



RULES



VERSION

EVIL:101

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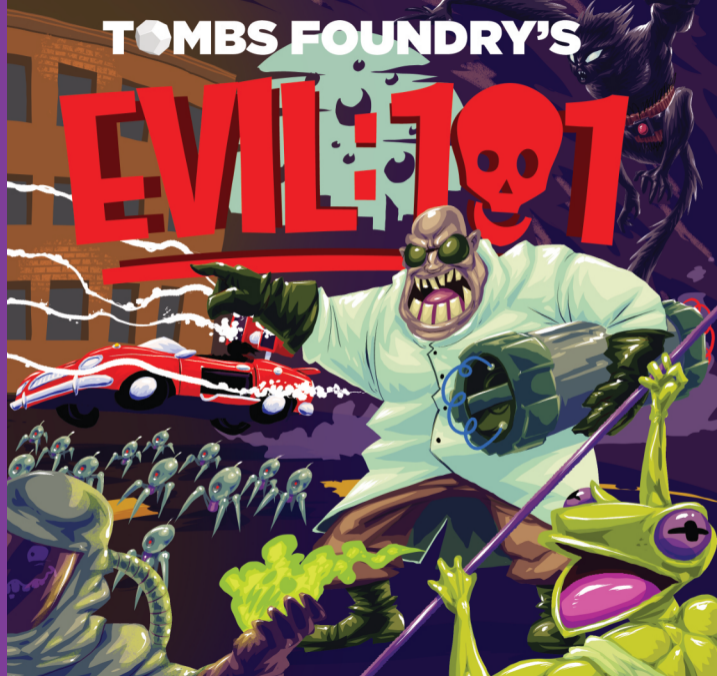
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EVIL:101



THE SETUP



21 Chases

35 DICs

21 Targets

56 Wicked Plots

Point Trackers

Meeples

(2 of each colour)

1 DIC Agent ID

THE SETUP

- 1 The four decks; Plots, Targets, DIC and Chase, are already shuffled when the game room is opened.
- 2 There should be placed as many Targets as there are players at the table. They are chosen by random when the game room is opened.
- 3 Each player draws five Plots into their hand, and marks 0 points on their scorecard using a meeple.
- 4 One player is designated the DIC Agent. This player gains the DIC Agent ID, sets aside their Plots, and draws seven DICs. (If they have any, they may keep their Chase-cards on hand should they choose to.)

This role moves to the player on their right, 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 Agent role.

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.

1. Larry Plotter and the Order of the Kebab

Players play their turns from left to right, starting with the player to the right of the DIC Agent.

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

All the Plot's symbols **must** match the symbols of the desired Target to be valid.

Once the Evil Player has played their card, the Target is locked from other Wicked Plots.

If you have no cards on hand that match any available Targets, discard one and draw another.



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 Agent then plays a DIC-card from their hand on each player's Plot, face up.

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

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

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



Example: The DIC Agent 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 has been foiled, they can try to play a Chase-card, if they have any on hand.

Chase-cards are placed on the DIC-card blocking their Plot.

The DIC Agent may then try to counter the Chase-card with one of their own.

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 DIC Agent until it is resolved.

If the Evil Player is the last one playing a Chase-card, they get away with all their points.

Chase-cards are bought at the end of the round.



4. Hoarding

If their Plot is not foiled by the DIC Agent, 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 point 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 Agent gives their remaining DIC-cards (they keep their Chase-cards) and the DIC Agent role to the player on their right. This player puts their remaining Wicked Plots aside for their next Evil turn.

All players then keep their current hand and replenishes it. The DIC Agent to 7 cards, and the Evil Players to 5 cards. Chase-cards are not counted in the maximum.

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.

The first player to reach 20 Victory Points is the next Evil Overlord, and should be worshipped.