PET EVIL

THE RULES!

Draw cards, build Missiles and defeat your frenemies. The last player standing wins!

2-6 Players · +7 Years · 20-60 Mins

INVENTORY:
- 101 x Cards
- 6 x Rocket Tokens
- 3 x Radiation Markers
- 1 x Health Track
- 1 x The Rules

YOUR OBJECTIVE

Be the last pet standing. Your foes aren't going to obliterate themselves! Fire Missiles at your opponents to reduce their health points to zero.
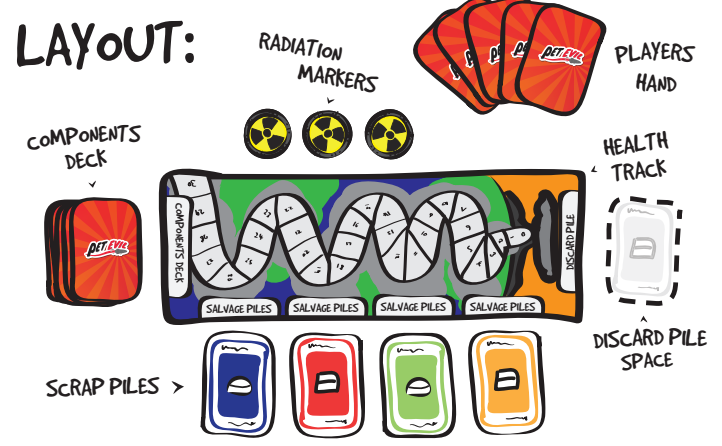
SET UP

To begin, each player should choose a coloured Rules card and matching Rocket token. Place your tokens on the Health track.

GAME TIMES:

- Tiny Game ~ 20 minutes ~ 15 Health
- Mean Game ~ 40 minutes ~ 20 Health
- Epic Game ~ 60 minutes ~ 30 Health

LAYOUT:

- RADIATION MARKERS
- COMPONENTS DECK
- PLAYERS HAND
- HEALTH TRACK
- SALVAGE PILES
- DISCARD PILE SPACE
- SCRAP PILES

Start by removing the Evil Pet (6) cards and Wasteland (1) card from the deck.

Then deal an Evil Pet card to each player, and place the Wasteland card **faceup** on the Components deck space on the board.

Shuffle all remaining cards and deal 4 **facedown** to each player. These card form their starting hands. Then place the remaining cards **facedown** on top of the Wasteland card to form the Components deck.

Create the Scrap piles by drawing 4 cards from the Components deck and placing a card **faceup** on each Scrap pile space.

LET'S DO THIS
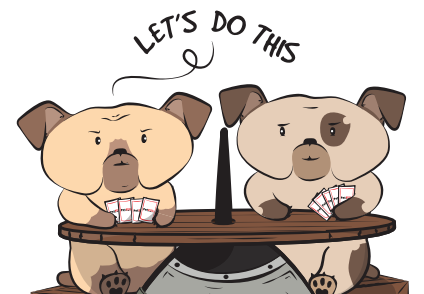
TAKING A TURN

Time to get down to business and wage war!

STARTING OFF

Choose your starting player. This could be the person that most recently started a war.

Each player takes one turn per round in a clockwise direction. A turn is separated into 4 phases, which should all be completed before the next players turn.

During the first round the command phase is skipped.

Each turn consists of 4 phases:

1. DRAW

Draw a single card from the top of the Components deck.

2. SUPPLY

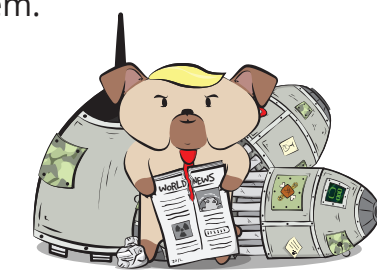You **must** take one Supply action.

3. COMMAND

You **may** take one Command action.

4. SCRAP

At the end of your turn you can only have 7 cards in your hand. **Scrap** any additional cards faceup on top of any Scrap pile.

If a Scrap pile has 3 cards on it, discard them. Then, draw a new card from the Components deck to replace them.

Then resolve any Radiation markers.

SCRAPPED VS DISCARDED:

During the game, cards will be scrapped, or played then discarded.

Scrapped cards are placed on the top of any Scrap pile.

Discarded cards are placed on the top of the Discard pile.

BUILDING A MISSILE

Your enemies won't destroy themselves! You must build Missiles to deal damage by Attacking.

A Missile is built in your hand by combining: **1 Warhead** (◭), **1-3 Explosives** (◈), and **1 Rocket** (◿) component card.
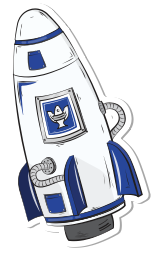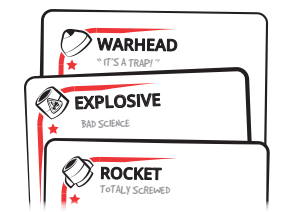
Matching the colours of each component will increase your Missile's damage.

COMPONENT PARTS PER COLOUR SET

★	■	◭	4	8	4
●	▲				

MISSILE COLOUR COMBOS:

- **Clean Missile** — All the cards' colours match = **4 damage**
  - WARHEAD "IT'S A TRAP!"
  - EXPLOSIVE BAD SCIENCE
  - ROCKET TOTALLY SCREWED

- **Dirty Missile** — Two of the cards' colours match = **3 damage**
  - WARHEAD CAN-UNDRUM
  - EXPLOSIVE BARKING MAD
  - ROCKET SUPER CAT

- **Dud Missile** — No card colours match = **2 damage**
  - WARHEAD TWO FEET UNDER
  - EXPLOSIVE BITE ME A BITE
  - ROCKET DIG FOR VICTORY

WILD CARDS (4)

- WARHEAD USED THIS
- ROCKET OLD DUSTY
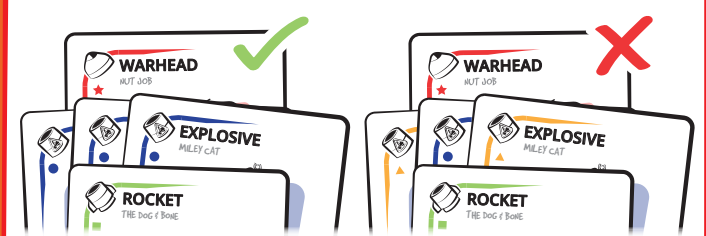- SCRAP!
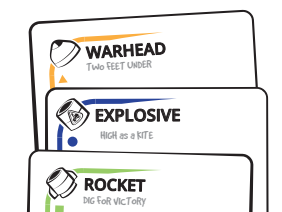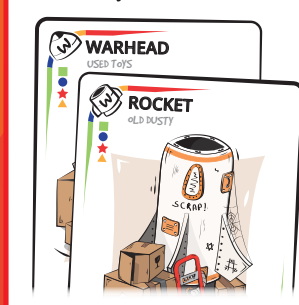
Some Rockets and Warheads are wild and **match all colours** (this includes other wild cards).

EXPLOSIVES PAYLOAD:

A Missile can have a payload of up to 3 Explosives **of the same colour.**

- ✓ WARHEAD NUT JOB / EXPLOSIVE MILEY CAT / ROCKET THE DOG & BONE
- ✗ WARHEAD NUT JOB / EXPLOSIVE MILEY CAT / ROCKET THE DOG & BONE

MISSILE DAMAGE:

Missile damage is calculated by multiplying a Missile's colour combination by its payload.

PAYLOAD

COLOUR COMBO			
Dud Missile (No MATCH)	2	4	6
Dirty Missile (Two MATCH)	3	6	9
Clean Missile (ALL MATCH)	4	8	12

DAMAGE

NUKE MISSILES:

Nuke Missiles are built in the same way as other Missiles. All you need is **one of each** Nuke component card.

NUKE WARHEAD — LIVE WIRE
NUKE CHARGE — BORROWED TIME
NUKE ROCKET — TARGET LOCKED
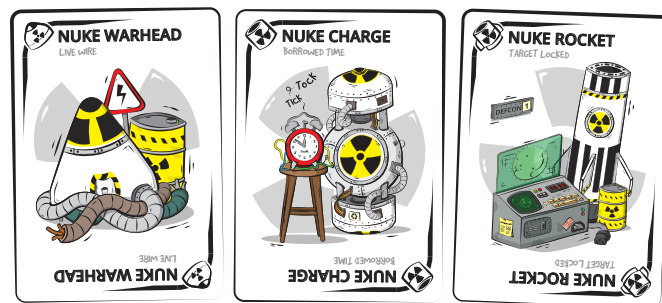
Nuke Missiles can only be built from Nuke component cards and **nothing else**. A Nuke Missile deals 10 damage to it's target and 5 damage to each adjacent player (this could include yourself!).
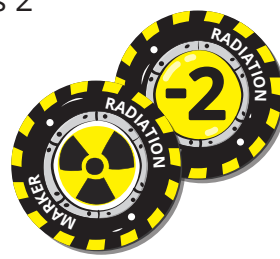
A player directly hit with a Nuke gains a Radiation marker.

2 x Each part

RADIATION MARKERS:

At the end of each player's Scrap phase, for each Radiation marker the current player owns, every player takes 2 radiation damage.

When a player is eliminated, their Radiation markers are passed to the player on their right.

RADIATION -2 MARKER

TYPES OF ACTIONS

There are 3 types of actions that you can use during the game: Supply, Command and Instant actions. All cards played during actions must be **discarded** unless otherwise stated.
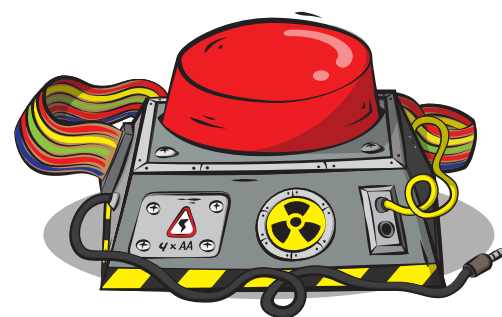
SUPPLY ACTIONS:

You **must** take one Supply action each turn.

EXTRA DRAW

Draw a card from the Components deck.

SCRAP DRAW

Draw the top card from one of the Scrap piles. If this was the last card in the pile, refill it with a card from the Components deck.

STEAL

Randomly steal a card from another player's hand. You cannot Steal from a player that has **fewer cards** in their hand than you.

TRADE

Agree to trade a card in your hand with a card from another player's hand.

Players may discuss, but not reveal the cards they wish to Trade. Both players must agree to trade but **may lie** about which card they are trading. This is a great way to make friends!
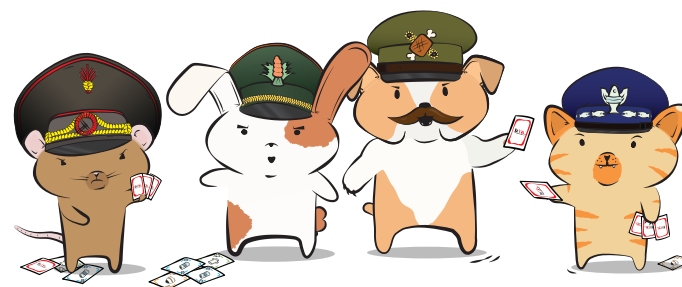
COMMAND ACTIONS:

You **may** take one Command action each turn.

ATTACK

FIRE A MISSILE!

1 Place your completed Missile cards from your hand faceup in front of you.

2 Declare which player is your target.

3 Give the other players a chance to play instant actions.

4 The Missile deals damage to its target, decreasing the targets health points on the Health track.

5 Discard all used cards.

You can only fire one Missile per turn.

HEALTH PACK (4)

Discard this card to restore 4 health points to any one player. You **cannot** exceed the maximum health set at the start of your game.

HEALTH PACK — PATCH UP
COMMAND ACTION: Restore 4 health points.
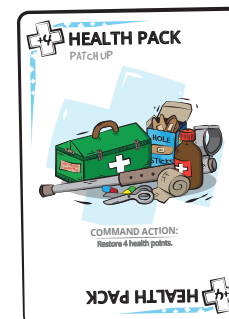
TREATY (2)

Prevent any player from targeting you with Missiles or Steal actions. This card is then discarded at the start of your next turn. Deflected missiles **can still target you**.

TREATY — HARD TO DIGEST

INSTANT ACTIONS:

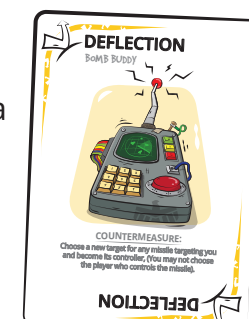Instant actions state when they can (or must) be used on each card.

SHELTER (4)

When you are targeted by a Missile, you may discard this card to prevent half of the damage (rounded up). You may Shelter from Nuke damage, but not Radiation.

SHELTER — 60% NUKE PROOF
KEEP SHUT!
COUNTERMEASURE: When you take damage from a missile, you may reveal this card and discard it to prevent half of the damage (rounded up).

DEFLECTION (4)

Discard this card to choose a new target for any Missile targeting you. You **cannot** choose the player who targeted you (unless only 2 players remain).

DEFLECTION — BOMB'S BUDDY
COUNTERMEASURE: Choose a new target for any missile targeting you and become its controller. You may not choose the player who controls the missile.

EVIL PET (6)

If you Steal this card from another player's hand or receive this card during a Trade, instantly reveal it.

When revealed, follow the action text on this card. Evil Pet cards can have **multiple abilities and action types**.

EVIL PET — SIZE ISN'T EVERYTHING
INSTANT ACTION: Counter an Evil Pet card by revealing and discarding this card.
COMMAND ACTION: Deal 2 damage to any player and discard this card.

WASTELAND (1)

The end is nigh! Now is the time to panic...

When revealed, the current player gains a Radiation marker. Then shuffle the Discard pile and place the Wasteland faceup on the bottom. Place these cards on to the Components deck space.

WASTELAND — THE END IS NEAR!
SPECIAL ACTION: When revealed gain 1 radiation marker. Shuffle the discard pile in to the components deck and place this card at the bottom. Draw a card.

THE END GAME #1

Do you have **zero** health points remaining? Yes? Then you're eliminated. It's that simple!

If you're the last player remaining, congratulations - you've won! Stand proud on the wasteland that you now own.

WHAT'S THAT? YOU'RE ALL OUT?

You've just experienced a mutually ensured obliteration and you've all lost!

Better luck next time. Or... Settle the score with the next game of Pet Evil!