



MANIACAL



RULE BOOK





MANIACAL

A GAME OF EVILDOING FOR 2-5 SUPERVILLAINS

60-120 MINUTES, AGES 8 AND UP

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Dedicated to: My daughters, **Inara & Ziya**

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MR. JONES' STRATEGY CORNER



HEY BOSS--IT'S ABOUT TIME YOU SHOWED UP!

I'M MR. JONES, YOUR VILLAINOUS COLLABORATOR. WE NEED TO GET STARTED ON CONSTRUCTING OUR SECRET BASE **ASAP**.

I KNOW YOU'VE GOT SOME BIG PLANS, AND WE NEED A SAFE LOCATION TO SCHEME AND PLOT AND, UH...

HANG AROUND.

MIGHT I SUGGEST A **MASSAGE PARLOR** AS OUR FIRST PRIORITY? NO? THEN PERHAPS A **TORTURE CHAMBER**.

ONCE WE GET SOME DECENT **HELP** AROUND HERE, YOU CAN START ASSIGNING HENCHMEN TO CRIMINAL CONTRACTS AROUND THE GLOBE.

WE'LL **RAKE IN THE MOOLAH** AND BOOST OUR REPUTATION. WITH ME BY YOUR SIDE, I **GUARANTEE** YOU'LL BECOME THE **MOST INFAMOUS SUPERVILLAIN IN THE WORLD!**

NOW, LET'S GET STARTED...

COMPONENTS

- 1 Gameboard
- 75 Secret Base Room cards
- 40 Henchman cards
- 97 Contract cards
- 8 Mercenary cards
- 14 Power cards
- 25 Scheme cards
- 5 Supervillain cards
- 7 Lackey cards
- 5 sets (7 pieces in each set) of wooden player tokens
- 28 Trait dice (7 Brawn, 7 Stealth, 7 Intellect, 7 Magic)
- 10 Injury tokens
- 1 white Round marker
- 55 Money tokens (32x \$1, 23x \$5)
- 8 Finale cards
- 10 +1/+2 tokens
- 30 Hero cards
- 5 Player Aid cards

GAME SUMMARY & OBJECTIVE

Each player in MANIACAL takes on the role of a comic book Supervillain. Your goal is to earn the most Infamy points through 3 rounds of play. Infamy is primarily gained by completing contracts (such as, **Steal a Nuclear Warhead**) that appear on a world map. To complete these contracts, you will need to recruit henchmen. There are 6 types of henchmen: Beasts, Criminals, Scientists, Mystics, Lackeys, and Mercenaries. Different types of henchmen will come work for you, if you build rooms in your secret base that attract them. For example, if you build a **Robotics Lab**, Scientists will be attracted to your base. Room cards can also be activated by your henchmen for bonuses, making it easier for you to complete contracts and gain Infamy. That's MANIACAL in a nutshell: 1) Build your Secret Base, 2) Attract Henchmen, and 3) Complete Contracts.

Advanced Game

On page 15 of this rulebook, you will find some advanced rules that you can incorporate into your games once you become familiar with how MANIACAL plays. These rules add some more complexity, but also replayability, to the basic game.

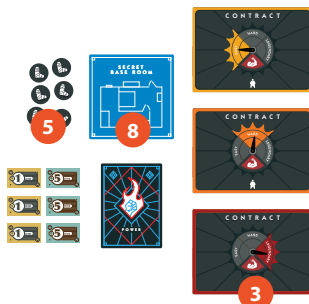
2-Player Games

If you are playing with 2-players, you will need to incorporate an automated Hero squad (**Defenders of Planet Earth!**). You will find the rules for this on page 16.



SET-UP

- 1) Lay the gameboard in the center of the play area.
- 2) Place the round marker on the "1" of the round track.
- 3) Separate all Contract cards by difficulty (Easy, Hard, Legendary), forming 3 decks. Shuffle each of the 3 decks and place them face-down near the gameboard.
- 4) Seed the world map with contracts. Draw 4 Easy and 2 Hard Contract cards, shuffle them together, and then randomly place them (face-down) on the continent locations of the world map.
- 5) Place the Injury tokens to the side of the gameboard.
- 6) Shuffle the 4 Henchmen decks and place them face-down on their matching locations on the gameboard. Then, flip over the top card of each deck.
- 7) Place the 4 pools of trait dice, separated by color, within reach of all players.
- 8) Shuffle the Secret Base Room deck and the Power deck, and place them to the side of the gameboard.
- 9) Shuffle the Scheme deck and place it, face down, within *The Underground* Special Location on the gameboard. Shuffle the Mercenary deck and place it, face down, within *Lucifer's Lounge* Special Location on the gameboard.
- 10) Each player picks a Supervillain card, randomly or otherwise. Each Supervillain card details a unique strength/weakness for that Supervillain (see **Advanced Rules** on page 15). If this is your first time playing MANIACAL, we recommend that you ignore these unique abilities, making the game a bit simpler.
- 11) Each player takes the Lackey card associated with their Supervillain.
- 12) Each player takes one set of colored wooden tokens. Place one wooden disc on the starting space of each of the 4 Attraction Score tracks on the gameboard (players will be stacking these on top of each other, and the order of stacking is irrelevant).
- 13) Each player places one of their cylinders, which will be used to track score, on the "0" space of the Infamy track.
- 14) Each player places their supervillain-shaped meeple on their Supervillain card in front of them.



- 15) Randomly choose a starting player. That player places their other cylinder on the "1st" space of the Player Order track. In clockwise order, each subsequent player around the table should place their token on the next available space ("2nd," then "3rd," etc.).
- 16) Give the starting player \$8 in tokens. Each subsequent player (in clockwise order) should receive +\$1 (so, the 2nd player should get \$9, etc.). Place the remainder of the money tokens within reach of all players to serve as the "bank."
- 17) Each player draws 1 random Scheme card.
- 18) You are now ready to play!



Money

Each \$1 token in MANIACAL actually represents \$100,000. Because it's more fun that way.

ROUND STRUCTURE

There are a total of 3 rounds in a game of MANIACAL. Each round is composed of the following phases:



BASE BUILDING PHASE

The Base Building Phase is primarily composed of a draft for Secret Base Room cards. Deal 5 Room cards to each player. Simultaneously, each player should pick one of these cards to either Build or Sell. They keep their decision secret until all players are ready to reveal their card and announce their decision. Once all players have revealed their card, **Build** and **Sell** actions can be resolved in any player order (all actions are considered to be simultaneous).

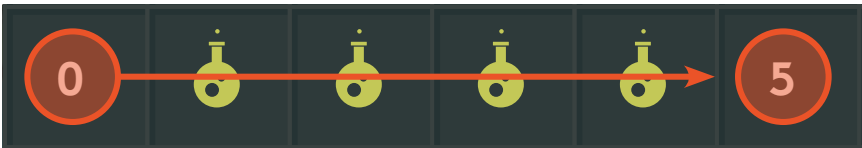
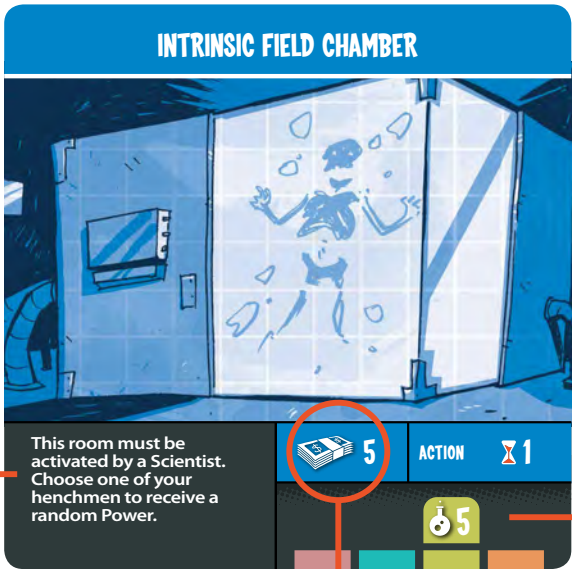
After every player has resolved their first Build or Sell action, the players should pass the remaining cards in their hand to their neighbor (the direction of the draft is indicated on the Turn Track, alternating from clockwise on Turn 1 to counter- clockwise on Turn 2, and then clockwise again on Turn 3). At this point, players will have 4 cards in their hand to choose from. Again, they should simultaneously decide on and reveal a Build/Sell action. After this second action is resolved, a final pass occurs. For the last choice, players will have 3 cards in their hand. Once this final Build/Sell action has been resolved, players should **discard the remaining 2 Room cards** leftover in their hand. The Base Building Phase is then over.

Building A Room

When building a room, you must first discard money equal to its cost. Place the Room card in front of you, near your Supervillain card. Room cards can be placed next to each other in any layout you wish; there is no “spatial” element to building your base.

Many rooms come with an activated effect that is described at the bottom of the card. This effect does not apply now. It only comes into play during the Contract Phase.

By building a new room, you make your secret base more attractive for particular types of henchmen. Along the bottom of the room card, you will see the number of attraction points you gain in one of 4 areas (from left to right): Beasts, Criminals, Scientists, and Mystics. For example, the *Intrinsic Field Chamber* shown to the left is providing 5 attraction points for Scientists. As soon as you build a room, increase your respective **Attraction Score**. So, if you had built this room, you would track the increase thus:



It is quite possible that the Room you build will provide attraction points in more than one area - for instance, giving you +3 Beast attraction points and +3 Criminal attraction points. Players can be tied for attraction points; they should simply stack their tokens when this occurs.

Selling a Room

When selling a room, you discard the Room card and take money from the bank equal to the cost of the card. This is the quickest and simplest way to get money in MANIACAL.



HENCHMEN PHASE

During the Henchmen Phase, players will see how well their base attracts henchmen. This will be determined by using the Attraction Score tracks. Every turn, a maximum of 8 henchmen (2 Beasts, 2 Criminals, 2 Scientists, and 2 Mystics) will be recruited. Henchmen are absolutely vital to your success in MANIACAL, since you need them to both complete contracts and activate rooms in your base.

Henchmen Cards & Traits

In the upper-right corner of a Henchman card is the henchman type icon and the **Cost**.

On the left side of the card are the trait values for the henchman. Henchman vary on 4 traits:

Each of these traits can vary between 1-5, and larger numbers are better. This is the number of dice the henchman will add to your dice pool when resolving contracts (discussed on page 9).



Brawn



Intellect



Stealth



Magic

CHER NOBLE

4

4

A nuclear technician who can cause meltdowns through psychic control of radioactive isotopes. Spending an hour with her in the same room is lethal.

There are 6 types of henchmen in MANIACAL: Beasts, Criminals, Scientists, Mystics, Lackeys, and Mercenaries. Only Beasts, Criminals, Scientists, and Mystics are recruited to your base during the Henchmen Phase. Every player begins the game with one Lackey, and you can never recruit another (rules for Lackeys are covered on page 10). Mercenaries are recruited by visiting the *Lucifer's Lounge* Special Location (rules for Mercenaries are covered on page 13).

BEASTS

Beasts are vicious hybrids of human and animal stock. They will have values in either Brawn or Stealth.

WOMBAT

1

Tragically underestimated, Wombat is innovative and clever. He spends most of his time tinkering with computers and working in IT.

CRIMINALS

Criminals are despicable thieves and cutthroats. They will have values in either Stealth or Intellect.

TRIXIE STABS-A-LOT

2

A sultry dame with a dark history of forsaken love. Those who flirt with her tend to lose appendages.

SCIENTISTS

Scientists are brilliant but deranged thinkers and inventors. They will have values in either Intellect or Magic.

LADY KELVIN

2

An English physicist driven mad by the mathematical complexity of the universe. Can manipulate room temperature with a small device attached to her shoe.

MYSTICS

Mystics possess inexplicable powers and dabble in the occult. They will have values in either Magic or Brawn.

GLOWERHORN

4

A wicked unicorn who commands innocent forest creatures to do her bidding. Can shoot a purple force-beam from her horn.

Attraction & Recruitment

Every turn, 2 Beasts, 2 Criminals, 2 Scientists, and 2 Mystics are available for recruitment. To conduct recruitment, players should refer to their respective Attraction Scores for each of the henchman types.

Start with the Attraction Score track for Beasts. The player who has the highest Attraction Score recruits the face-up Beast on top of the Beast Henchmen deck. The player takes the henchmen card and adds it to their hand. That player must immediately reduce their beast Attraction Score by the cost of the henchman. Then, immediately reveal the next card of the Beast deck. Again, the player with the highest Attraction Score in beasts recruits this henchman. It may be the same player who recruited the first Beast. Repeat this exact process for Criminals, Scientists, and Mystics, so that 2 of each type are recruited. And after all the henchmen are recruited, make sure that the top card of each Henchmen deck is face-up, in preparation for the next turn.

IMPORTANT: if a player cannot afford the henchman (i.e., they do not have enough attraction points to pay the cost), they cannot recruit that henchman! The henchman remains face-up and will be available next turn. Recruitment for this henchmen type immediately ends (even if it was the first henchman on offer).

IMPORTANT: Any remaining points on the Attraction Score tracks rollover until the next turn; they are *not* reset to 0.

Tiebreaks & Player Order

When 2 or more players are tied for highest Attraction score, the player who is highest on the Player Order track wins the tie and recruits the available henchman.

Recruitment Tiebreak: An Example

If Green and Blue were tied for highest Beast attraction score at the start of a Henchmen Phase, Green would win the tie and recruit the top Beast henchman. After Green pays the cost for this henchman, Blue would have the most Beast attraction points and would therefore recruit the next Beast revealed.



MR. JONES' STRATEGY CORNER

YOU NEED HENCHMEN TO WIN IN MANIACAL. YOU NEED THEM TO SEND OUT ON CONTRACTS, AND YOU'LL SOMETIMES WANT THEM TO ACTIVATE ROOMS IN YOUR BASE.

HOW CAN YOU IMPROVE YOUR CHANCES OF GETTING THE HENCHMEN YOU WANT?

AT THE BEGINNING OF EACH ROUND, TAKE A CLOSE LOOK AT THE CONTRACT CARDS ON THE WORLD MAP. ARE THERE A LOT OF CONTRACTS THAT RECOMMEND BRAVIN, FOR EXAMPLE?

IF SO, THEN HENCHMEN WITH BRAVIN ARE GOING TO BE ESPECIALLY VALUABLE TO RECRUIT THIS ROUND.

IS THERE A POWERFUL HENCHMAN SHOWING? ONE WITH A "4" OR "5" TRAIT VALUE? IF SO, TRY TO DRAFT ROOM CARDS THAT ATTRACT THIS TYPE OF HENCHMAN.

ALTERNATIVELY, MAYBE THERE'S A WEAK "1" OR "2" HENCHMAN OUT THERE THAT NO ONE IS PAYING ATTENTION TO. YOU MIGHT BE ABLE TO EASILY RECRUIT THAT HENCHMAN WITHOUT WORRYING ABOUT ANY COMPETITION.

SOMETIMES, IT'S BEST TO BE IN 2ND PLACE ON AN ATTRACTION TRACK, SUCH THAT YOU RECRUIT THE 2ND HENCHMAN OF A PARTICULAR TYPE.

THE VALUE OF THIS 2ND HENCHMAN IS UNKNOWN, BUT YOU MIGHT GET LUCKY AND END UP REVEALING A "4" OR "5"!

LOW-LEVEL HENCHMEN ARE GREAT FOR ACTIVATING ROOMS IN YOUR BASE.

JUST MAKE SURE YOU HAVE ENOUGH ATTRACTION POINTS TO PAY FOR THEM.

MANIACAL

5

Recruiting Henchmen: An Example

Let's say we have a 3-player game going. Hassan is playing yellow, Simon is playing brown, and Dave is playing green. Here are the Attraction Score tracks at the start of the Henchmen Phase on Round 1:

0					5					10					15
					5					10					15
					5					10					15
					5					10					15

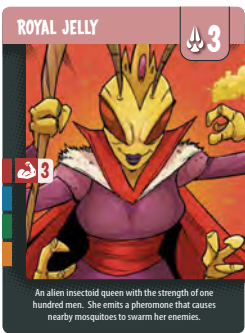
The currently showing henchmen are:

- Beasts: **Royal Jelly** (cost = 3)
- Criminals: **Ms. Nomer** (cost = 3)
- Scientists: **Gray Matter** (cost = 5)
- Mystics: **Oculus** (cost = 1)

We start with Beasts. Hassan (yellow) has the highest Attraction Score, and so recruits **Royal Jelly**. He immediately reduces his beast Attraction Score from 6 to 3. The players reveal the next beast in the deck. It is **Hammerhead** (cost = 5). One of the best! Since Simon (brown) now ranks highest in beast attraction, he recruits **Hammerhead** (and fortunately has just enough attraction points to pay for him).

We then move to Criminals. Simon ranks highest here as well and recruits **Ms. Nomer**. He reduces his criminal Attraction Score from 3 to 0. The next criminal revealed is **Magpie**, with a cost of 2. Unfortunately, even though Dave (green) ranks highest with an Attraction Score of 1, this is not enough to pay for **Magpie**. So **Magpie** remains unrecruited until next round.

Next up are Scientists. Dave really wanted **Gray Matter** since he's one of the most powerful



scientists in the deck, and Dave easily wins with an Attraction Score of 8. After recruiting **Gray Matter**, his Attraction Score is now 3 - tied with Simon! The next scientist revealed is **Centrifuge** (cost = 3). But who will recruit him? Simon started the game as 1st player on the Player Order track. He therefore wins the tie and recruits **Centrifuge**, paying the 3 attraction points.

Finally, we turn to Mystics. Hassan leads with an Attraction Score of 4. He successfully recruits **Oculus**, pays the 1 attraction point - and is still ranked highest! The next Mystic is revealed, and it is **The Minister** (cost = 3). He has just enough attraction points to recruit this henchman as well.

So, the final tally is:

Hassan

Royal Jelly (Beast, 3)
Oculus (Mystic, 1)
The Minister (Mystic, 3)

Simon

Hammerhead (Beast, 5)
Ms Nomer (Criminal, 3)
Centrifuge (Scientist, 3)

Dave

Gray Matter (Scientist, 5)

CONTRACT PHASE

During the Contract Phase, players will attempt to complete nefarious missions around the world, hopefully gaining additional wealth and infamy. You must carefully manage your henchmen and time to be successful.

Determining the Active Player

At the start of each Contract Phase, the players should transfer their Time tokens from the Player Order track to the Time track associated with the current round (1, 2, or 3). The players should stack their tokens on the left-most time space (e.g., the “8” if it is the first round). Tokens should be stacked in player order, such that the token of the 1st player is on the top of the stack (2nd player next, etc.).

During the Contract Phase, player will alternate taking various actions. The player whose token is left-most on the Turn track becomes the **active player**. When 2 or more tokens are on the same space, the player whose token is **highest** in the stack becomes active player. As you take actions during the Contract Phase, you will spend time and move your Time token to the right on the Turn track. Once you have used all your available time, shift your Time token up to the Player Order track; your token should occupy the leftmost available space on the Player Order track.

Actions & Spending Time

When you are active player, you must take one action. Possible actions are:

Action	Time Cost
Activate Action Room	1 week
Attempt Contract	3-5 weeks
Visit Special Location	2 weeks
Pass	remaining time

Every action costs a certain amount of time, and time is a limited resource. When you declare an action, you must spend the necessary time and track this by moving your Time token to the right on the Time track. You may not take an action if you do not have the necessary time remaining. Once your action is complete, if your Time token is still the left-most token on the Time track, you immediately become active player again. However, if another player’s token is now left-most, they become active player. If, when you move your Time token, you land upon another player’s token, simply stack yours on top. If you end your turn with 0 Time, you must immediately move your Time token to the leftmost available space on the Player Order track.

Spending Time: An Example

It is the start of the Contract Phase on Round 1. Simon (brown) is 1st player, Hassan (yellow) 2nd, and Dave (green) 3rd. They stack their Time tokens on the “8” of the Turn 1 Time track, with Simon’s on top. Simon becomes active player. As his first action, he activates an Action room in his base, spending 1 week. **A** Hassan now becomes active player. He goes on a contract, spending 4 weeks. **B** Dave then becomes active player. He also uses an Action room in his base, spending 1 week. **C** Since his Time token is stacked on top of Simon’s, he becomes active player again. He chooses to visit a Special Location, spending 2 weeks. Simon then is active player. The phase continues until all 3 players have spent all their time.



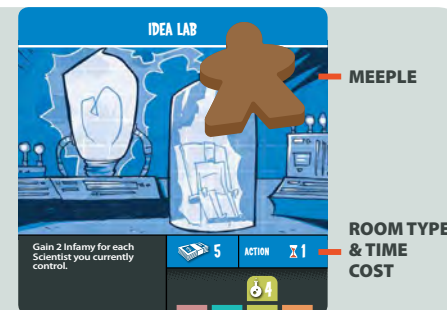
Activating Action Rooms

Some of the rooms you build in your base are categorized as Action rooms. When you are active player, you may activate one of these rooms with an unexhausted Supervillain or henchman. If you use your Supervillain, place your Supervillain meeple on the Room card; your Supervillain is now exhausted. If you use a henchman, place the Henchman card on top of the Room card; this henchman is now exhausted (flip it face-down to indicate this status). **Exhausted** henchmen and Supervillains cannot be used for any further actions this turn. They will be refreshed during the Clean-up Phase.

Pay the Time cost for activating the room, which is almost always 1 week (indicated on the card). Immediately trigger the activated effect of the room. **A given room may only be activated once per round.**

Action Room: An Example

It is the start of Round 1, and Simon is the active player. He decides to activate his Idea Lab as his first action. He uses his Supervillain for this purpose, placing the meeple onto the room card. This costs him 1 week. He moves his Time token to the right 1 space on the Time track, from "8" to "7." He then immediately triggers the effect of the room: gaining 2 Infamy for each Scientist henchman he currently controls. His Supervillain is exhausted for the remainder of this round and may not be used for further actions.



Attempting Contracts

The most dramatic action you can take during the Contract Phase is to attempt a contract. There are always 6 face-down contract cards on the world map. Contract cards have information on both their front and back side. Players are not allowed to flip these over and read the front until they commit to one.

The back of a Contract card shows the contract **difficulty** (Easy, Hard, or Legendary), the **required team size** of henchmen that must be

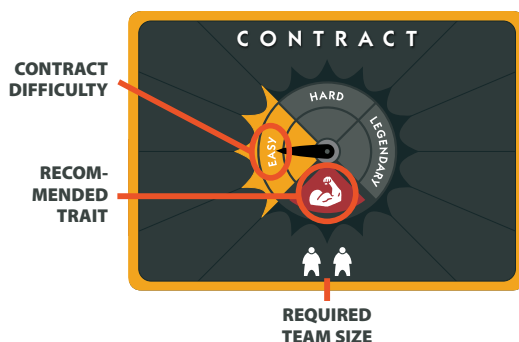
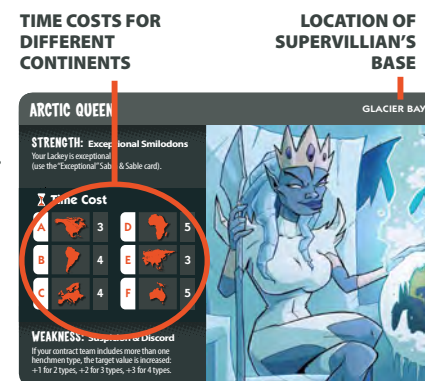
assigned to the contract (ranges between 1-4), and the **recommended trait** (Brawn, Stealth, Intellect, or Magic).

As active player, if you want to attempt a contract you must first declare which of

your available henchmen you are assigning to the contract team. You must assign the exact number of henchmen to the contract as specified by the required team size.

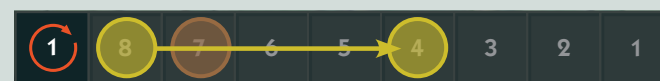
At this point, your opponents have the opportunity to play one **Scheme** card against you (this is discussed on page 11).

You must then pay the **Time Cost** of the contract. The amount of time you spend on the contract depends on how far away the contract is from your Supervillain's base. On your Supervillain card, you will see the location of your base, as well as Time Costs for attempting contracts in 6 continents. Move your token on the Time track a number of spaces equal to the Time Cost you are paying.



Contract Time Cost: An Example

Hassan is playing the *Arctic Queen* (shown above). It is Round 1, and for his first action, he declares that he is attempting a contract in Europe (continent "C" on the world map). He must therefore spend 4 weeks on the Time Track, moving from "8" to "4."



MR. JONES' STRATEGY CORNER 8



CHOOSING THE **RIGHT CONTRACT** TO ATTEMPT IS A MAJOR CONSIDERATION IN MANIACAL.

YOU WILL WANT TO CONSIDER:

1) THE **DIFFICULTY** OF THE CONTRACT...

2) THE **TIME COST**...

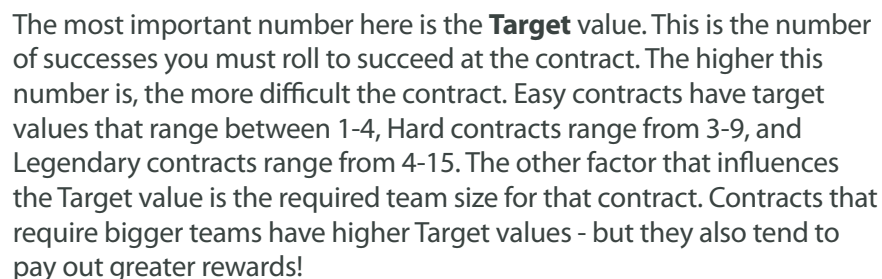
3) **HOW MANY HENCHMEN** YOU HAVE THAT POSSESS THE RECOMMENDED TRAIT, AND...

4) **HOW MUCH OF A RISK** YOU ARE WILLING TO TAKE.

CONTRACTS HAVE **DIFFERENT REWARD** PAYOUTS DEPENDING ON THEIR "RECOMMENDED" TRAIT.

BRAWN CONTRACTS GIVE MORE **INFAMY** (BUT ARE ALSO MORE LIKELY TO RESULT IN INJURY); **STEALTH** CONTRACTS GIVE MORE **MONEY**; **INTELLECT** CONTRACTS AWARD **SCHEME CARDS** MORE OFTEN, AND **MAGIC** CONTRACTS GRANT **POWERS** MORE OFTEN.

After the Time Cost has been paid, the active player flips their chosen Contract card to read and resolve it.



First, collect your trait dice. There are 4 types of dice in the game, and they match the henchmen traits: Brawn (*red*), Stealth (*blue*), Intellect (*green*), and Magic (*orange*). For every point of Brawn your henchmen have, take 1 Brawn die. For every point of Stealth, take 1 Stealth die. Do this for Intellect and Magic, as well. Once you've collected all your trait dice, roll them! Total the number of successes. If you need to take more trait dice than are available, simply conduct two or more successive rolls and keep track of the number of successes between rolls.

IMPORTANT: if you roll a trait icon that matches the recommended trait for this contract, that icon is worth **2 successes**! Using henchmen with the recommended trait for a particular contract will drastically improve your odds of succeeding.

If you roll a number of successes **equal to or greater than** the Target value of the contract, you have succeeded. Read the “Success!” flavor text and take the rewards granted for success. This will always be a certain number of **Infamy points** and a certain amount of money. Record your increase in Infamy on the Infamy Track. Take a number of money tokens equal to your money reward. If you roll fewer than the required number of successes, you have failed the contract. Read the “Failure...” flavor text, and take the rewards granted for failure (significantly less, but it’s something!).

A dark grey horizontal bar containing six icons and their corresponding actions, arranged in two rows of three. The first row includes 'Infamy' (a red banner with a white 'M'), 'Injured' (a white bandage on a foot), and 'Draw 1 Scheme' (a white four-pointed star). The second row includes 'Money' (a white stack of cash), 'Captured' (a white chain link), and 'Draw 1 Power' (a white flame).

You may see an additional icon in the rewards area that applies to you. These effects include: Injured, Captured, drawing a Scheme card, and receiving a random Power. These effects are discussed on page 10.

Brawn



Now that you are done resolving the contract, discard it. All henchmen that you assigned to this contract (and that weren't captured) are now exhausted. Flip these henchmen c ards over to indicate their **exhausted** status. Exhausted henchmen cannot be used for more actions this round.

IMPORTANT: Immediately draw a new Contract card of the same difficulty and place it face-down on the available continent. Thus, there will always be 6 contracts for players to choose from.

Activating Contract Rooms

A second type of room in your base is the Contract room. These are rooms that you can activate while you are resolving a contract. Unless otherwise specified on the card, you may activate Contract rooms at any point during the contract resolution process. To activate the room, you must exhaust an available henchman or your Supervillain. You cannot choose to exhaust a henchman who is assigned to the contract team. Immediately trigger the activated effect of the room.

Note that activating Contract rooms does not cost any time! You may activate as many Contract rooms as you wish during a contract resolution, as long as you have the available henchmen. As with Action rooms, each Contract room may only be activated once per round.

Special Effects

One of the results of succeeding or failing at a contract may be a Special Effect. There are 4 possible effects:

Captured



Choose one of the henchmen you assigned to the contract team. That henchman is removed from the game (return them to the box). They have been captured, killed or otherwise permanently disabled. Mock their ineptitude.

Injured



Choose one of the henchmen on the team. Place an Injury token on the henchman card. Injured henchmen cannot be assigned to contracts, although they can be used to activate rooms in your base. A henchman can acquire more than 1 Injury token.

Scheme Card



Draw the top card from the Scheme deck. Scheme cards are discussed on page 11.

Power

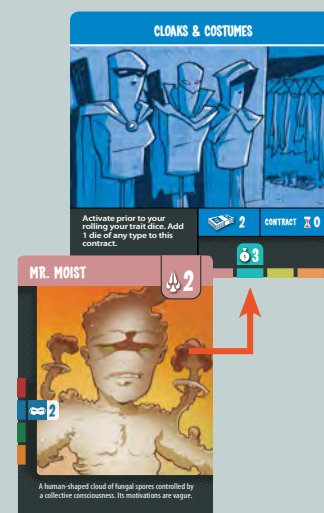


Choose one of the henchmen assigned to the contract. That henchman receives a random Power. Draw the top card from the Power deck and attach it to the henchmen. Powers are discussed on page 11.

Contract Room: An Example

While resolving a contract, Hassan decides to use his *Cloaks & Costumes* room. He must activate this prior to rolling his dice. He exhausts *Mr. Moist* (who is not assigned to the team) to activate the room. Hassan adds an additional die of his choosing to the dice pool.

There is no time cost for Contract room activation.



Lackeys

Lackeys are a special henchmen type. Every player starts the game with one. Lackeys are much like regular henchmen in that they can be assigned to contracts, can be used to activate rooms, can be Injured or Captured, or even receive Powers! After being used to complete an action, a Lackey becomes exhausted like any other henchman. But they differ from regular henchmen in 2 important ways:

- 1) Most Lackeys start the game with a "1" value in each trait (the exceptions come into play when using the optional Supervillain strengths and weaknesses, discussed on p. 15). However, they can only use one trait when assigned to a contract (and when activating a room). It is your choice which trait to utilize.
- 2) When assigned to a contract, Lackeys allow for a re-roll. After you roll all your trait dice, you may select any number of those dice to roll again (once). Lackeys, while weak, provide great flexibility on contracts.



Scheme Cards

Scheme cards give you opportunities to either help your own situation during the Contract Phase, or interfere with an opponent's plan. Each player begins the game with 1 Scheme card. You can draw a Scheme card by visiting *The Underground* Special Location (see page 13). In addition, you may receive Scheme cards as rewards for succeeding at contracts or activating certain rooms. Keep your Scheme cards hidden from your opponents. If you ever need to draw a Scheme card and there are none remaining, shuffle the discard pile to make a new draw pile.

You can use a Scheme card for one of two effects. These effects only apply during the Contract Phase. The top negative effect applies if you play it when an **opponent** is the active player. You play the card after the active player has chosen to attempt a contract as their action and assigned a team, but before they flip the card. Only one negative effect may be played against an opponent on a single contract attempt. In clockwise order from the active player, each opponent decides whether they want to use one of their Scheme cards. Once someone has played a negative Scheme effect, no other opponent may do so. You may still play a Scheme card against an opponent when your Time token is on the Player Order track.

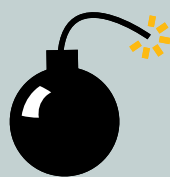
You may play Scheme cards for their bottom positive effects at any time when you are active player (e.g., before or after resolving a contract). You are allowed to play more than one. You are allowed to play a Scheme card that you just received as a reward for completing a contract. It does not count as an action or cost any time to play a Scheme card.

After you have played a Scheme card, discard it.

Possible Negative Effects

- 1) Increase the target value of a contract by +2.
- 2) Remove any 1 trait die from a player's dice pool before they roll the dice to resolve a contract. This can reduce them to 0 dice.
- 3) Force a player to pay 1 additional week to attempt a contract.
- 4) After a player has completed a contract, assign an Injury to one of the henchmen on the team. You may wait until after the active player has assigned any Special Effects.
- 5) If the player succeeds on this contract, steal \$3 from them when they collect their reward.

In addition: every time you play a Scheme card for its **negative effect**, you immediately gain +2 Infamy.



Possible Positive Effects

- 1) Reroll up to 3 dice during a contract resolution. This may be used consecutively along with other reroll effects (from a Lackey or a Contract room).
- 2) Gain +2 weeks on the Time track. Move your Time token to the left 2 spaces. You cannot end up with more time than the maximum listed on that Time track.
- 3) Refresh one of your exhausted henchmen. This henchman may now be used for an additional action this round.
- 4) Nullify an Injured or Captured effect that has just occurred while you are active player.
- 5) Gain +2 Infamy & \$2 after failing a contract.



Powers

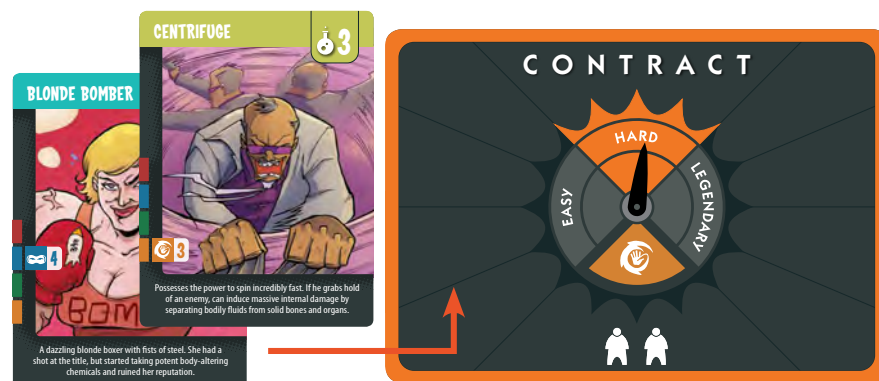
Periodically, one of your henchman will be granted a random Power through the result of a contract or some other game effect. When this occurs, you must first declare which henchman is receiving the Power. Then, draw the top card from the Power deck and attach it face-up to the chosen henchman. Powers increase one or more of your henchman's traits by a certain value.

- You are allowed to give one henchman multiple Powers.
- If a henchman with a Power is ever captured, immediately discard the attached card(s).
- A henchman with a Power might have values in two or three different traits. For example, they might have started with a "4" in Brawn. Then, when they receive their Power, they gain "1" in Stealth and "1" in Magic. If you then assign this henchman to a contract, they would contribute a total of 6 trait dice: 4 Brawn, 1 Stealth, and 1 Magic. Holy Mackerel!
- You are allowed to give Powers to your Lackey. However, be aware that your Lackey is still restricted by the rule that they can only ever use 1 trait at a time. So, for example, if your Lackey received the *Berserker Strength*, they would have a Brawn of "3," Stealth of "1," Intellect of "1," and Magic of "1." When assigned to a contract, you could declare they are using their Brawn, allowing you to take 3 Brawn dice. Or you could choose Stealth, Intellect, or Magic, each of which would allow you to take a single trait die of that type.



Resolving a Contract: An Example

Let's imagine that it's Round 2. Simon is the active player and declares that he is going to attempt a Hard contract in Africa. He assigns 2 henchmen to the team: **Blonde Bomber** (a criminal with 4 Stealth) and **Centrifuge** (a scientist with 3 Magic).



The other players now have an opportunity to play a Scheme card against Simon. Dave sits to Simon's left and plays **Armored Bear!** This increases the target difficulty of the contract by +2 (Dave also immediately receives 2 Infamy for being a jerk).

REANIMATE THE DEAD		TARGET 6
SUCCESS	Armies of corpses march upon the nation's suburbs! You promote one of your henchmen to serve as General of the Undead.	7
FAIL	We have raised nothing! But ever since the necromancers' ritual, one of our henchmen has been acting very oddly.	1

Simon then pays the Time Cost of the contract. His supervillain is **Dr. Hominoid**, whose base is in Madagascar. Thus, the Time Cost is minimal - only 3 weeks for a contract in Africa. Simon moves his token 3 spaces to the right on the Time track.

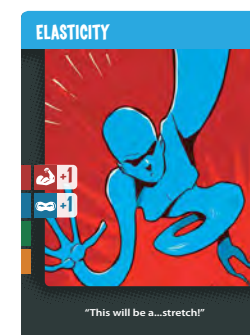
Simon then flips the Contract card, revealing **Reanimate the Dead**. The target value is 6 + 2 (from Dave's Scheme card). This means that Simon needs to roll a minimum of 8 successes. He collects his trait dice: 4 Stealth dice (for **Blonde Bomber**) and 3 Magic dice (for **Centrifuge**). In addition, at this time Simon decides to activate a Contract room in his base with **Dr. Hominoid: the Nuclear Reactor**. This room allows Simon to add 1 die of any type to his pool. Simon chooses to add 1 Magic die.

Time to roll the dice! Here is his result:



The roll has resulted in 6 successes. The Stealth icon is worthless. The Magic icon is worth 2 successes, since Magic was the recommended trait on this contract. Simon has failed!

Since Simon failed the contract, he reads the "Failure..." flavor text and receives the Failure rewards: +1 Infamy, +1 Money. But here's some consolation: one of Simon's henchmen gets to receive a random Power (and neither is Injured or Captured). He chooses **Centrifuge** to receive the superpower and draws the top card from the Power deck. It is **Elasticity**. So now **Centrifuge** has: 3 Magic, 1 Brawn, and 1 Stealth. A versatile henchman!

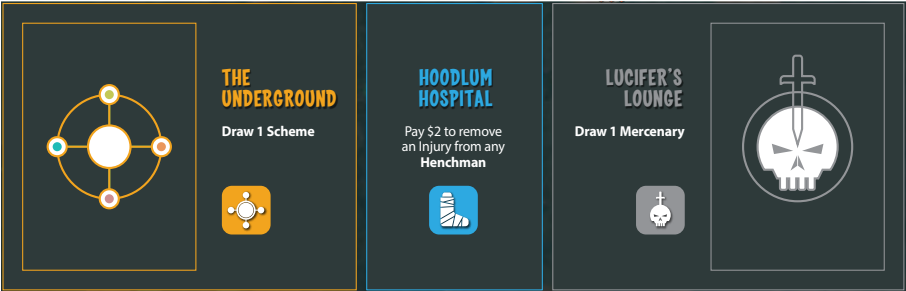


Both **Blonde Bomber** and **Centrifuge** are exhausted at this point (and flipped over). They will not be able to conduct any more actions this round. Simon declares that he is finished with this contract. The player whose Time token is currently left-most on the Time track becomes the new active player.



Visiting Special Locations

When you are active player, you may use your action to visit one of the 3 Special Locations printed on the world map. Visiting a Special Location always costs 2 weeks in time - but you don't need to exhaust anyone. These locations are:



The Underground

Visit the criminal underground when you want a new Scheme card. Pay the time cost, and then draw one random Scheme card.

Hoodlum Hospital

Visit the hospital when you want to heal injuries. Pay the time cost. Then pay \$2 (to the bank) for each Injury token that you wish to discard from any/all of your henchmen.

Lucifer's Lounge

Visit this (upscale!) hive of scum and villainy when you want to hire a merc. Pay the time cost, and then draw one random Mercenary card.

Mercenaries

Mercenaries are henchmen for hire. You may draw a random Mercenary card when you visit the *Lucifer's Lounge* Special Location.

Mercenaries perform identically to other types of henchmen when assigned to contracts. They contribute trait dice to the pool. They can be Injured or Captured (when Captured, they are immediately removed from the game). They are exhausted after going on a contract. Mercenaries can also be used to activate rooms in your base and are exhausted after doing so.



Mercenaries have one special rule, associated with their "transitory" nature: they return to the bottom of the Mercenary deck during the Clean-up Phase (see page 14), after all henchmen (including Mercenaries) have been paid their salary. Any Injury tokens or Powers they have acquired are discarded at that time.

Passing

When you are active player, you may decide to pass. Immediately spend the remainder of your time and move your Time token to the next available, leftmost spot on the Player Order track. You must pass if you are not attempting a contract, activating a room in your base, or visiting a Special Location.



Passing: An Example

"It is towards the end of Round 1. Hassan (yellow) and Dave (green) have already used all of their time, and moved their Time tokens to the "1st" and "2nd" spots, respectively, on the Player Order track.

Simon (brown) is now the active player. While he has 1 week left, he realizes that he cannot attempt any more contracts, activate any rooms in his base, or visit any Special Locations. As such, he must pass. He immediately spends his 1 remaining week and moves his Time token to the "3rd" spot on the Player Order track.

CLEAN-UP PHASE

Salaries: On every round, including the last, players must pay \$1 to the bank for each of their henchmen (this is not optional, if you have the money available). This includes Mercenaries, Lackeys, and Injured henchmen. Unless otherwise stated, you must pay Mercenaries before you pay any of your other henchmen. After being paid, Mercenaries immediately go back to the bottom of the Mercenary deck. Any henchman that is not paid immediately leaves the game.

Firing: After paying salaries, you may fire any one of your henchmen. Remove them from the game.

If it is Round 3, then the game is now over. Proceed to **End of Game** scoring.

If it is Round 1 or 2...

- 1)

Refresh

all henchmen, flipping them face-up. They are no longer exhausted. Refresh Supervillains by returning meeples to Supervillain cards.
- 2)

Reseed

contracts. Discard all Contract cards from the world map. Draw 6 new Contract cards, based on the **Contract Key**. For example, if it is Round 2, draw 2 Easy, 2 Hard, and 2 Legendary Contract cards. Shuffle them and then randomly place the cards on the continent spaces, face-down.
- 3)

Move the round marker. You are now ready to begin the next round.

Contract Key				
Round	1	2	3	
# Easy	4	2	1	
# Hard	2	2	3	
# Legendary	0	2	2	

END OF GAME

At the end of Round 3, the players should collect an Infamy bonus based on how much money they have relative to the other players. The player who has the most money gets the "1st place" bonus, etc. If there is a tie in rank between 2 or more players, they each get the full bonus for that rank.

The player with the highest total Infamy is then declared the winner.

If 2 or more players are tied for highest Infamy, then the player with the most henchmen (among those who are tied) wins. If there is still a tie, then the player with the most sinister laugh wins.

Infamy Bonus	1st:	15 Infamy
	2nd:	10 Infamy
	3rd:	6 Infamy
	4th:	3 Infamy
	5th:	1 Infamy

BODYGUARD VARIANT

In 5-player games, henchmen are a tight resource. Some players may enjoy this additional challenge, while others may find it frustrating. If you're in the latter camp, feel free to adopt this variant.

During Set-Up, simply give each player a random Mercenary card. This Mercenary will act as their **Bodyguard**. The normal Mercenary rules **do not apply** for Bodyguards. Bodyguards act like regular henchmen in all ways (e.g., they do not leave you during the Clean-up Phase).

Thus, using this variant, each player will start the game with their Supervillain, a Lackey, and a Bodyguard.



ADVANCED RULES

Unique Supervillain Strengths & Weaknesses

Each Supervillain has a unique strength and weakness; these are optional abilities that you can adopt into your game to further individualize each Supervillain. You may use these in a variety of ways. If you want the Supervillains to feel powerful and effective, have everyone use their strengths (but ignore the weaknesses). If your want the game to be more challenging, have everyone use their weaknesses (but ignore the strengths). If you want the “full,” but also most complex experience, then have everyone use both their unique strength and weakness.

DR. HOMINOID

MADAGASCAR

STRENGTH: Evil Genius

Start the game with 2 Scheme cards, and draw 1 at the start of Rounds 2 & 3.

Time Cost

A	5	D	3
B	4	E	5
C	4	F	3

WEAKNESS: Incompetent Assistant

Your Lackey is incompetent (use the “Incompetent” Mr. Jones card).

You can even vary usage between players, with some using their Supervillain strength while others use their weakness, etc. This can be an effective way to handicap some players, such as your annoying older brother or life-long nemesis.

Finales

Do you want the ending of your game to feel more epic? During Set-Up, randomly deal one Finale card to each player. Players should keep these hidden from each other. Finales provide a short list of secret objectives that will earn you bonus Infamy at the end of the game if you successfully complete them. Several objectives require that you succeed at 2+ Brawn, Stealth, Intellect, or Magic contracts. To track this information during the course of the game, players should keep any Contract cards that they successfully complete (perhaps storing them under their Finale card).

During end-game scoring, after players have received their Infamy bonus from money, each player should reveal their Finale card and resolve them in player order: this constitutes the **Finale Phase**. You receive a certain number of Infamy points for each objective you meet. The 4th objective on the Finale card is always a final contract (which includes a “recommended trait”). Before attempting this contract, refresh all of your henchmen and Supervillain. For this contract, your required team size is 3 henchmen; if you don’t have this many henchmen to assign, you automatically fail the contract. You may activate Contract rooms as per the normal rules while completing this

final contract. Players are also allowed to use Scheme cards during this phase, again following the normal rules (e.g., only one negative effect can be played against you). Assign your team, collect your trait dice, and roll. If you match or exceed the target, you receive the Infamy bonus for completing this final contract.

Once all players have resolved their Finales and received any bonuses from completed objectives, the player with the most Infamy wins the game.

Resolving a Finale: An Example

It is the end of the game. Dave reveals his Finale card: *Transform into an Omnipotent Superbrain*. He ends the game with 5 henchmen (shown). He has 2 Scientists and so satisfies the first objective, receiving 4 Infamy. Only one of his henchmen (*Zero Prime*) has an Injury, so he does not receive the second bonus. He has not completed 2 or more Intellect contracts (not shown), so he does not receive the third bonus.

He decides to send *Ninja Girl*, *Amok*, and *Gray Matter* on his final contract. He collects 4 Brawn dice for *Amok*, 5 Intellect dice for *Gray Matter*, and chooses 1 Intellect die for *Ninja Girl*. He rolls and gets a total of 8 successes. Since *Ninja Girl* is on the team, he gets a re-roll! He re-rolls 4 of the dice, and now ends up with 12 successes. The target was 11, so he succeeds. He receives a final bonus of 7 Infamy for this.

TRANSFORM INTO AN OMNIPOTENT SUPERBRAIN

Control 2+ Scientists	4
Control 2+ henchmen with Injuries	5
Succeed at 2+ Intellect contracts	6

11

7

You have shed your body and all its pathetic frailty. Your neural networks are capable of unraveling the mysteries of the multiverse. You do, however, have a tendency to throb in a way that makes everyone uncomfortable.

NINJA GIRL

LACKEY TO EMPRESS ISHII

Orphaned because of cultural damage caused by obvious superstitions. Unforgiving and merciless.

LADY KELVIN

2

An English physicist driven mad by the mathematical complexity of the universe. Get monopolized over temperature with a small device attached to her shoe.

ZERO PRIME

1

A Level 1 mystic of the Kizaki school. He is worthy of neither your attention nor your animosity.

AMOK

4

Twice the size of a full-grown man, with a rhinoceros head and a snout. Temperament. His back are composed of an impenetrable, unbreakable substance.

GRAY MATTER

5

The most intelligent neuroscientist in the world. Has dedicated himself to studying “Substance 101”, the neurochemical basis of immoral behavior.

AUTOMATED HEROES

These rules detail how to incorporate an automated squad of annoying heroes (*Defenders of Planet Earth*) into the game. This automata is required for 2-player games; you may also adopt it for 3-player games, if you want a tighter, more competitive experience.

Additional Components

30 Heroes cards
10 +1/+2 tokens

Set-Up

Shuffle the Heroes deck and place it near the gameboard. Choose a set of wooden tokens to represent the automata. The automata will not need a score token. Place the automata's 4 small tokens on the starting spaces of the Attraction score tracks along with the players'. Place the automata's Time token on the "1st" space of the Player Order track. Randomly determine which player will be second & third. The players should receive money according to their position on the Player Order track (\$9 for 2nd, \$10 for 3rd).

Base Building Phase

After the players resolve each Build/Sell action, reveal the top card of the Heroes deck. On the bottom of the card will be the number and type of Attraction points that the automata generates. For example, the Heroes card shown here would generate 3 Beast attraction points for the automata. You should draw a different Heroes card for each of the 3 Build/Sell actions that occur during the Base Building Phase.

Henchmen Phase

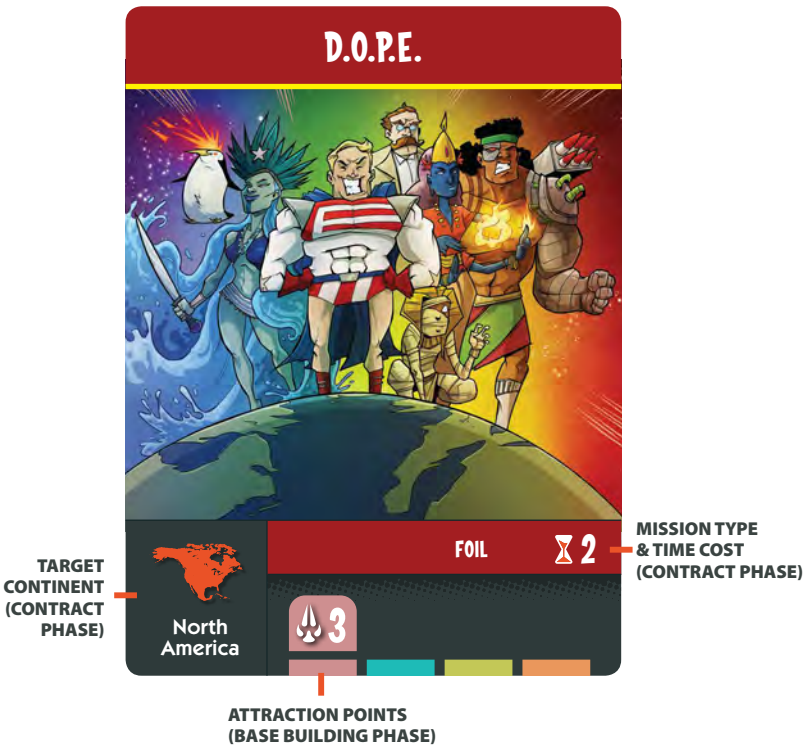
The automata competes for henchmen with the other players, using the standard rules of the game. If the automata successfully recruits a henchman (because it has the most Attraction points of a given type), then that Henchman card is discarded from the game. Thematically, the Heroes have captured the henchman before the supervillains had a chance to recruit them! The automata must pay for these henchmen with attraction points, just like the players.

Contract Phase

During the Contract Phase, the D.O.P.E. squad will deploy to various world locations, attempting to foil your nefarious plans. The automata follows the same rules for becoming active player. When the automata is active player, reveal the top card of the Heroes deck. At the bottom of the card there will be a target continent, mission (either "Patrol" or "Foil"), and a time cost. Immediately move the automata's Time token on the Time track a number of spaces equal to the time cost shown. Then, resolve the mission effect. If the automata doesn't have enough time remaining to complete the mission, then: 1) move its Time token to the next available spot on the Player Order track (it does not draw any more cards this turn), and 2) do not complete the current mission for the automata. Players cannot play Scheme cards against the automata.

Patrol missions: If the Heroes mission is "Patrol," then place a +1 token next to that continent location on the world map. For the remainder of this round, all contracts at this continent location have their target value increased by +1 for each token at the location. These +1 tokens should be cleared from the world map at the end of each round.

Foil missions: If the Heroes mission is "Foil," immediately discard the Contract card at the specified continent location. **Do not replace this contract with a new one.** For the rest of this round, there will be one fewer contract on the world map.



THE SUPERVILLAINS



THE ARCTIC QUEEN

Secret base location: Glacier Bay, U.S.A.

A solitary and introspective figure, the Arctic Queen seeks to usher in a new planetary Ice Age. Her lackeys, Sabra & Sable, are genetically engineered sabre-tooth tigers, imbued with supernatural intelligence by the Arctic Queen's magic.

Strength: Exceptional Smilodons

Your Lackey is exceptional (use the "Exceptional" Sabra & Sable card).

Weakness: Suspicion & Discord

If your contract team includes more than one henchmen type, the target value is increased: +1 for 2 types, +2 for 3 types, +3 for 4 types.



PACHACUTI JR.

Secret base location: Machu Picchu, Peru

A reincarnated Incan emperor, Pachacuti Jr. draws his magical power from the sun and has grand designs to "re-structure" our solar system. His lackey is the beautiful and enigmatic Priestess Quilla, rumored to be over five centuries old.

Strength: Solar Power

Prior to rolling trait dice, exhaust Pachacuti Jr. to reduce the target value by 1; or exhaust both Pachacuti & Priestess Quilla to reduce target by 3.

Weakness: Heretical Dogma

Each time you succeed at a contract, you must lose a total of 2 attraction points.



GORGONEX

Secret base location: The Acropolis, Greece

Gorgonex is a horrifying hybrid of the legendary Minotaur and Medusa. Created by forgotten gods to punish humanity's loss of faith. His lackey is the murderous Basilisk - a pitiful creature of low wit and lethal temperament.

Strength: Intimidation

At the start of the Henchmen Phase, gain 1 Attraction Point in any category.

Weakness: Pitiless Contempt

Your henchmen may never discard Injury tokens. If one of your henchmen gains a second Injury, they are immediately Captured.



DR. HOMINOID

Secret base location: Madagascar

A brilliant scientist and militant environmentalist, Dr. Hominoid wishes to eradicate mankind and allow the Earth to heal. His lackey is the exceedingly clever but somewhat capricious Mr. Jones.

Strength: Evil Genius

Start the game with 2 Scheme cards, and draw 1 at the start of Rounds 2 & 3.

Weakness: Incompetent Assistant

Your Lackey is incompetent (use the "Incompetent" Mr. Jones card).



EMPRESS ISHII

Secret base location: Mount Fuji, Japan

Empress Ishii is one of the most devious criminal overlords on the planet. She and her adopted daughter, Ninja Girl, train their army of thieves & geisha-assassins deep within the bowels of Mount Fuji.

Strength: Criminal Network

When active player, you may spend 1 week to gain \$2 (as many times as you wish).

Weakness: Perfectionism

Hard contracts cost +1 week to attempt. Legendary contracts cost +2 weeks to attempt.

MANIACAL

RULES REFERENCE

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Trait Dice Faces

Brawn



Stealth



Intellect



Magic



 = 1 Success |   = 2 successes, when recommended trait