORMATION:

Throughout this rulebook you'll find excerpts like this that contain helpful hints and important information for ensuring you can bring the dead back to life, or just play the game.



# SET-UP DIAGRAM



# GAMEPLAY

Throughout Reanimator, you will be playing through six Serials, each representing a phase of the game. Each Serial has a number of Subplots equal to the number of players. Game time is about 1 hour.

## TURN ORDER

- 1) Narrator reads the Sub-Plot, resolving 1 card from each deck in order (Act I, Act II, and Act III).
- 2) Each player moves Herbert West to any Arkham Building and takes 1 Action.
- 3) Clean-up: Check to see if any Arkham Buildings are Overrun.
- 4) The next player Clockwise becomes the new Narrator.
- 5) Repeat steps 1-4 until each player has been the Narrator once.
- 6) End the Serial, and attempt to perfect the ReAnimation Serum.
- 7) Repeat steps 1 to 6 for each Serial.
- 8) After 6 Serials, the game is over.

## WINNING AND LOSING

The game is won when the ReAnimation Serum is perfected at the end of the 6th Serial.

The game is lost if Herbert West's Health or Sanity drops to 0 or if you reach the end of a serial without collecting a Cadaver.

## RESOURCES, HEALTH, AND SANITY

Resources (Tomes, Cadavers, and Ingredients) are kept in a pile within reach of all players (the supply). When they are gained, move them to the Workbench Card. When they are lost or spent, return them to the supply.

Health and Sanity tokens are kept on the Herbert West Card. When they are lost, move them to the supply. When they are gained, return them to the card.



# HERBERT WEST

The players are playing the Narrators of the story. You work alongside Herbert West, trying to perfect his ReAnimation serum.

Included is a character card for Herbert West, used for keeping track of his current **Health** and **Sanity**. If either Health or Sanity reaches zero, he has succumbed to the difficulties of your mission and expires. If that happens, you lose the game.

Herbert West starts with 6 Health and 6 Sanity. Stack these tokens on his character card where indicated. He can never go above 6 Health or 6 Sanity for any reason.

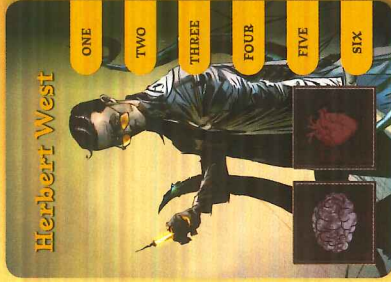
Use the Syringe token and the track on the right side of his card to keep track of how many Serials you have played.

# WORKBENCH

Resources are held collectively and are used to try to create the ReAnimation serum in each Serial. Use this card to keep track of all the Resources you have collected to aid you in completing your mission. There are spaces on this card to stack your **Ingredients**, **Tomes**, and **Cadavers**.

# USED CADAVERS

At the end of each Serial, at least one Cadaver is used in your quest to perfect the ReAnimation serum. Place the Cadaver tokens you use on this card, they may return to haunt you later as Undead!



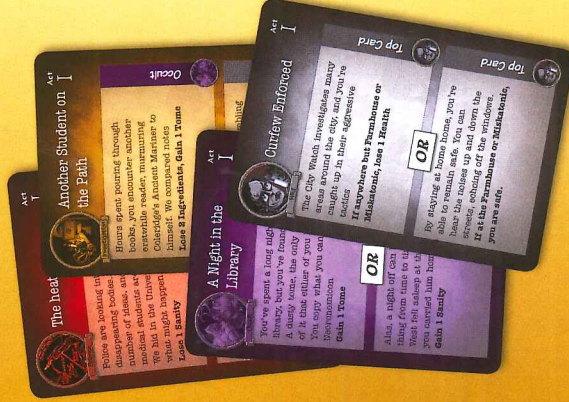
# SUBPLOTS

The Subplots start each round of player turns. Each player gets a turn being the Narrator, drawing and reading the Subplot cards and following the instructions on each. Each Subplot starts with Act I, then moves on to Act II and/or III if required. If there are options, the players vote on which they should pursue. If you cannot come to an agreement on how to proceed, the Narrator is the tiebreaker.

Once an option is chosen, resolve the bolded text under the narrative text. Then, draw the top card of the next Subplot Deck in sequence (Act I, then Act II, then Act III).

The Subplot Cards are color coordinated to be either Investigation (Yellow), Science (Red), Occult (Purple), or Wild (Grey). Sometimes cards will instruct you to draw a specific color of card as part of a decision. Wild cards count as any of these colors and are always resolved. If you ever would run out of cards in the deck, shuffle the discard pile and create a new deck.

The bolded card text makes you lose or gain resources, Health, or Sanity. You must choose 1 of the available options. If you can only afford or otherwise meet the requirements for 1 option, you must take that option. Fate and chance have forced your hands. If you are unable to afford any option, Herbert West loses 1 Sanity to represent the strain from reality itself decaying around him as the Old Ones shift in their sleep, and he is forced to grapple with that.



# TELLING STORIES

Investigation cards tend to be the safest, Science cards tend to enforce trades, and Occult cards tend to be unpredictable.



# ACTIVATING ARKHAM BUILDINGS

After a Subplot has been resolved, each player, starting clockwise from the Narrator, moves Herbert West to any Arkham Building and takes 1 Action. Activating an Arkham Building gives the players resources according to the following list:



## ASYLUM:

Using this Arkham Building regains **2 Sanity**.

If Overrun, using this Arkham Building regains **1 Sanity**.



## CHRISTCHURCH CEMETERY:

Using this Arkham Building gains **1 Cadaver**.

This Arkham Building cannot be Overrun.



## FARMHOUSE:

Using this Arkham Building gains **2 Ingredients**.

If Overrun, using this Arkham Building gains **1 Ingredient**.



## HISTORICAL SOCIETY:

Using this Arkham Building gains **1 Tome**.

This Arkham Building cannot be Overrun.

## CARD TITLE AND TYPE

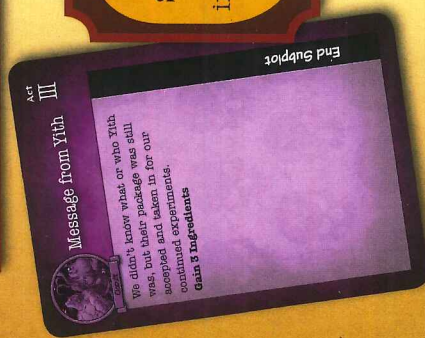
**ACT**  
Tells you which Act this should be in.

**NEXT CARD**  
Indicates what card type you must draw next with that choice.



**NARRATION**  
Each card has a section of narration followed by an effect that makes you lose or gain resources, Health, or Sanity. You must choose one of the available options.

**NO CHOICE**  
Some Subplot cards will have only a single choice on them. In those instances, you must choose the only available option.





## OVERRUN ARKHAM BUILDINGS:

An Arkham Building can become Overrun during clean-up if it contains too many undead (see "The City Watch and The Undead").



### HOSPITAL:

Using this Arkham Building regains **2 Health**.

If Overrun, using this Arkham Building regains **1 Health**.



### MISKATONIC UNIVERSITY:

Using this Arkham Building recovers **1 Health** and **1 Sanity**.

If Overrun, using this Arkham Building recovers either **1 Health** or **1 Sanity**.

Herbert West starts here at the beginning of the game.



### POLICE STATION:

Using this Arkham Building costs **1 Health** and gains either **2 Ingredients** or **1 Tome**. If Overrun, this Arkham Building cannot be used.

The City Watch Token starts here at the beginning of the game.



### THE FRONT LINES:

Using this Arkham Building costs **2 Sanity** and gains **2 Cadavers**.

If Overrun, using this Arkham Building costs **2 Sanity** and gains **1 Cadaver**.

## THE CITY WATCH AND THE UNDEAD

The City Watch and the Undead haunt Arkham, occasionally moving as instructed by the Plot Cards.

If the City Watch token is on an Arkham Building, you must spend **1 Cadaver** or **1 Ingredient** to use it, in addition to its normal costs.

If there are Undead on an Arkham Building, you must spend **1 Health** per undead to use it, in addition to its normal costs.

During clean-up, if there are Three Undead at an Arkham Building that does not contain the City Watch token, the Arkham Building becomes Overrun. Flip over the roof of the Arkham Building, revealing its Overrun version. This cannot be undone.



City Watch



Arkham Building (Safe)

Arkham Building (Overrun)



Cadaver (Front)



Undead (Back)

### UNDEAD PLACEMENT:

Whenever you are placing Undead in Arkham, use the following priority list:

- 1) Place an Undead at Herbert West's location if there are no Undead there.
- 2) Place an Undead at any location that is not Overrun and does not have an Undead or the City Watch on it.
- 3) Place an Undead at a location that would make it Overrun.
- 4) Place an Undead at any location on the board that is not already Overrun, Player's Choice.
- 5) Place an Undead at any location on the board, Player's Choice.



## END OF A SERIAL

At the end of each Serial, you must attempt to perfect the Reanimation serum. This is done by rolling the dice that were set aside during the Set-Up phase.

You are allotted ONE roll of the dice for each Cadaver you own.

**If you do not have a cadaver with which to perform your dark experiments, you have lost the game.**

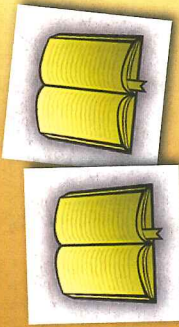
You may spend a **number of your Tomes equal to the number of players** in order to roll one fewer dice at the end of a Serial. This is called gaining Knowledge. Each Knowledge you gain removes one die for this Serial.

When rolling, you are attempting to roll below the number of Ingredients you have secured and chosen to utilize. If the roll succeeds, the story continues. If the roll fails, remove health or sanity equal to the dice result (minus ingredients), and the story continues. **(Note: During the Final Serial, you MUST either succeed or lose the game).**

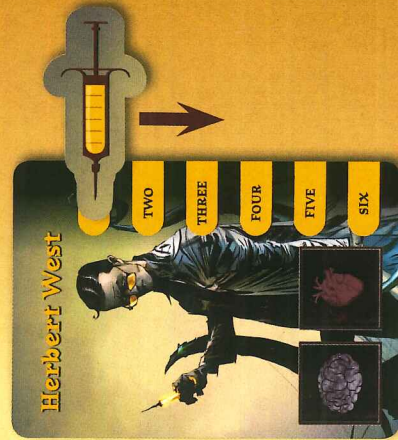
Example: if you roll "6" on two dice and have 4 ingredients, you lose 1 Health and 1 Sanity, or 2 Health, or 2 Sanity. You collectively choose. If there is ever a disagreement, the most recent Narrator resolves any ties.

Any Cadavers, Tomes, or Ingredients NOT used during this Serial may be saved for the next Serial. Any used Tomes or Ingredients are returned to the supply. Any Used Cadavers are put into the Used Cadaver pile.

Finally, advance the Syringe token to the next Serial on the Herbert West card. If you reach Serial Six, see "The Final Serial" on the following page.



**Spend Tomes to roll fewer dice.**



## THE FINAL SERIAL

At the start of the 6th and final Serial, the gameplay changes slightly. All Cadavers in the Used Cadaver pile are placed on the Arkham Buildings as Undead, following the priority list for Subplots.

At the end of the final Serial, make one last attempt to perfect the Reanimation Serum, and then read on...

### IF YOU SUCCEED:

You and Herbert West have perfected the reanimation serum. Together, you flee Arkham, escaping the Undead that you have left behind. The City Watch will deal with them, but you have perfected the ability to undo death itself.

With the ability to change the world, you set out with your findings to success, fame, and wealth. Even as you leave the city under the dark of night, you can see that Herbert West has changed, that he seems haunted. No matter, though! There's still so much to do.

**You have won the game, for now.**

### IF YOU FAIL:

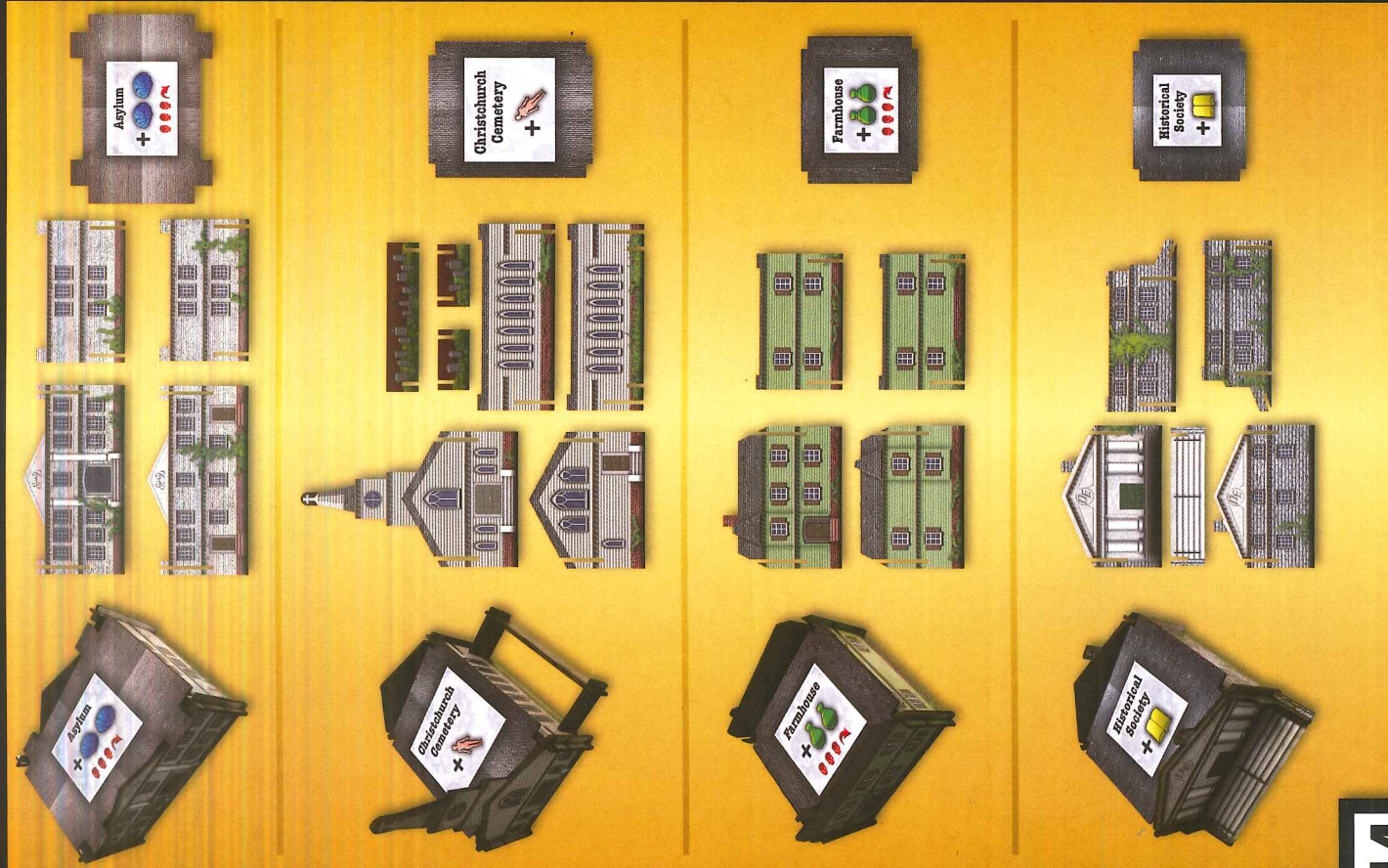
Your last desperate experiment wasn't enough. As the two of you stand defeated, over your last Cadaver, you know that it wasn't enough. Perhaps the Serum was never possible?

The Undead close in on you, and you suddenly find yourself surrounded. Within moments, they break down the door and close in on you and Herbert West. That's the last thing you'll ever see.

**You have lost the game.**

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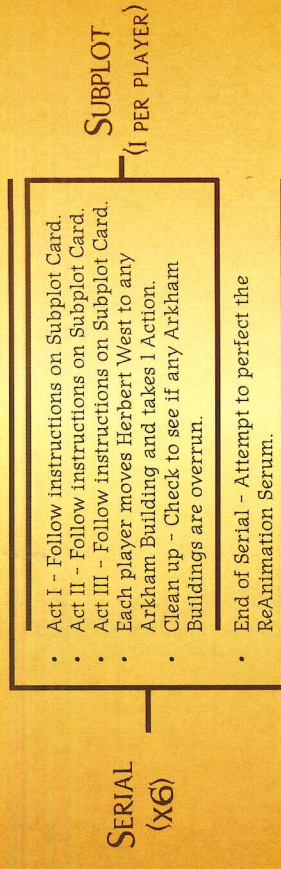


# IMPORTANT NOTES

Herbert West has been conducting his dark work for a very long time. Assistants have come and gone, and many have not survived their ordeals. You would do well to remember the following information.

## GAME SEQUENCE:

The game consists of 6 Serials, each broken down into 1 Subplot per player, with 3 acts per Subplot.



## END OF SERIAL:

At the end of each Serial, you must attempt to perfect the ReAnimation Serum. To succeed, you must roll the dice, and achieve a total score that is lower than the number of ingredients you are using for the roll. To succeed, you must spend your resources wisely:

**Spend 1 Tome per player:** Remove 1 die for the current Serial.

**Spend x Ingredients:** Set the target dice result.

**Spend 1 Cadaver:** If you cannot do this, you lose the game.

**Spend 1 additional Cadaver:** Re-roll the dice.

**If you succeed:** Continue to the next Serial. If it is the end of the 6th Serial, see page 13.

**If you fail:** Lose Health and Sanity in any combination equal to the difference between the dice result and the target.