

# **Terracide**

A Manual to The World's Most Evil Boardgame

Designed by Jack Riales  
Illustrated by Jack Riales and Cyan Stratton

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## Welcome Supervillains!

Let me take your coat...

This handy dandy guide of evil will help you all on your quest to become world annihilators. But before you can begin, certain things need to be made clear:

1. Geocide (destruction of a planet) is a heinous crime that most certainly will be unappreciated by any galactic justice system that may exist. As we know it right now, there isn't one, but you best watch your britches, just in case!
2. While there are many varieties of ways to destroy a planet such as Earth, it is always good to remember: safety first! Wear your safety goggles, and ensure that you and your friends are a good several million miles away. At least!
3. Do be a good sport and clean up after yourselves. Matter doesn't just disappear you know! Poor Mars and Venus don't want to have to deal with your trash!

That all being said, do introduce yourselves! No real names of course (anonymity in this business is a virtue!) so make up a dumb villain name! Or just use that stupid username you made up for that x-station-U thing. Whatever!

Then of course you all need a big ol' group name. One that defines all the astronomically significant evil you're about to perform!

Maybe tell everybody why you want to destroy Earth. Mine is because of those bad summer blockbusters but, uh, yours might be better...

You're playing a board game. Go nuts!

# The Short List

So, nobody likes reading rules. And we know that. You'd much rather be, you know, having fun. So we've devised this shortened list of rules for you to figure out. For the more detailed and wordy rulings, see the next section.

1. Devise your characters and what-not. Optional step for nerds!
2. Deal everybody a random “super power” card.
3. Decide who goes first. We don't care how! Just don't get hurt...
4. Now each player takes a turn:
  1. Throw 6 dice. You can reroll if you like but each time you must use one less die. When you're satisfied, take the resources the dice landed on.
  2. At this point, choose whether to play cards from the “Pile O' Tech” or pay money to draw cards. You can't do both!
5. Now that everyone's taken a turn, it's time to decide whether or not to go “on the attack”. While on the attack, you can't draw and you can't throw dice, but you can commence attacks on Earth with your tech. It's dangerous to stay in this state for too long, though!
6. Once all players have taken a turn, it's deemed Earth's turn. Players throw a six-sided-die and draw that number of cards from the Earth Actions Deck (EAD). These cards do various things depending on the level of “alertness” humanity has to your group's existence. Keep a low profile so they don't kill you, m'kay!?
7. This keeps going until a win or lose condition is met. Other things can happen depending on what game type you're deciding to play. Check the “short lists” later in this thing to hear about those!

\* We recommend that new players keep this page open after someone (probably the guy who owns the darn game) looks over the longer, more in depth rulings so the whole game isn't a house-rule cluster f--err, mess!

## The Long Bits – Terracide Rules

So you're ready to tackle the world of world domination. Good for you! This chapter will give you every waking detail of every single thing you could ever want to learn how to do. Let's go for it!

### The Game Board

[Diagram here]

### Win Conditions

1. Earth's health reaches 0
- 2.

### Lose Conditions

[Shit on my lips here]