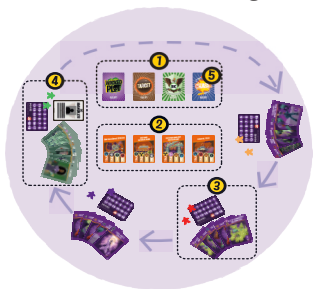


This is the Game

Evil:101 is a game about matching symbols and gathering as many points as possible, while trying to trick or fend off the DIC Agents that are constantly on your trail, and leaving your competition in the dust.



The Setup

1. Shuffle each of the four decks; Wicked Plot, Target, DIC and Chase, and place them face down in reach of all players.
2. Draw as many Targets as there are players at the table, and place them face up, next to each other.
3. Each player draws five Wicked Plots into their hand, and mark 0 points on their Point Tracker card using a meeple.
4. One player is designated the DIC Handler. This player gains the DIC Handler ID, sets aside their Wicked Plots, and draws seven DIC Agents. (If they have any, they may keep their Chase cards on hand should they choose to.) This role moves clockwise in the next round.
5. Chase-cards may be bought by any player at the end of each round, at a cost of **2 Victory Points** each. These cards do not follow the DIC Handler role.

1. Larry Plotter and the Order of the Kebab

Players play their turns clockwise, starting with the player to the **left** of the DIC Handler role each round.

They play a Wicked Plot from their hand, and place it face down on the desired Target.

All the Wicked Plot's symbols **must** match the symbols of the desired Target to be valid, i.e. if the Plot has two symbols, BOTH must exist on the Target.

Only one Evil Player may place their Wicked Plot on each Target.

If you have no cards on hand that match any available Targets, discard one and draw another, until you can use the drawn card.



Example: The player attempts to play a Wicked Plot that matches the 3Pts and 1Pts symbols of the Target. This is placed face down, with a meeple to track its owner.

2. The DIC Moves

After all Evil Players have placed their Wicked Plots, the DIC Handler then plays a DIC Agent card from their hand on each player's Wicked Plot, face up.

The Agent card symbol must match one of the symbols on the Target, and should be what the Handler thinks is most likely on the Wicked Plot.

The Wicked Plot is then uncovered, and if the Agent card matches at least one of the symbols on the Wicked Plot, it is considered foiled.

No points are awarded to the Handler, except schadenfreude, which is better than points.

If the DIC Handler have no cards on hand that match any available Targets, they may discard one and draw another, until they can use the drawn card.



Example: The DIC Handler has successfully matched one of the symbols of the Wicked Plot, and the Plot is considered foiled (for now).

3. Chase Me If You Can

If an Evil Player have been foiled, they can try to play a Chase card, if they have any on hand.

Chase cards are placed face up on the DIC Agent card blocking their Wicked Plot.

The DIC Handler may then try to counter the Chase card with one of their own. The DIC may not start a chase themselves.

The card must be next in the circle (car beats helicopter, helicopter beats submarine, sub beats car).

Additional Chase cards may then be placed in turn by the Evil player in question and the Handler until it is resolved.

If the Evil Player is the last one playing a Chase card, they get away with all their points. If the DIC Handler plays the last Chase card, neither player gets any points.

Chase cards are bought at the end of the round and needs to be on hand to be used.

*Alternate rule: **Pocket the evidence.** If the Handler wins the Chase, they may pocket the points. And the bad conscience.*



Example: After a short, but intense Chase sequence, the Evil Player has managed to sneak off with their points.

4. Hoarding

If their Wicked Plot is not foiled by the DIC Agents, each Evil Player collects their points. Points are calculated by adding the points of the Wicked Plot itself with the points of the matching symbols on the Target.

Players mark their score with the meeple on their Points Tracks.

Example: The Plot of an Evil Player has two symbols, which correspond to 3Pts and 1Pts on the Target. The total points awarded that player is 3 + 1 + the 2 points from their Plot-card itself, for a total of 6 points.



5. Calling the Cleaners

The round now over, the DIC Handler gives their remaining Agent cards (they keep their Chase cards) and the Handler role and ID to the player on their left. This player puts their remaining Wicked Plots aside for their next Evil turn.

All players then keep their current hand and replenish it. The Handler to 7 cards, and the Evil Players to 5 cards. Chase cards are not counted in the maximum. *In a 2 player game, the Handler may discard as many cards as they wish, then replenish.*

Players may then buy additional Chase cards, at a cost of 2 Victory Points per card. Use the Point Tracker to keep track of points.

The used Targets are discarded, and replenished back up to the number of players. Unused Targets remain in play.

A new round then starts.

When a player reaches 20 Victory Points or more, the game ends. The player with the most points is the next Evil Overlord, and should be worshipped.

In case of a draw; one last round will be played between the tied players where the DIC role does not change from the previous round. This goes on until a victor can be decided.