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	☀ Explosives
⊚ Manipulation	☢ Nuclear
⊚ Engineering	☣ Biological

TOMBS FOUNDRY'S **EVIL:101**

BIGTOWN BOMB SQUAD

3 pts | 2 pts | 1 pts | 0 pts

BIGTOWN BOMB SQUAD

3 pts | 2 pts | 1 pts | 0 pts

AREA 42

3 pts | 2 pts | 1 pts | 0 pts

AREA 42

3 pts | 2 pts | 1 pts | 0 pts

BIGTOWN NATIONAL BANK

3 pts | 2 pts | 1 pts | 0 pts

BIGTOWN NATIONAL BANK

3 pts | 2 pts | 1 pts | 0 pts

PLUTONIUM ENRICHMENT CENTER

3 pts | 2 pts | 1 pts | 0 pts

PLUTONIUM ENRICHMENT CENTER

3 pts | 2 pts | 1 pts | 0 pts

ANOTHER SPACE STATION

3 pts | 2 pts | 1 pts | 0 pts

ANOTHER SPACE STATION

3 pts · 2 pts · 1 pts · 0 pts

CLAM OIL FIELD

3 pts · 2 pts · 1 pts · 0 pts

CLAM OIL FIELD

3 pts · 2 pts · 1 pts · 0 pts

POWERBOT DYNAMICS

3 pts · 2 pts · 1 pts · 0 pts

POWERBOT DYNAMICS

3 pts · 2 pts · 1 pts · 0 pts

INTERNATIONAL POWER GRID CORP.

3 pts · 2 pts · 1 pts · 0 pts

INTERNATIONAL POWER GRID CORP.

3 pts · 2 pts · 1 pts · 0 pts

DINGO NEWS NETWORK

3 pts · 2 pts · 1 pts · 0 pts

DINGO NEWS NETWORK

3 pts · 2 pts · 1 pts · 0 pts

EVIL:101 — TOMBS FOUNDRY'S

THOUGHTS TO KILL — 1 pts

THOUGHTS TO KILL — 1 pts

THOUGHTS TO KILL — 1 pts

THOUGHTS TO KILL — 1 pts

THOUGHTS TO KILL — 1 pts

THE MAN WHO BOUGHT THE MOON — 1 pts

THE MAN WHO BOUGHT THE MOON — 1 pts

THE MAN WHO BOUGHT THE MOON — 1 pts

THE MAN WHO BOUGHT THE MOON — 1 pts

THE MAN WHO BOUGHT THE MOON

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1 pts

POLONIUM PANIC

1 pts

POLONIUM PANIC

1 pts

POLONIUM PANIC

1 pts

POLONIUM PANIC

1 pts

POLONIUM PANIC

1 pts

THE BOMB IDENTITY

1 pts

THE BOMB IDENTITY

1 pts

THE BOMB IDENTITY

1 pts

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 — 1 pts

DR. FNARGSTROM'S BRAIN JANGLER — 2 pts

THE DOOM-TRAIN RAMPAGE — 2 pts

M.O.M'S MONSTROUS MACHINATIONS — 2 pts

INVASION OF THE RADIOACTIVE FROGS — 2 pts

THE VAULT VIRUS VENDETTA — 2 pts

FAITH, FATE & FATALITY

2 pts

DIC
AGENTS

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!

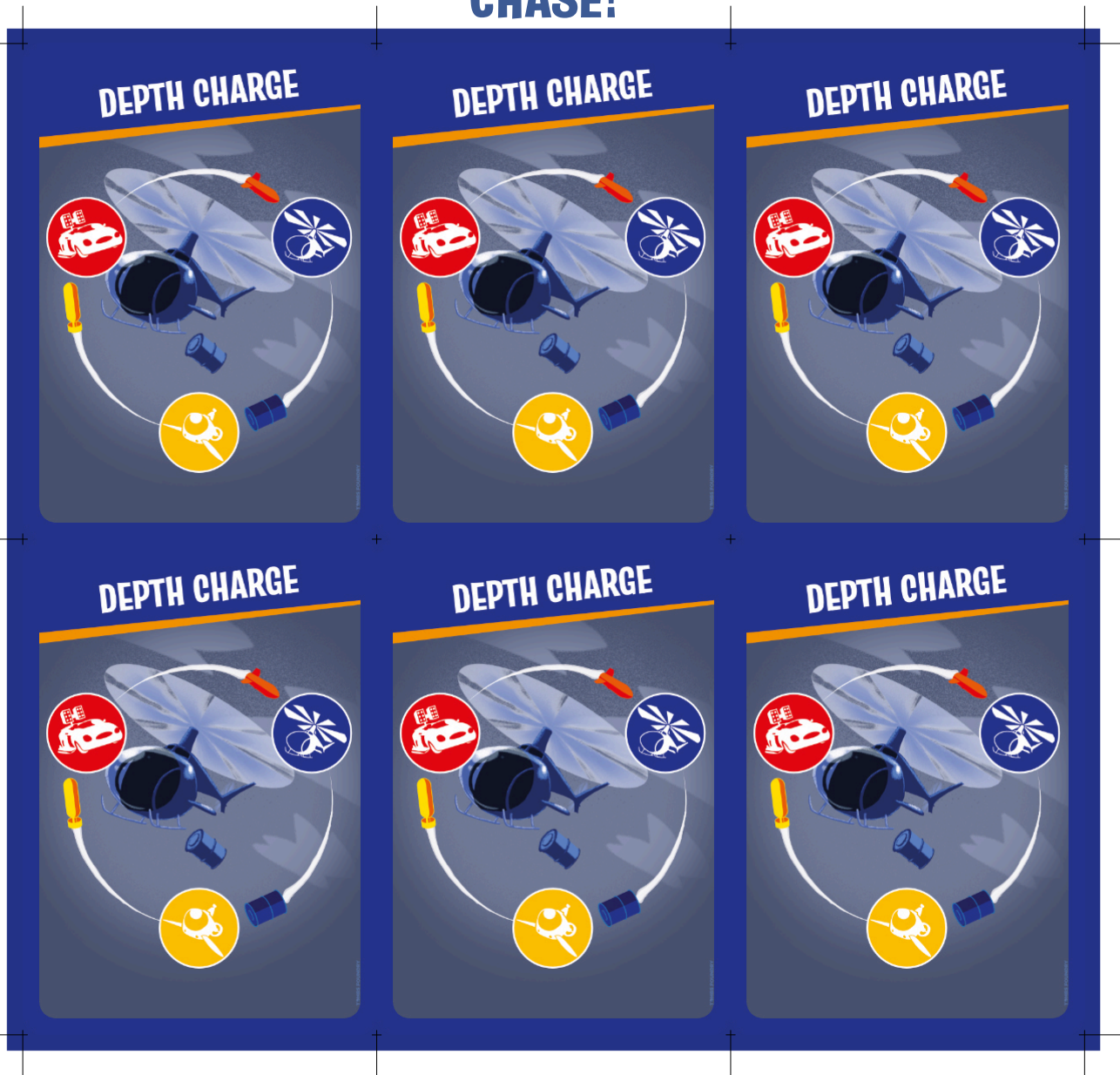BRIDGE TORPEDO   BRIDGE TORPEDO   BRIDGE TORPEDO

BRIDGE TORPEDO   BRIDGE TORPEDO   BRIDGE TORPEDO

Thanks to

the members of the "**Martin's Print and Play Hideaway**" Facebook group
https://www.facebook.com/groups/pnphideaway

and

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for help in learning about PNP files.