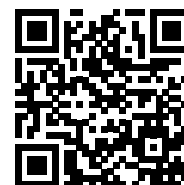


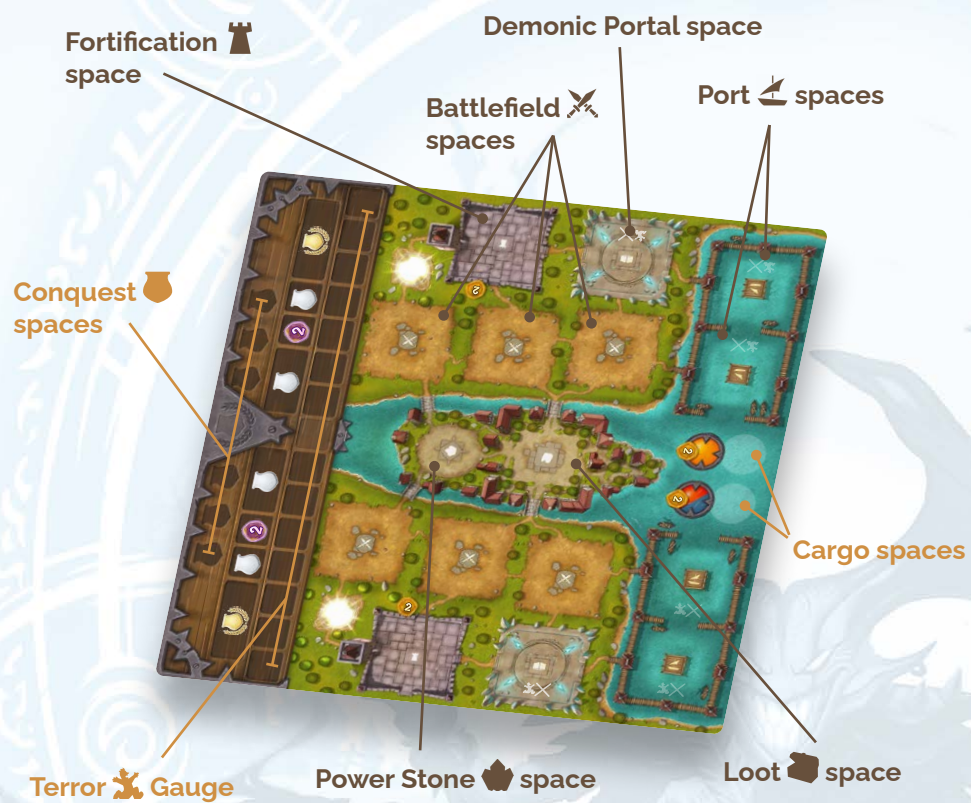


Check rule
details and
updates online!



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3 DOUBLE-SIDED VILLAGE BOARDS



A Side



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45 MONSTER TILES

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24 BASIC MONSTER TILES

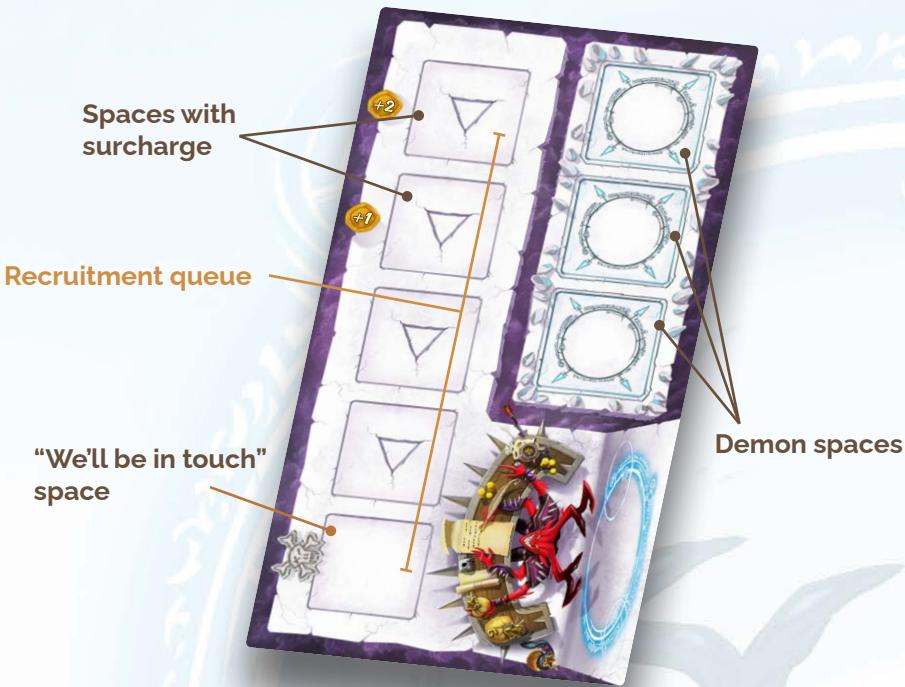


« basic » indication

3 DEMON TILES



1 OFFICE BOARD



1 EVIL CORP. BAG



3 PLAYER BAGS



4 SCREENS



3 LOOT PAWNS



3 POWER STONE PAWNS



3 TERROR PAWNS



6 CONQUEST PAWNS



30 GOLD COIN TOKENS



9 MAGIC GOLD COIN TOKENS



1 FIRST PLAYER PAWN



6 VICTORY TOKENS



THE GAME

We, at Evil Corp, have been working for 666 generations to frighten human villages. When it comes to scaring, we're the best.

Each and every year, we hold a team seminar where each manager has to recruit a team of monsters to take on his colleagues and prove he's the best at terrorizing humans.

The first manager to **succeed in terrorizing 2 human villages** will be the Evil Corp's annual champion!

NOTE ABOUT THE RULES:

Evil Corp can be played by 2, 3 or 4 players, with a different feel and experience for each configuration.

With 2 and 3 players, the rules are mostly the same. Interaction is more direct with 2 players, and a different balance of power is felt with 3.

With 4 players, players must play in teams of 2, share their gold and their bag, and have 1 game board in common. There's plenty of mutual aid and tactical team management.

The rules are written for the 2-player format, which covers most of the game rules.

Whenever necessary, we'll include an insert for 3- or 4-player variations.

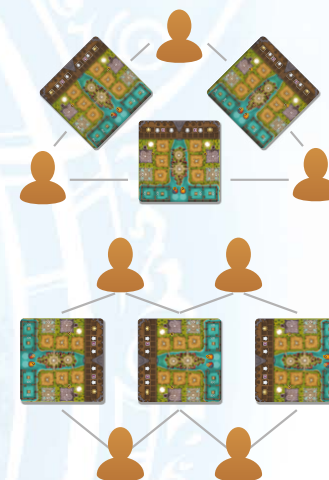


SETUP

- 1 Place the Evil Corp Office board in the center of the table.
- 2 Shuffle the 45 Monster tiles in the Evil Corp bag, draw 5 and place them in the recruitment queue on the Office board.
- 3 Place the 3 Demon tiles, activatable sides up, on their spaces.
- 4 Place the gold coins near the players.

- 5 On 2-player games, place 2 Village boards on their A sides, on each side of the Office board. These 2 boards are considered «eligible» to you (see p.6: «golden rules»).

On 3-player games, place 1 Village board on its A side, between each player (for a total of 3 boards). Only the boards directly to your left and right are considered «eligible» to you.



On 4-player games, make 2 teams of 2 (team-mates sit side-by-side). Place 3 Village boards on their A sides, on the imaginary line separating the 2 teams. Each player can only consider «eligible» the 2 boards closest to him/her. The central board is therefore considered eligible to everyone, while the boards toward the edges of the table are only considered eligible to players sitting toward that edge.

- 6 On each Village board, place 1 Loot pawn, 1 Power Stone pawn, 1 Terror pawn at the center of the Terror gauge and fill each Cargo space with 2 gold coins. Each player (or team) places a Conquest pawn on the 1st shield on their side of the Village board.

- 7 Each player takes 1 screen.

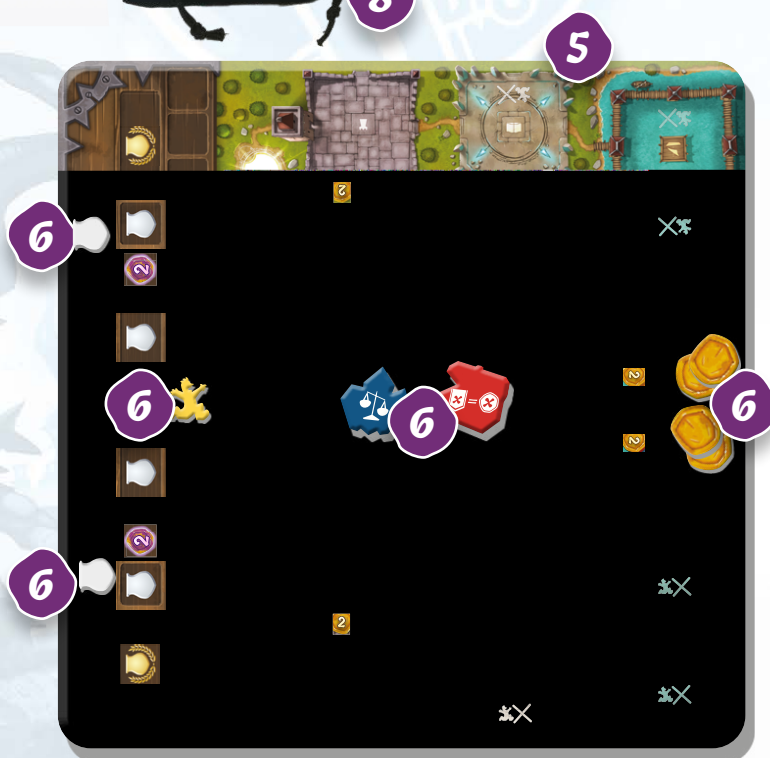
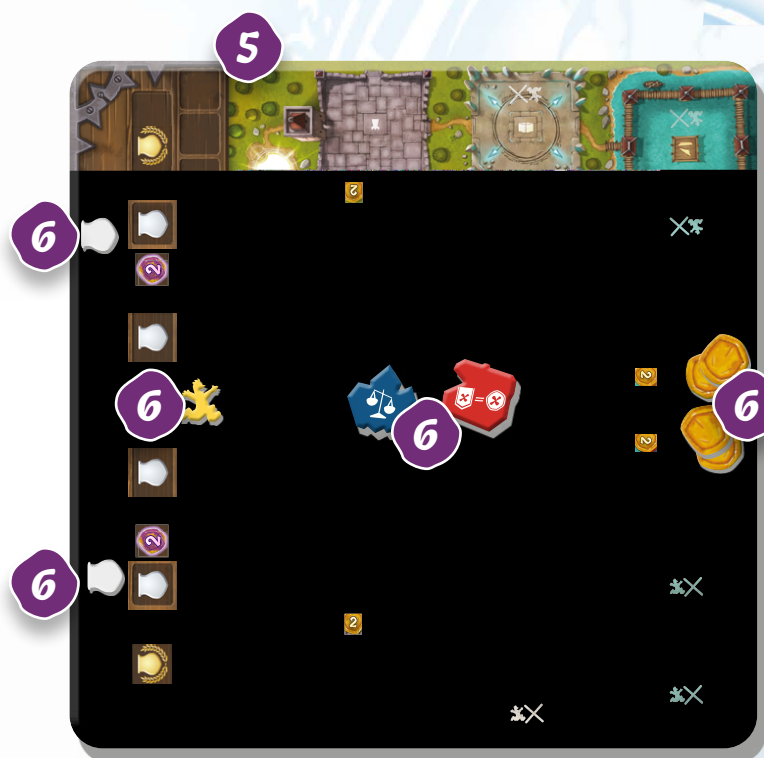
- 8 On 2- or 3-player games, each player takes 1 Player bag and puts the following 8 Basic Monster tiles in the bag:



On 4-player games, each team takes 1 Player bag in common and puts the following 10 Basic Monster tiles in the bag:



- 9 Each player then draws 5 tiles from the bag and places them behind his screen. On 4-player games, each player draws 4 tiles from his team's bag.
- 10 Randomly select a person (or a team, if you're playing at 4 players). They take the First Player token and can start the game.



PLAYING A ROUND

Play rounds until a player or team has at least 2 Victory tokens at the end of a Night phase.

A **round** is divided into 2 phases:

1. Day phase
2. Night phase

Play rounds until a player or team has at least 2 Victory tokens at the end of a Night phase.

GOLDEN RULES

You can **only interact** with boards that are **eligible** to you. You may **never interact** with a board that is **not eligible** to you. The notion of eligibility is explained in step 5 of the setup (page 4).



During a round, you can earn Gold tokens. Always place your Gold tokens **in front of your screen**. They must be visible to everyone at all times.

A. Day Phase

You start the round with 5 monster tiles behind your screen. These are your reserve for this round.

Each player plays alternately, systematically taking 1 of the following 4 actions:

- Deploy a monster
- Activate a monster
- Recruit a monster
- Pass

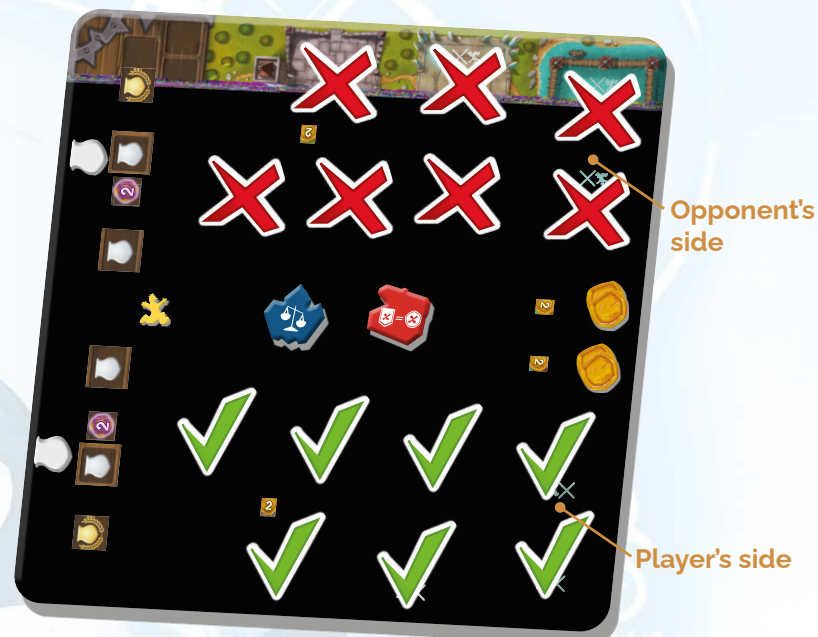
On 3-player games, play in a clockwise order instead of alternately.

On 4-player games, the 2 players of a same team each play an action (in the order of their choice), then it's the opposing team's turn to do the same.

1. DEPLOY A MONSTER

Take a Monster tile from behind your screen and place it on one of the spaces on your side of an eligible Village board.

You cannot place a monster on a space already occupied by another monster, or which is not on your side of the board.



DEPLOYMENT POWER



When you deploy a monster with a ⚡ icon (also indicated by the grey background), apply the associated effect. This effect is applied immediately and only when deployed. It cannot be applied by another game effect, nor reapplied during an activation action.

TERROR GAUGE

The Terror gauge represents the population of the human village terrorized by your monsters. So, the closer the Terror pawn is to your opponent, the better position you're in to win this board.

The Terror gauge must constantly be adjusted according to the actions performed on the board (deploying a monster, moving a monster, eliminating a monster, etc.).



The spaces are of different types:

⚔ Battlefield, 🏰 Fortification, 🚢 Port or 📖 Demonic Portal.

⚔ **BATTLEFIELD**

Immediately after deploying a monster on the battlefield, **move the Terror pawn** toward your opponent by as many squares as the monster's terror value. If a monster leaves the battlefield for any reason, the Terror gauge is immediately readjusted. So, this gauge is always an accurate reflection of the forces at play!

📦 **LOOT**

Each round and for each Village board, if you are the 1st player to place a **Red monster** on a Battlefield ⚔ space, you loot the village's treasure. Take a number of gold coins 🪙 equal to the terror value shown on your monster's tile (without any modifications). Take the Loot pawn, and the treasure is no longer available until the next round.

⚖ **POWER STONE**

Each round and for each Village board, if you are the 1st player to place a **Blue monster** on a Battlefield ⚔ space, take the Power Stone pawn and place it next to your Conquest pawn. The Power Stone is used to break a tie at the end of the round (see p.9).

Example: Martine takes a Red monster behind her screen and places it on a Battlefield space on the Village board to her right. She advances the Terror pawn on this board 1 space (the terror value of the monster placed) toward the opponent. The conditions for Looting are met, she takes 1 gold coin.



🏰 **FORTIFICATION**

Immediately after deploying a monster on a fortification, **move the Terror pawn** toward your opponent by as many spaces as the monster's terror value (in the same way as when deploying on the battlefield). If a monster leaves a fortification for any reason, the Terror gauge is immediately readjusted.

A monster in a fortification can stay in place for the next round, in exchange for Gold coins (see «Discard the Monster tiles», p.10).



Note: Placing a monster in a fortification doesn't allow you to loot the village, nor to collect the Power Stone!

Some monster cannot be placed on fortifications.

📖 **DEMONIC PORTAL**

Only a **Blue monster** can be deployed on a Demonic Portal.

Don't adjust the Terror gauge when deploying a monster on a Demonic Portal.

You can immediately use the power of a Demon tile on the Office board:

- Choose 1 available Demon tile (on its active side).
- Apply the effect of this demon according to your summoning value (corresponding to your terror value, plus a potential summoning bonus 📦).
- Turn the Demon tile over to its inactive side; it is no longer available for this round.



Note: The demon reactivation power possessed by some monsters allows you to activate a demon that was no longer available!

Example: Martine has placed a Blue Monster on a Demonic Portal. It has a terror value of 1. The demon she's interested in is the one furthest to the left in the image below. She cannot choose the effects in the middle or on the right of this tile, as her summoning value is insufficient. She chooses to do the left-hand effect, but must also pay 2 gold coins to do so. She applies the effect, then turns this Demon tile over.



Active side



Inactive side



Active side

PORT

You can deploy monsters on «Port» spaces to collect gold from cargoes. If gold coins are present in the Cargo space corresponding to the color of the monster you deploy, take these gold coins.



Get this cargo if you deploy a **Yellow Monster** on a Port space.



Get this cargo if you deploy a **Red** or a **Blue Monster** on a Port space.

Don't adjust the Terror gauge when deploying a monster on a Port .

Example: Jeremy deploys a Yellow monster on a Port space. The monster deployed has a Deployment power, so Jeremy gains 1 gold coin from the general supply. Next, he checks whether the gold coins in the yellow Cargo space are still available; he takes them. Future deployments of Yellow monsters on Port spaces in this village will no longer earn gold coins this round. Jeremy does not modify the Terror gauge, as the terror value of monster tiles deployed on a Port space is never taken into account.



2. ACTIVATE A MONSTER POWER



Choose a Monster tile you've already deployed that has an **activatable power**.

Apply the power's effect(s), then turn the Monster tile over to its inactive side.

A monster on the inactive side keeps its terror value if it is on a Battlefield or Fortification space.

The type of space (Battlefield, Fortification, Port, Demonic Portal) on which the monster tile is located is irrelevant when it comes to activating the monster power.



Note: Some passive powers (as in the example on the left) are lost when the monster is flipped to its inactive side. Remember to adjust the Terror gauge accordingly!

3. RECRUIT A MONSTER

Choose a Monster tile from the recruitment queue on the Office board.

Discard a number of gold coins from your reserve equal to the recruitment value of the chosen monster. Add 1 or 2 gold coins if you choose a tile from one of the last two spaces of the queue.

Place the recruited monster in your player bag. It can be drawn and played this round or in a subsequent round.

Shift the remaining monster tiles in the queue toward the Evil Corp recruiter. Draw a tile from the Evil Corp bag and place it at the end of the queue (on the slot with a 2-gold-coin surcharge).

Example: Jeremy recruits a Red monster from the recruitment queue. He spends 2 gold coins, and places the tile in his Player Bag. He drags the monster tiles from the top of the queue to the bottom, then fills the empty space at the end of the queue with a monster tile from the Evil Corp bag.



4. PASS

When you can't or don't want to take anymore action, you must pass.

Tilt your screen to indicate that you are ending your Day phase. Once you've passed, you can take no further action during this phase. The other player(s) may continue to play one or more actions if they can.

Once all players have passed, the Night phase can begin.

On 4-player games, if one team member passes, the other may continue to play.

Note: At any time, a player can ask another player how many tiles he has left behind his screen. The latter is obliged to give the number of tiles he still has behind his screen (without specifying which ones, of course).

B. Night Phase

The Night phase is done simultaneously by all players.

1. MAINTENANCE OF THE VILLAGE BOARDS

Check the Village boards one by one. The order of resolution is not important. For each board, apply the following effects:

EFFECTS OF THE TERROR GAUGE

If the Terror pawn is on your opponent's side, apply ALL effects from the spaces reached or passed. The effects are cumulative.



Move your Conquest pawn on this board 1 space toward the center.


If it reaches the center Conquest space, you immediately win the Victory token for that board.





You immediately win the Victory token for this board.



Gain 2 magic gold coins. These coins are used in the same way as normal gold coins, except that they are not discarded at the end of the round (see Discarding gold, p.10).

In case of a tie (if the Terror counter is on the center space of the Terror gauge), check whether you have the Power Stone for this round. If so, you win 1 ; move your Conquest pawn one space toward the center of this board.

If nobody has the Power Stone this round, nobody wins anything for this board.

Example: The Terror pawn is on the opposite side from Martine (seated on the left). The pawn has reached or passed the  2 and  icons.

She moves her Conquest pawn 2 spaces toward the center of the board, and gains 2 magic gold coins.



WIN A VICTORY TOKEN

There are 2 ways to win the Victory token of a Village board:

Have the Terror pawn on a  space at the end of a round, or move your Conquest pawn to the central Conquest space.

If the Village board is on side A when you win the Victory token, turn the board over to side B, then do a classic set-up on this side of the board (see p.4).

If the board is already on side B, simply perform a classic board set-up (see p.4).

You cannot leave a monster in place in a fortification when a village has just been conquered by a player (see Discard the Monster tiles, p.10).

Note: Side B is a little different from Side A. Be sure to put the correct number of coins on the Cargo spaces.



PORT RESTOCK / LOOT / POWER STONE

Place as many gold coins in the Cargo spaces as indicated on the board. Do not add gold if the cargo has not been collected. Simply fill in the empty spaces.

Return the Loot pawn to the center of the board.

Return the Power Stone to the center of the board.

DISCARD THE MONSTER TILES

Place all your monster tiles from the Battlefield, Port and Demonic Portal spaces in your discard pile.

In the extremely rare case that you still have monsters behind the screen, discard them.

If you have a monster on a Fortification space, you can pay 2 or 3 gold coins (depending on the side of the Village board) to leave the monster in place for the next round.

If you leave a monster in a fortification, place it on its inactive side. This is because you can't keep activatable or passive powers from one round to the next. If you can't or don't want to pay, place this monster tile in your discard pile.

RESET THE TERROR GAUGE

Adjust the Terror gauge according to the terror value of any monsters present in the fortifications.

Example:




If there are no monster in the fortifications, place the Terror pawn in the middle of the Terror gauge.

2. MAINTENANCE OF THE OFFICE BOARD

DISCARD THE GOLD

Return all gold coins currently in your possession to the general supply. Only keep your magic gold coins, if any.

UPDATE THE MONSTER RECRUITMENT QUEUE

Discard the Monster tile from the «We'll be in touch»  space in the recruitment queue. Drag all the other monsters to the front of the queue (toward the recruiter), then draw 1 new monster from the Evil Corp bag and place it at the end of the recruitment queue (on the 2-gold-coin surcharge space).

REACTIVATE THE DEMONS

Flip all Demon tiles back to their activatable side.

DRAW NEW MONSTERS

Each player draws 5 monsters (or 4 monsters at 4 players) from their Player bag and places them behind their screen.

If there aren't enough monsters in your bag, draw as many as you can, then place all the monsters from your discard pile back into the bag. Draw again until you have the right number of monsters behind your screen.

TEAM DRAW: On 4-player games, players of the same team share 1 common Player bag. Each player only draws 4 monsters during the draw phase (instead of 5).

Players can choose who draws first. They can also take turns drawing 1 monster. They are free to draw in any order they wish, and may alternate their draws.

Note: It's strictly forbidden to show your teammate the monsters you've drawn, or to secretly show the tiles behind your screen! Any information exchanged between the 2 team members must be audible by the opposing team.

PASS THE FIRST PLAYER PAWN

Pass the First Player token to the next player or team.

A new round can begin.

VICTORY CONDITIONS

If you have 2 Victory tokens after checking all Village boards in a Night phase, you're declared the winner!

If there are several of you in this situation at the end of the same Night phase, collect all your monsters (from the Village boards, your Player bag and your discard pile), then total up the cost of recruiting all your monsters and add any magic gold coins you may have. The player with the highest total is declared the winner.

In the case of a further tie, the player with the highest Terror value total (adding up all his monsters) is declared the winner.



ADDITIONAL DETAILS

MORE DETAILS ON 4-PLAYER GAMES

- Players on the same team share the same Player bag and the same gold reserve.
- Players on the same team share one common eligible board. Both players can perform actions on this board. Monsters deployed on this board are eligible for actions by both players.
- Within the same team, an action performed by one player can be used by another. This sequence creates situations unique to the 4-player mode. Here are a few examples:

1 player collects gold, then his teammate uses this gold to recruit a monster.

1 player recruits a monster, then, thanks to a draw action, his teammate can immediately draw it.

1 player deploys 1 monster on the common eligible board, then his teammate immediately activates that monster.

It's up to you to explore all the possibilities offered by this team game mode.

HANDICAP

If you feel there's too big a gap between you and your opponents, try to give yourself a handicap by allowing your opponents to start the game with up to 4 gold coins.

APPENDIX

TILES DETAILS



PASSIVE POWER: Adds 1 to your Summoning value.



DEPLOYMENT POWER: Flip over an opponent's Monster tile.



PASSIVE POWER: Adds 2 to your Summoning value.



PASSIVE POWER: Adds 1 to your Summoning value.
DEPLOYMENT POWER: Flip over 1 Demon tile.



PASSIVE POWER: Adds 1 to your Summoning value.
ACTIVATABLE POWER: Take 2 Monster tiles from your discard pile and put them back in your bag.



DEPLOYMENT POWER: Flip over an opponent's Monster tile.



PASSIVE POWER: Adds 2 to your Summoning value.
DEPLOYMENT POWER: Flip over 1 Demon tile.



PASSIVE POWER: Adds 1 to your Summoning value.
ACTIVATABLE POWER: Draw 1 Monster tile from your bag and place it behind your screen. There is no limit to the number of tiles you can have behind your screen.



ACTIVATABLE POWER: Draw 2 Monster tiles from your bag and place it behind your screen. Then, discard 2 Monster tiles.



PASSIVE POWER: Adds 1 to your Summoning value.
ACTIVATABLE POWER: Flip over an opponent's Monster tile.



PASSIVE POWER: Adds 1 to your Summoning value.



ACTIVATABLE POWER: Draw 1 Monster tile from your bag and place it behind your screen. Then, discard 1 Monster tile.



PASSIVE POWER: Adds 1 to the Terror value of each of your Blue monsters deployed on a Battlefield space. The effect of this tile applies to itself (if on a Battlefield space).



ACTIVATABLE POWER: Draw 2 Monster tiles from your bag and place it behind your screen. Then, discard 1 Monster tile.



ACTIVATABLE POWER: Flip over an opponent's Monster tile.



PASSIVE POWER: Adds 1 to your Summoning value.
ACTIVATABLE POWER: Draw 1 Monster tile from your bag and place it behind your screen.



DEPLOYMENT POWER: Choose an opponent; he or she must reveal 5 Monster tiles from behind his or her screen.



ACTIVATABLE POWER: Choose an opponent; he or she must discard 1 Monster tile.



ACTIVATABLE POWER: Discard this monster, then choose 1 Monster tile of Terror value 3 or lower on an eligible board, and place it in its owner's discard pile.



ACTIVATABLE POWER: Choose 1 Monster tile of Terror value 2 or lower on an eligible board, and place it in its owner's discard pile.



ACTIVATABLE POWER: Choose an opponent; he or she must reveal 3 Monster tiles from behind his or her screen.



PASSIVE POWER: This tile has a Terror value of 3 if it is alone on its Battlefield space.



PASSIVE POWER: Adds 1 to the Terror value of each of your Yellow monsters deployed on a Battlefield space.



PASSIVE POWER: It is not allowed to place this tile on a Fortification space.

DEPLOYMENT POWER: Pay 2 Gold coins. If you can't pay the 2 Gold coins, you can't deploy this monster.



ACTIVATABLE POWER: Choose 1 Monster tile of Terror value 3 or lower on an eligible board, and place it in its owner's discard pile.



PASSIVE POWER: It is not allowed to place this tile on a Fortification space.

DEPLOYMENT POWER: Choose an opponent; he or she must draw 1 Monster tile from his or her bag and place it behind his or her screen.



DEPLOYMENT POWER: Choose 1 Monster tile of Terror value 1 on an eligible board, and place it in its owner's discard pile.



DEPLOYMENT POWER: Choose 1 Monster tile of Terror value 2 or lower on an eligible board, and place it in its owner's discard pile.



PASSIVE POWER: Only for the board where this monster is: your Monster tiles on Battlefield spaces cannot be the target of powers.



PASSIVE POWER: Adds 1 to the Terror value of each of your Red monsters deployed on a Battlefield space. The effect of this tile applies to itself (if on a Battlefield space).



DEPLOYMENT POWER: Gain 1 Gold coin from the general supply and put it in front of your screen.



DEPLOYMENT POWER: Gain 1 Gold coin from the general supply and put it in front of your screen.

ACTIVATABLE POWER: Move this tile to a free space on one of your eligible Village boards.



DEPLOYMENT POWER: Gain 1 Gold coin from the general supply and put it in front of your screen.

ACTIVATABLE POWER: Choose 1 of your Monster tiles (from behind your screen, your discard pile, or a Village board) and permanently remove it from the game.



ACTIVATABLE POWER: Move 2 of your Monster tiles to free spaces of your eligible Village boards.



DEPLOYMENT POWER: Gain 2 Gold coins from the general supply and put it in front of your screen.

ACTIVATABLE POWER: Move 1 of your Monster tiles to a free space of one of your eligible Village boards.



DEPLOYMENT POWER: Gain 3 Gold coins from the general supply and put it in front of your screen.



PASSIVE POWER: Leave up to 2 Monster tiles on Fortification spaces for the next round, at no cost.

DEPLOYMENT POWER: Gain 2 Gold coins from the general supply and put it in front of your screen.



ACTIVATABLE POWER: Choose 1 of your Monster tiles (from behind your screen, your discard pile, or a Village board) and permanently remove it from the game.



PASSIVE POWER: Leave 1 Monster tile on a Fortification space for the next round, at no cost.



DEPLOYMENT POWER: Gain 1 Gold coin from the general supply and put it in front of your screen.

ACTIVATABLE POWER: Move this tile to a free space on one of your eligible Village boards.



ACTIVATABLE POWER: Move 1 of your Monster tiles to a free space of one of your eligible Village boards.



DEPLOYMENT POWER: Gain 2 Gold coins from the general supply and put it in front of your screen.



DEPLOYMENT POWER: Gain 2 Gold coins from the general supply and put it in front of your screen. Then, recruit 1 Monster tile from the Recruitment queue (by paying its Recruitment value). Put the tile in your bag.



DEPLOYMENT POWER: Gain 3 Gold coins from the general supply and put it in front of your screen.



DEPLOYMENT POWER: Gain 1 Gold coin from the general supply and put it in front of your screen.

ACTIVATABLE POWER: Trigger the Activatable Power of one of the Monster tiles of the Recruitment queue.



ACTIVATABLE POWER: Choose 2 of your Monster tiles (from behind your screen, your discard pile, or a Village board) and permanently remove them from the game.



ACTIVATABLE POWER: Recruit 1 Monster tile from the Recruitment queue (by paying its Recruitment value). Put the tile behind your screen (not in your bag).



ACTIVATABLE POWER: Choose 1 Monster tile of Terror value 1/2 on an eligible board, and place it in its owner's discard pile. Pay 2 Gold coins if your Summoning value is only 1.




ACTIVATABLE POWER: Choose 1/2/3 of your Monster tiles (from behind your screen, your discard pile, or a Village board) and permanently remove it (or them) from the game.



ACTIVATABLE POWER: Draw 1/2/3 Monster tile(s) from your bag and place it (or them) behind your screen. Then, discard 1/2/3 Monster tile(s).



DEPLOYMENT POWERS / ACTIVATABLE POWERS

If a value is shown on your tile, it multiplies the effect (a 2 next to  means "Gain 2 Gold coins").



Gain 1 Gold coin from the general supply and put it in front of your screen.



Pay 1 Gold coin.



Move 1 of your Monster tiles to a free space of one of your eligible Village boards.



Draw 1 Monster tile from your bag and place it behind your screen. There is no limit to the number of tiles you can have behind your screen.



Discard 1 Monster tile.



Draw 1 Monster tile from your bag and place it behind your screen. Then, discard 1 Monster tile.



Take 1 Monster tile from your discard pile and put it back in your bag.



Choose 1 of your Monster tiles (from behind your screen, your discard pile, or a Village board) and permanently remove it from the game.



Move this tile to a free space on one of your eligible Village boards.



Discard this tile.



Choose 1 Monster tile of Terror value X or less on an eligible board, and place it in its owner's discard pile.



Choose an opponent; he or she must reveal 1 Monster tile from behind his or her screen.



Flip over 1 Demon tile.



Flip over an opponent's Monster tile.



Choose an opponent; he or she must draw 1 Monster tile from his or her bag and place it behind his or her screen.



Choose an opponent; he or she must discard 1 Monster tile.



Recruit 1 Monster tile from the Recruitment queue (by paying its Recruitment value). Put the tile in your bag.



Recruit 1 Monster tile from the Recruitment queue (by paying its Recruitment value). Put the tile behind your screen (not in your bag).



Trigger the Activatable Power of one of the Monster tiles of the Recruitment queue.

PASSIVE POWERS



Adds X to your Summoning value.



Adds 1 to the Terror value of each of your Blue monsters deployed on a Battlefield space. The effect of this tile applies to itself (if on a Battlefield space). Red and Yellow tile variations also exist.



This tile has a Terror value of 3 if it is alone on its Battlefield space.



It is not allowed to place this tile on a Fortification space.



Only for the board where this monster is: your Monster tiles on Battlefield spaces cannot be the target of powers.



Leave 1 Monster tile on a Fortification space for the next round, at no cost.



Leave up to 2 Monster tiles on Fortification spaces for the next round, at no cost.