

# DOOMSDAY

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Last year, at the Evil Genius Convention, they laughed at your plans. This year, you'll show them all. Your doomsday device is under way, and nothing can stop you now. Unless someone else manages to build one first. Can you be the one to bring about...

DOOMSDAY!!!

## You Need:

- 3 - 5 players
- A handful of counters
- The deck of DOOMSDAY™ cards
- One uninhabited island at an undisclosed location for each player

## To Start:

Give each player an Initial Power Supply. Each player places this on the table in front of them. This card provides 5 units of power, and is the basis for each player's machine. It can never be stolen, disabled, or destroyed for any reason, though it can be otherwise changed.

Shuffle the deck and deal each player seven cards. If someone gets Countdown to Doomsday, give that player a new card and shuffle Countdown to Doomsday back into the deck. Play begins to the dealer's left and proceeds to the left.

## On Your Turn:

On your turn, you may choose to do any two of the following actions (described below), in any order:

- Draw a card
- Play a part
- Rearrange your doomsday device

In addition, you may play as many Action cards as you want. You can play these at any time, even on another player's turn. You may also acquire cards that let you take extra actions, or take the same action twice (as your entire turn).

## Drawing A Card

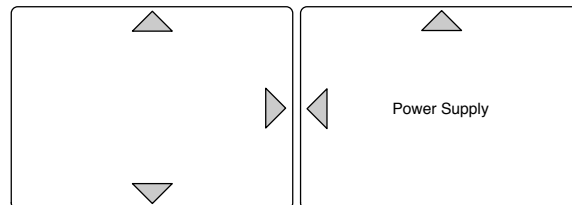
Reach down to the draw pile in the center of the deck. Pick up the top card. Put it in your hand. If you're referencing this part of the rules, you're not much of an evil genius. If your hand is empty, draw two cards instead.

## Playing A Part

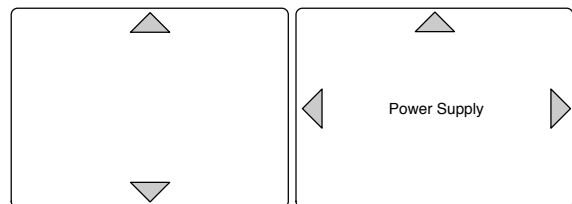
Most part cards contain three main pieces of information: a power draw, a doom contribution, and some connectors. The power draw (upper left) indicates how many points of power it takes to run this particular part. If at any time you have more power draw than you have total points of power from all your power supplies, immediately disable parts of your choice (by putting counters on them) until you no longer have excessive power draw. Powered down cards don't let you use their special effects or count their doom contribution. When you get more power, you can power parts of your machine back on at any time.

The doom contribution (upper right) indicates how doomful a particular part is. Obviously, a machine built of more doomily parts is a better overall doomsday device, sure to win you respect among your fellow evil geniuses and also among world leaders.

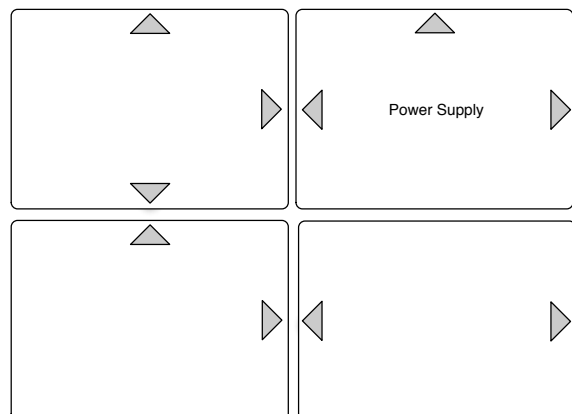
Your doomsday device is made of completely modular parts, the finest in modern world domination engineering. Connectors determine how you can place parts in relation to each other. In order for power to flow from one card to the next, connectors on the outside of the cards must point to each other.



If only one of the cards involved connects, power does not flow and the part, even though it is adjacent, is not connected and is powered down.

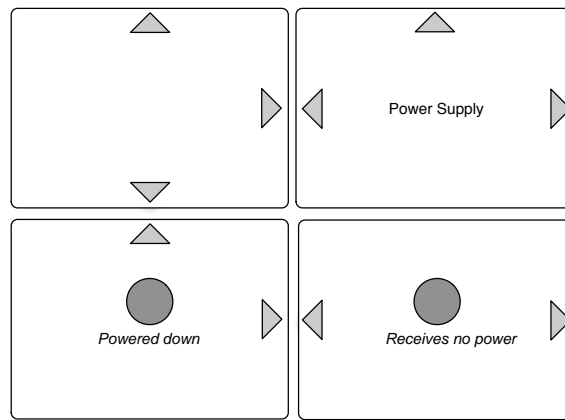


You must play a part such that it makes at least one valid connection, though it doesn't have to receive power.



In this case, power does flow to the bottom right part.

You can't make power "skip over" a powered-down part. If you power down a part in a line, all parts beyond it are powered down too, unless they can get power from another path or another generator.



Parts may be rotated 180 degrees for placement purposes. A "terminal part" is one which is connected to only one other part, even if it's adjacent to more than one part. The bottom-right card in the square example above is terminal since it connects only to the part to the left.

Some parts are power supplies. They have gray borders. They have connectors just like other parts, but they contribute no doom and give you extra power instead of taking it away. You can place them anywhere within your machine, just as with any part. Cards that allow you to steal or damage "a part" do not work on power supplies unless they specifically say so.

## Rearranging Your Machine

When you choose to do this, you may rearrange your cards on the table in any fashion you wish. You may rotate cards 180 degrees when doing this.

## Playing Doomsday

Two cards in the deck are Doomsday Cards. On your turn, you may play Doomsday (this doesn't count as one of your two turn actions). Each other player takes a turn in order, and after the player to your right finishes his turn, the game is over. Each player calculates his or her total doom from all cards which are not powered down, and the player with the most doom is the winner.

## Countdown To Doomsday

There is one card in the deck labeled Countdown to Doomsday. If you draw it, play it immediately and draw another card. The game ends in three full rounds, that is, when the player to your right has finished three more turns. Each player calculates his or her total doom from all cards which are not powered down, and the player with the most doom is the winner.