

Frankenstein - Where's that green elbow??

Play online: <https://game.ywesee.com/parados/frankenstein.html>

Get the Parados app:

iOS / Mac: <https://apps.apple.com/us/app/parados/id6760842713>

Android: <https://play.google.com/store/apps/details?id=com.ywesee.parados>

Windows: <https://apps.microsoft.com/detail/9N7RTWZQQ0K7>

Frankenstein — Rules

Where's that green elbow??

A Memory Frankenstein game for 1 – 4 players, ages 5 – 99.

Goal

Build a complete Frankenstein body from face-down cards. The game continues until all players complete their Frankie. The first to finish wins!

Setup

Each player starts with 3 of 4 torso parts already in place. The 4th torso part is hidden among the face-down cards along with all other body parts.

- 2 players: 32 cards
- 3 players: 48 cards
- 4 players: 64 cards

Building Order

Build from the middle outward. Body parts have **no left/right distinction** — any arm or leg card can be placed on either side!

- **Arms:** upper arm -> lower arm -> hand
- **Legs:** upper leg -> lower leg -> foot
- **Head:** lower head -> upper head

Each limb requires its **specific adjacent torso part**: right arm needs upper-left torso, left arm needs upper-right torso, left leg needs lower-left torso, right leg needs lower-right torso. Lower head can attach to any top torso part. All torso cards are identical and can fill any empty torso slot.

Taking a Turn

Flip cards one at a time. If you can use the card, it's placed on your body and you continue flipping. If you can't use it, that's a **miss** — the card flips back face down.

After your **2nd miss**, your turn ends. The key is remembering where cards are that you can't use yet!

Jokers

There are as many joker cards as there are players. A joker can substitute for any torso, arm, or leg part (not hands, feet, or head). Each player may have at most one joker. Finding a 2nd joker passes it to the next player (not a miss). If you later find the real body part, you may swap it with

your joker.

Solo Mode

In solo mode you control both Frankies, alternating turns just like a 2-player game. The goal is to complete both Frankies with as few misses as possible. Keep track of which Frankie needs which parts — it's a real brain trainer!

Misses & Mistakes

A **miss** is any card you flip that you can't use. After 2 misses, your turn ends. A **mistake** is a special kind of miss: flipping a card that was already turned over before and you still can't use it — you should have remembered! Mistake tracking can be turned on/off in the setup.

Reverse Mode

Reverse flips everything! Instead of starting with the torso, you start with **1 hand, 1 foot, and 1 upper head** already placed. All 4 torso parts are in the deck — build from the extremities!

- **Arms:** hand (placed) -> lower arm -> upper arm
- **Legs:** foot (placed) -> lower leg -> upper leg
- **Head:** upper head (placed) -> lower head
- **Torso:** needs adjacent limbs + head completed first!

In **Mixed** mode, players alternate directions — one builds outward (starting with torso) while the other builds inward (starting with extremities). Best in 2-player or 4-player!

All game rules as PDF

GitHub: <https://github.com/zdavatz/parados/tree/main/docs/rules>

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