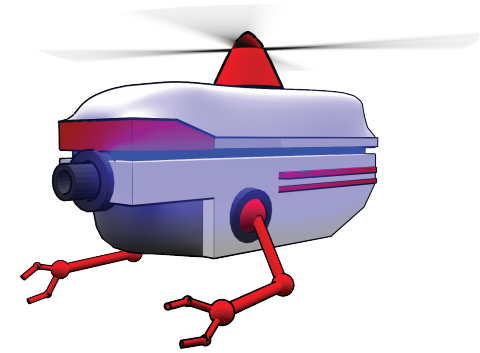


Evil Genius VS SPIES



The Official Game Rulebook



IAT 410
Spring 2010

Brooklyn Hillman
Eric Raue
Jesse Kim
Jun Ying
Mark Laframboise
Vivian Law

Table of Contents

About the Game	3
Playing the Evil Genius	4
Minions	5
Contraptions	6
Epiphanies	7
Evil Plans	8
Playing Evil Plans	9
The Evil Genius' Turn	10
Playing the Spy Master	11
Spies	12
Nodes	13
Intelligence	14
The Spy Master's Turn	15
Infiltrating the Evil Lair	16
Movement	17
Combat	18
Attacking	19
Sneaking	20
Thwarting an Evil Plan	21

About the Game

Evil Genius VS Spies is an asymmetric card game with gameplay that focuses on the spatial relationships between cards. One player takes the role of the Evil Genius and constructs an Evil Lair to carry out Evil Plans. The other player plays as the Spy Master, building Networks to support Spies and infiltrate the Evil Lair to thwart the Evil Genius' Evil Plans. The objective of the game is to thwart or carry out 10 evilness worth of Evil Plans.



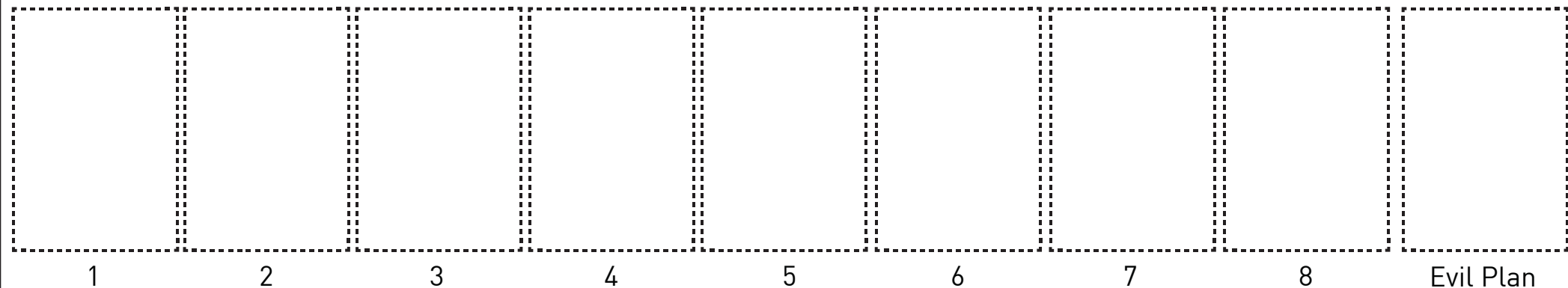
Playing the Evil Genius

The Evil Genius plays its cards in an Evil Lair (shown below), which consists of 8 squares and an Evil Plan. The main objective of the Evil Genius is to carry out the objectives of the Evil Plan while using Minions and Contraptions to help protect it from infiltrating Spies.

Infiltrating Spies will enter in Square 1 and move linearly towards the Evil Plan. Should they reach it, they will be able to thwart it and prevent it from completing.

The Evil Genius always plays first.

The Evil Lair



Minions

Minions act as the main army and workforce of the Evil Genius.

Attack: Damage done in combat against Spies.

Health: The Minion dies when they take damage in excess of their Health value.

Perception: Capability of the Minion to detect Spies using Sneak.

Work Indicator: Unless otherwise specified, each Minion is capable of performing 1 Work towards building Contraptions. To do so, the Minion is turned upside-down such that their Work Indicator shows as "Busy". Busy Minions have a Perception of 0.

Special Ability: Some Minions have special abilities that grants them a bonus to Work or that they may use in place of working when they are set to Busy.

The image shows a minion card for a character named Igor. The card is divided into three main sections. The top section features the name "Igor" and the quote "Yes, Master." next to a cartoon illustration of a bald, muscular man in a dark blue uniform and white apron. The middle section contains a circular "Work Indicator" with "Free" at the bottom and "Busy" at the top, with arrows indicating the transition between states. The bottom section is titled "Special Ability" and lists "Double Work." followed by three icons: a fist with the number 1, a heart with the number 3, and a blue wing with the number 2. Below these icons are the labels "Attack", "Health", and "Perception" respectively. Lines connect the text labels to their corresponding elements on the card.

Name — Igor
"Yes, Master."

Work Indicator — Busy / Free

Special Ability — Double *Work*.

Attack: 1, Health: 3, Perception: 2

Contraptions

Contraptions grant bonuses to Minions or can be used to impede the progress of infiltrating Spies.

Type: Static Contraptions are placed in the Evil Lair and cannot be moved. Attachable Contraptions are connected to a specific Minion and may move with him. When a Minion with an attached Contraption dies, the Contraption is also destroyed. Minions with attached Contraptions may not Work.

Cost: The amount of Work required to build the Contraption. The cost of a Contraption is counts towards the completion of an Evil Plan (e.g. a Contraption with a cost of 2 satisfies an Evil Plan with a Contraption requirement of 2)

Description: All Contraptions have a detailed description that explain how they function. Some Contraptions will include a negative effect when destroyed.

Name — contraption
Steel Door

Type — *Static*

Cost — Cost: 1 *Work*

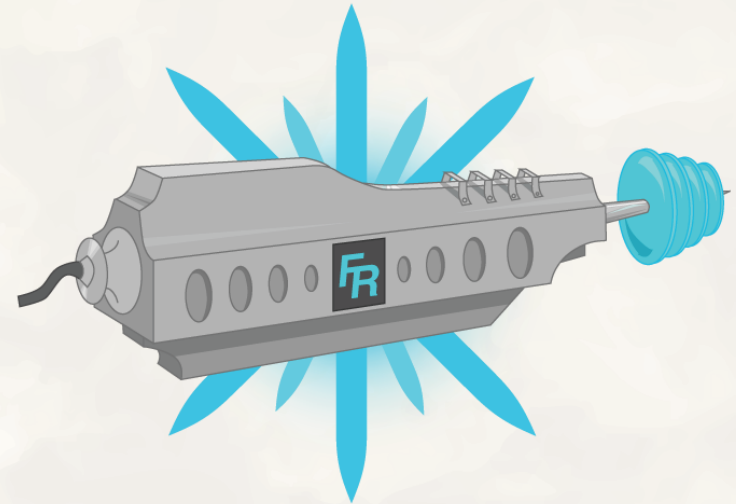
Description — Spies must have a network size of 3 to destroy or pass by the steel door.
All other spies will be crushed under its weight and killed.

Epiphanies


Epiphanies are your "secret weapons" that can be used to help turn the tide of battle in your favour.

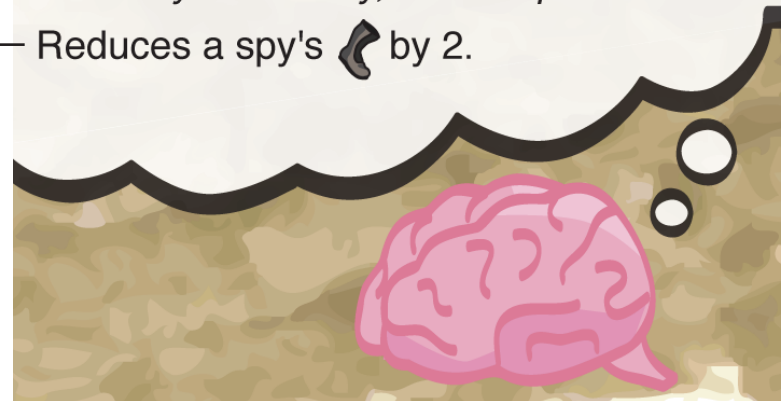
Description: Epiphanies contain special abilities that have a very specialized focus. Unless otherwise specified, Epiphanies can be played on either player's turn at any time.

epiphany!
Name — **Freeze Ray**



"With my freeze ray, I will stop the world."

Description — Reduces a spy's  by 2.



Evil Plans

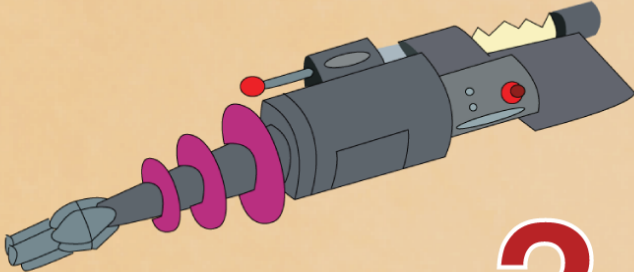
Evil Plans are the main objective of the game.

Evilness Index: This is the main score of the game. The goal for each side is to complete or thwart Evil Plans that add up to a total of 10 or more Evilness Index points. Evil Plans with a higher Evilness Index will have higher costs to complete and also more devastating consequences when carried out.

Cost: Each Evil Plan has a Contraption and Minion cost. In order to Activate, Advance or Complete an Evil Plan (see Playing Evil Plans), this cost must be met or exceeded. The cost value of Contraptions and Minions must be sacrificed in order to complete an Evil Plan.

Completion: Each Evil Plan has an effect on the Spy Master, which can range from minor annoyance to absolutely devastating.

Name — **Death Ray**
An oldie but goodie.



Evilness Index — 3

Cost — Costs: 2 contraption, 2 minions

Completion — **Completion:** Kill any spy.

Playing Evil Plans

The Evil Genius must always be working on an Evil Plan. To select a new Evil Plan, the Evil Genius draws three cards from the Evil Plan deck. The Evil Genius selects a single Evil Plan and places it facedown beside the last square in the Evil Lair. The remaining two Evil Plans are shuffled back into the deck.

The goal of the Evil Genius is to meet the Contraption and Minion cost of the Evil Plan and carry it out. Carrying out an Evil Plan involves four steps:

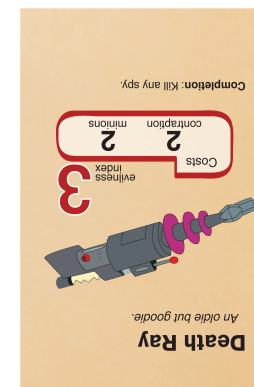
- 1. In Progress:** The Evil Plan remains facedown until the Evil Genius meets the minimum cost requirements.
- 2. Activate:** When the Evil Genius meets or exceeds the cost, the Evil Plan is turned over and revealed to the Spy Master at the end of the Evil Genius' turn. The Spy Master will have two remaining turns to thwart or delay it. The Evil Genius may choose to delay activating a Evil Plan if they so choose.
- 3. Advance:** If the Evil Genius continues to meet the minimum cost requirements at the start of their turn, they may Advance the Evil Plan by turning it upside-down. The Spy Master will have one more turn to delay or thwart the Evil Plan.
- 4. Complete:** If the Evil Genius continues to meet the minimum cost requirements at the start of their turn, they complete the Evil Plan. The Evil Genius carries out the completion steps of the Evil Plan, gains the corresponding Evilness Index score and selects a new Evil Plan.



In Progress



Activate



Advance

The Evil Genius' Turn

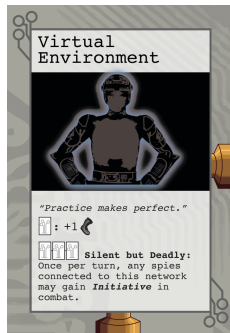
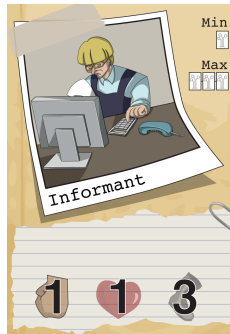
1. Play, Advance or Complete an Evil Plan (see Playing Evil Plans).
2. Draw to 7 cards.
3. Complete the following in any order:
 - a. Play up to 2 Minions from your hand into any unoccupied squares.
 - b. Move any Free Minions to any unoccupied squares (Minions may swap squares).
 - c. Use Minions to build Contraptions in any unoccupied squares.
4. Activate an Evil Plan if you meet the cost requirements.

Note: Epiphanies may be played at any time on either player's turn.



Playing the Spy Master

The Spy Master focuses on building Networks (shown below) that support Spies as they infiltrate the Evil Lair and attempt to thwart the Evil Plan.



Spies

Spies are used to infiltrate the Evil Lair.

Attack: Damage done in combat against Minions.

Health: The Spy dies when they take damage in excess of their Health value. A Spy's Health value remains persistent while they infiltrate an Evil Lair (e.g. if a Spy takes 2 damage in combat with one Minion it will have 2 lower health when in combat against the next Minion).

Sneak: Spies with a Sneak value of 1 or higher may sneak past Minions rather than engage in combat with them. A Spy may only sneak by a Minion with equal or lesser Perception, and doing so reduces the Spy's Sneak value by the Perception value of that Minion (e.g. a Spy with Sneak 3 who sneaks by a Minion with Perception 2, only has Sneak 1 for the remainder of its infiltration).

Network Support: Spies may only be Assigned to Networks of specific sizes. Similarly, Spies must always be backed by an appropriate sized Network while infiltrating an Evil Lair. Should their Network reduce or increase to a size that is no longer capable of supporting them, they are immediately ejected from the Evil Lair and become Unassigned (see The Spy Master's Turn).

Special Ability: Some Spies have Special Abilities that they may use while infiltrating an Evil Lair.

Network Support

Name

Special Ability

The Assassin gains *Initiative* on minions with 0 .

Attack: 3, Health: 2, Sneak: 1

Min: 3 Minion icons, Max: 4 Minion icons

The card features a polaroid-style photo of a black-clad assassin with a knife. To the right of the photo are two rows of minion icons: 'Min' with three icons and 'Max' with four icons. Below the photo, the name 'Assassin' is written in a typewriter font. The special ability text is on a piece of lined paper with a paperclip. At the bottom, three stats are shown: 'Attack' with a shield icon and the number 3, 'Health' with a heart icon and the number 2, and 'Sneak' with a shadow icon and the number 1.

Nodes

Nodes are used to build Networks to support Spies. They provide bonuses to make the Spies more powerful.

Network Bonus: Network Bonuses activate when the Node is part of a Network that is equal to or greater than the specified size. Network Bonuses are cumulative (e.g. a Node that includes a Network Bonus for Size 1 and Size 3 gains both benefits when connected to a Network of size 3). Network Bonuses may either be passive stat boosts or provide a special ability to the Spy.

Connector: Nodes may only be connected to other Nodes that have opposite connectors (e.g. a Node with a connector on the left edge can only connect to Nodes with a connector on the right edge). Nodes must always be played in the same orientation and may not be rotated to make connections.

Network Bonus

Connector

Name — Virtual Environment

"Practice makes perfect."

Network Bonus — : +1

Silent but Deadly: Once per turn, any spies connected to this network may gain *Initiative* in combat.

Connector —

Intelligence

Intelligence are your “secret weapons” that can be used to help turn the tide of battle in your favour.

Description: Intelligence contain special abilities that have a very specialized focus. Unless otherwise specified, Intelligence can be played on either player’s turn at any time.

Intelligence



Name — **Rocket Shoes**

Description — A spy may jump over an adjacent square in an evil lair.

The Spy Master's Turn

1. Draw to 7 cards.
2. Complete three Actions. An Action consists of the following:
 - a. Playing a Spy or Node from your hand.
 - b. Connecting two Nodes together (Disconnecting Nodes can be done at will during this stage and does not count as an Action).
3. Assign Spies to Networks.
4. Infiltrate the Evil Lair (only Assigned Spies may be chosen to infiltrate)
 - * Spy Masters may not infiltrate the Evil Lair on the first turn.

Note: Intelligence may be played at any time on either player's turn.



Infiltrating the Evil Lair

The Spy Master may choose any Assigned Spy to infiltrate the Evil Lair and only one Spy may enter the Evil Lair at a time. Spies must be backed by an appropriate size Network at all times or they will be forced to immediately leave the Evil Lair. The same Spy may not re-enter the Evil Lair on the same turn. Infiltration begins on Square 1 and moves sequentially through the Evil Lair towards the Evil Plan. A Spy who reaches an Evil Plan may thwart it (see Thwarting Evil Plans).

Infiltrating consists of the following three steps:

1. Move to the next square. If the square is unoccupied, regain 1 Health and move to the next square.
2. Enter an occupied square:
 - a. If the square is occupied by a Contraption, Destroy or Ignore it.
 - b. If the square is occupied by a Minion, Attack it or Sneak by it.
3. Resolve Combat.

Epiphanies and Intelligence may also be played between any of these steps. If multiple Epiphanies/Intelligence are played at the same time, the most recently played card resolves first.

The board layout consists of squares 1 through 8 and an Evil Plan. Each square contains a card with specific abilities and costs. The Assassin card at the bottom left is the 'Infiltrating Spy' and has a network of 3, 2, 1.

Movement

The infiltrating Spy enters the Evil Lair at Square 1 and moves sequentially towards the Evil Plan. The Spy is unable to move backwards through the Evil Lair.

If the square that the Spy is moving into is unoccupied, the Spy regains 1 Health and may move on to the next Square.

If the Square is occupied by a Minion or Contraption, the Spy must initiate Combat (see next section).



The infiltrating Spy gains 1 Health while moving into the unoccupied Square 4 and moves on to Square 5.



The infiltrating Spy must initiate combat with the Minion occupying Square 5.

Combat

If a square is occupied by a Contraption, the infiltrating Spy may choose to Destroy it or Ignore it. Destroying a Contraption removes it from play and prevents the infiltrating Spy from Sneaking for the rest of the turn (see below). If the Spy chooses to Ignore the Contraption, it passes by it to the next Square.

If a Square is occupied by a Minion, the Spy may choose to Attack it (see next section) or Sneak by it (see Sneaking).



The infiltrating Spy chooses to Destroy the Contraption in Square 1. It may no longer Sneak for the rest of the turn.



The infiltrating Spy chooses to Ignore the Contraption in Square 2.

Attacking

When a Spy chooses to Attack a Minion, both units deal damage simultaneously. Each unit takes damage equal to the Attack value of the opposing unit. If either (or both) of the units take damage that exceeds their Health value, they are killed and removed from play. If both units are still alive after one round, their Health value decreases by the opposing Attack value and another round of attacks is initiated. Combat continues until at least one unit dies.

Infiltrating Spies who survive combat with a Minion retain the damage they have suffered for the remainder of the turn. Minions return to full Health after successfully surviving combat.

If a unit has Initiative, they are able to Attack once in combat without taking damage. Subsequent rounds of combat carry out as usual. If the opposing unit also has Initiative, they cancel out.



Spy's supporting Network provides +1 Attack



Minion deals 2 damage to Spy, reducing it to 1 Health.



Spy deals 4 damage to Minion, killing it.

Sneaking

If a Spy has a Sneak value greater than or equal to the Perception value of a Minion, it may attempt to Sneak by the Minion and move to the next Square. An infiltrating Spy may not Sneak if it has a Sneak value of 0 or if it has already previously destroyed a Contraption in the Evil Lair.

When a Spy successfully Sneaks by a Minion, its Sneak value decreases by the amount of that Minion's Perception.



Spy's supporting Network provides +2 Sneak



The Spy's Sneak value of 3 exceeds the Minion's Perception value of 2.



The Spy's Sneak value decreases to 1 and the Spy moves to the next Square.

Thwarting an Evil Plan

If a Spy reaches an Evil Plan, it thwarts it. The Spy Master adds the value of the Evil Plan's Evilness Index to their score. Upon thwarting an Evil Plan, the successful Spy's Network is disconnected and the Spy becomes Unassigned.



The infiltrating Spy thwarts the Evil Plan.
The Spy Master gains 3 points.



The successful Spy's Network is disconnected.