

# TOMBS FOUNDRY'S EVIL:101

This is a Print and Play (PNP) demo of our game Evil:101.

This version contains a subset of the cards in the complete game, and no card backs.

Use scissors or a knife and ruler to cut out the cards, using the marks as a guide.

You need to mark the card backs with the card type yourself before you can play with them.

## Preparation

1. Separate the cards into their respective decks, and shuffle them.
2. Draw and place as many Targets as there are players on the table, face up.
3. Each player need to keep track of their points every round. Their points can go up or down, so use some kind of counter.
4. Determine who is to play as the DIC Handler. This player draws 7 DIC Agent cards to hand.
5. All players, including the DIC Handler, draw 5 Plot cards to hand. The DIC Handler sets them aside.

## Round

1. The round starts with the Evil player to the left of the DIC Handler.
2. The Evil players in turn place one of their Plot cards face down on a Target of their choice. ALL Symbols on the card must exist on the Target. i.e. if the Plot has two symbols, BOTH must exist on the Target. Only one Plot can be placed on each Target. When all Evil players have placed their Plot, one Target will be unclaimed. Each Evil player places a token on their card to mark whose it is.
3. The DIC Handler then place one of his Agent cards face up on each Plot on the table. The symbol on the Agent card must be what they believe is present on the Plot, i.e. one of the symbols of the Target.
4. Each Evil player then reveal their Plot.
  1. If a Plot does NOT have the symbol of the Agent card, the Evil player it belongs to gains the point of the card, in addition to each point from the Target that corresponds to the symbols on the plot. As an example, if the Evil player played the «Faith, Fate and Fatality» Plot card on the «Dingo News Network» Target, the Evil player gets the 2 points of the card, plus the 2 points of the Finance symbol on the Target, plus the 3 points of the Manipulation symbol of the Target, for a total of 7 points, the maximum possible.
  2. If the Agent card has ONE of the symbols of the Plot card, the Evil player does not get any points, unless the Evil player starts a Chase.
5. If the Evil player gets caught by the DIC Handler, the Evil player may choose to use a Chase card. The DIC Handler may then choose to use one of their own Chase cards to respond, the Evil player may respond in turn, and so on. The Chase cards work in a Rock, Paper, Scissors way, with Car beating Helicopter, Helicopter beating Submarine, and Submarine beating Car.

## Cleanup

1. All spent Plot cards, spent DIC Agent cards, spent Chase cards and the Targets who were plotted against this turn, are discarded to their own discard piles according to card type. Cards still on hand are kept.
2. One Target should remain. Add Targets from the deck up to the number of players.
3. All players replenish their hand with Wicked Plots, up to 5 card on hand.
4. The DIC Handler gives their role and their remaining DIC Agents cards to the player on their left. Chase cards are personal and are not given. This player is the new DIC Handler, and replenishes their DIC Agents hand up to 7 cards.
5. Any player with points may choose to buy as many Chase cards as they wish and add them to their hand. Each Chase card costs 2 points.
6. If there are not enough cards in the deck, shuffle the discard piles into new decs.
7. A new Round then starts.

**First player to 20 points or above,  
WINS!**

### Symbol key



**Finance**



**Manipulation**



**Engineering**



**Explosives**



**Nuclear**



**Biological**

## TARGETS

### BIGTOWN BOMB SQUAD



### BIGTOWN BOMB SQUAD



### AREA 42



### AREA 42



### BIGTOWN NATIONAL BANK



### BIGTOWN NATIONAL BANK



### PLUTONIUM ENRICHMENT CENTER



### PLUTONIUM ENRICHMENT CENTER



### ANOTHER SPACE STATION



### ANOTHER SPACE STATION



### CLAM OIL FIELD



### CLAM OIL FIELD



### POWERBOT DYNAMICS



### POWERBOT DYNAMICS



### INTERNATIONAL POWER GRID CORP.



### INTERNATIONAL POWER GRID CORP.



### DINGO NEWS NETWORK



### DINGO NEWS NETWORK





# WICKED PLOTS







THE BOMB IDENTITY



1  
pts



THE BOMB IDENTITY



1  
pts



ATTACK OF THE  
50 FT. KILLER ROBOT



1  
pts



ATTACK OF THE  
50 FT. KILLER ROBOT



1  
pts



ATTACK OF THE  
50 FT. KILLER ROBOT



1  
pts



ATTACK OF THE  
50 FT. KILLER ROBOT



1  
pts



ATTACK OF THE  
50 FT. KILLER ROBOT



1  
pts



THREAT OF THE  
UNCOMMON COLD



1  
pts



THREAT OF THE  
UNCOMMON COLD



1  
pts



**THREAT OF THE  
UNCOMMON COLD**



**THREAT OF THE  
UNCOMMON COLD**



**THREAT OF THE  
UNCOMMON COLD**



**DR. FNARGSTROM'S  
BRAIN JANGLER**



**DR. FNARGSTROM'S  
BRAIN JANGLER**



**DR. FNARGSTROM'S  
BRAIN JANGLER**



**THE DOOM-TRAIN  
RAMPAGE**



**THE DOOM-TRAIN  
RAMPAGE**



**THE DOOM-TRAIN  
RAMPAGE**





## M.O.M.'S MONSTROUS MACHINATIONS



2  
pts



## M.O.M.'S MONSTROUS MACHINATIONS



2  
pts



## M.O.M.'S MONSTROUS MACHINATIONS



2  
pts



## INVASION OF THE RADIOACTIVE FROGS



2  
pts



## INVASION OF THE RADIOACTIVE FROGS



2  
pts



## INVASION OF THE RADIOACTIVE FROGS



2  
pts



## THE VAULT VIRUS VENDETTA



2  
pts



## THE VAULT VIRUS VENDETTA



2  
pts



## THE VAULT VIRUS VENDETTA



2  
pts





**FAITH, FATE &  
FATALITY**



**2  
pts**



**FAITH, FATE &  
FATALITY**



**2  
pts**



**FAITH, FATE &  
FATALITY**



**2  
pts**

## DIC AGENTS



**AGENTS OF J.E.F.F**



**AGENTS OF J.E.F.F**



**AGENTS OF J.E.F.F**



**AGENTS OF J.E.F.F**



**AGENTS OF J.E.F.F**



**LION NESS**



 **LION NESS**



 **LION NESS**



 **LION NESS**



 **LION NESS**



 **GARY GEIGER**



 **GARY GEIGER**



 **GARY GEIGER**



 **GARY GEIGER**



 **GARY GEIGER**



 **MR. BOMBERMANN**



 **MR. BOMBERMANN**



 **MR. BOMBERMANN**



 **MR. BOMBERMANN**



 **MR. BOMBERMANN**



 **RICHARD A. MULLET**



 **RICHARD A. MULLET**



 **RICHARD A. MULLET**



 **RICHARD A. MULLET**





**TYPHOID TANNER**



**TYPHOID TANNER**



**TYPHOID TANNER**



**TYPHOID TANNER**



**TYPHOID TANNER**



**CHASE!**

**ANTI-AIR CAR**



**ANTI-AIR CAR**



**ANTI-AIR CAR**



## ANTI-AIR CAR



## ANTI-AIR CAR



## ANTI-AIR CAR



## CHASE!

## BRIDGE TORPEDO



## BRIDGE TORPEDO



## BRIDGE TORPEDO



## BRIDGE TORPEDO



## BRIDGE TORPEDO



## BRIDGE TORPEDO



## CHASE!

DEPTH CHARGE



DEPTH CHARGE



DEPTH CHARGE



DEPTH CHARGE



DEPTH CHARGE



DEPTH CHARGE



Thanks to

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<https://www.facebook.com/groups/pnphideaway>

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for help in learning about PNP files.