

ABOMINATION!

On your turn, complete the following four steps in order.

- 1 Do you have five or more Contracts face-up in front of you?** Hooray! You win! The game is over. If you have four or fewer now but get five Contracts later in your turn, you'll have to wait until your next turn to win. Good luck.
- 2 Action!** Take two of the following actions. (Or take one of the following actions twice.)
 - **Create a Monster:** You must use 1 Head, 1 Body, and 1 Limbs. You may also use 1 Tail, and Body Parts Accessory cards (if you're including the Body Part(s) the Accessory/Accessories fit on).
 - **Fill a Contract:** Choose one of the open Contracts, or your Secret Contract. If you have a monster that meets its requirements, place it face-up in front of you. If it was an open Contract, turn a new Contract face-up.
 - **Steal a Contract:** Choose an opponent's Contract. Choose one of your monsters to fill the contract. Your opponent must choose one of his monsters to defend it. Both monsters must meet the Contract's requirements. Look at the Prime stat called-out by the Contract; if your monster's Prime stat is higher, you get the Contract.
 - **Enact Nefarious Scheme:** Some Nefarious Scheme cards say "As an action" under "Use When". Play the card, do what it says, discard it unless it says not to.
 - **Evil Garage Sale:** Discard any number of your Nefarious Scheme and Body Part cards (not including Igor's Body Parts). Collect \$2 for each card you discard.
 - **Plot Nefariously:** Discard as many of your Nefarious Schemes as you like, then draw back up to five.
 - **Purge Graveyard:** Discard the five face-up Body Parts cards, draw five new replacements.
- 3 Collect Income!** Collect \$ for every contract you have.
- 4 Start Bidding!** Choose a face-up Body Part. Everybody bids, simultaneously and in secret. High bid pays the money and gets the Body Part. You decide who wins ties. Turn a new Body Part face-up.

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