

EPIC SPELL WARS OF THE

BATTLE OF THE WIZARDS

ANNIHILAGEDDON 2

Xtreme Nacho Legends



RULEBOOK



CRYPTOZOIC
ENTERTAINMENT

SUNDAY, SUNDAY, SUNDAY!

Coming to ANNIHILAGEDDON Arena...
an extravaganza of **BALL-ROCKING MAGIC!!!**

OH YEAHHH... it's the XTREME NACHO LEGENDS Tournament!!!

GET READY: All your favorite Battle Wizards are BACK...

KILLGORE MURDERFIST! DAMSEL DISTRESSIA! SATANO CRUNCH!! EXPLOZIVO THE DIARRHEAMANCER! STUDD SPELLSLAMMER! And VIAGRUS... THE HARD LORD!

Are you INSANE enough to join these GODS OF GORE in mind-melting ARCANE BLOODSPORT! FUCK you... that was a rhetorical question cuz you're getting FISTED, TWISTED, AND TURNED TO GOO! In the ANNIHILAGEDDON Arena, it's NO HOLES BARRED and YOU'VE RSVP'D TO POUND TOWN, SUCKA!

THAT'S RIGHT... the ANNIHILAGEDDON Arena XTREME NACHO LEGENDS Tournament is an EXPLOSION of KILL OR BE KILLED MADNESS... torn limbs, severed heads, and SATANIC MAGIC so freaky you'll cry to MOMMA...



Oh, sweetie...

Why do I LOVE the PAIN?
What's WRONG WITH ME!!??!



SHUUUUT UUUP!!!
SWEETIE loves CARNAGE!!!



Like a scorching case of Genital Harpies, there's no cure for the burning itch to commit crimes against humanity, your opponents, and THE VERY LAWS OF NATURE in the ANNIHILAGEDDON ARENA!!!



Come early and bring the kids, cuz it's half-price GUZZLE cups and all-you-can-eat XTREME NACHO CHIPS... ALL DAY LONG. That's right: To celebrate Uncle Andy's special tournament, not only are the Wizards SUPER CHARGED on power chips but... SURPRISE, the rotten fruit of your loins can join the fun and stuff their snotty mouth holes with nacho chippy, cheesy goodness.

BUT WAIT... are these all-you can-eat chips innocent snack bar refreshments? Or will they SUPER CHARGE those demonic rug rats, just like they super charge the ULTIMATE ARENA WIZARDS? Who the fuck knows, but don't let that stop you. What's the worst that could happen? Your kids explode in a funky spray of guts and delicious nacho cheese? There are WORSE ways to go. Plus "fuck yo kids"... we're here for HOT MAGIC ACTION.

Speaking of HOT MAGIC ACTION, what is with this cavalcade of stars??? WHY on ANDY'S rotten earth are we seeing these LEGENDS of the arena mixing it up for our infernal amusement? Well, only Uncle Andy can answer that question and HE AIN'T TALKING. So I guess there's only thing left to do... jump outta yer seat and clench those checks cuz you're in for some ASS-BLASTING ACTION!

Speaking of ass blasting ...is that Explozivo the Diarrheamancer I see? YES, it is and by the looks of it, he's not taking any shit out there in the arena... oh wait, YES HE IS! EWWWW...



But seriously folks, let's a take a moment to bow our heads and offer silent prayer... JK! Pump those fists and scream the praises of UNCLE ANDY, the baddest of the bad, the gnarliest of gnarly, our god and the NORTH Star that points to all things that TOTALLY fucking kick ass!

He has really outdone himself with the XTREME NACHO LEGENDS Tournament. I mean, look at the fucking arena totally done up in NACHO POWER! DON'T BELIEVE ME... OPEN YOUR FUCKING EYES! A Wizard just got his head blown off WHILE doing a 360 kickflip on a flaming BMX MOTO BIKE! I mean, holy hell, where but the ANNIHILAGEDDON Arena are you gonna see that??!! NOWHERE, THAT'S WHERE! I even hear we might see a MEGA MAYHEM, whatever the fuck that is. I am pissing myself with excitement!

OVERVIEW

The annual Annihilageddon Tournament has returned, and it's more XTREME than two monster trucks fucking each other's tailpipes to death! Despite the glorious tragedies of past tournaments, more wizards have arrived from across the 'verse to demand lava-hot cheesy satisfaction in the form of a new trophy, now with XTREME Nacho Chips™! While your end is inevitable, your beginning is secured with basic Glyph magic to torture your foes with, and the potential to "enlarge your deck" with this one simple trick voodoo doctors hate: Gain more powerful cards! As the game progresses, you will obtain new, more devious cards, with the goal of collecting as many Legend cards as you can before they are squandered by your opponents, whose corpses you'll be pounding over and over again!

CONTENTS

247 Game Cards

- 30** Glyph Starter Cards
- 5** Cheez Wand Starter Cards
- 15** Fizzle Starter Cards
- 1** Weird Wand Starter Card
- 27** Mayhems and Mega Mayhems
- 94** Treasures, Creatures, Wizards, Locations, and Spells

- 33** Legend - Treasures, Creatures, Wizards, Locations, and Spells
- 16** Wild Magic Cards
- 16** Limp Wand Cards
- 10** Familiar Cards

Everything Else!

- 10** Oversized Wizards
(Compatible with Previous *Epic Spell Wars* Card Games!)
- 30** Dead Wizard Tokens
- 5** Hit Point Tokens
- 5** Dingler Tiles

- 40** XTREME Nacho Chip Tokens
- 10** Wizard Ability Tiles
- 1** XTREME NACHO LEGENDS Trophy Standee
- 1** NACHO GOD Snack Shack Menu Tile
- 1** Rulebook

SETUP FOR YOUR FIRST GAME

1. Oversized Wizards and Starting Decks

Each player is dealt 2 random Wizard Ability tiles and 2 random Familiar cards. Choose 1 tile and 1 Familiar and place them text-side down in front of you. Place the other tile and Familiar back in the box.

Find the oversized Wizard named at the bottom of your Familiar card and put it in front of you. The promo Familiars allow you to play as popular Wizards from the *Epic Spell Wars* spellcrafting card games previously released by Cryptozoic Entertainment. If you don't have the named Wizard card, you may play that Familiar with any Wizard.

Place the Familiar you chose face up under your Wizard card. It's best to have the text and cost visible so you and your foes can see your card. Your Familiar is a special card that only you may buy during the game. Flip your Wizard Ability tile text-side up and place it on or next to your Wizard card. Your Ability tile gives you a strategic advantage of some sort.

Lastly, grab a small skull Hit Point Token and place it on the 20 on your Wizard card. Each Wizard starts the game at 20 HP.

Each player begins with a starting deck of 6 **Glyph** cards, 1 **Cheez Wand** card, and 3 **Fizzle** cards. You will use your **Glyph** and **Cheez Wand** cards to buy more powerful cards to add to your deck, improving it as the game goes on. **Fizzle** cards don't do anything for you when drawn or played, so it's best to get rid of them as soon as possible (more on how to do that later).

TYPES OF CARDS



2. The Main Deck

Most of the cards that you will add to your deck as the game progresses come from the main deck. Shuffle the main deck and place it in the middle of the table. The main deck is made up of 114 cards total. Non-Legend, Creature, Spell, Treasure, Location, and Mayhem cards are shuffled into the main deck.

3. The Legend Deck

The Annihilageddon Tournament has produced many legendary tales of bad-assedness, enshrining the greatest exploits of blood and battle in the Legend deck. Within this assortment of 45 unique cards, you'll find powerful Legend cards of all types: Wizards, Spells, Locations, Treasures, and Creatures that are not included in the main deck... plus new Mega Mayhems that could REALLY eff some shit up. Guarantee your rank among the masters of the *Epic Spell Wars* world by claiming Legend cards while butchering your foes.



4. The Line-Ups

After shuffling the main deck, place the top 5 cards into the Line-Up.

Place each Mayhem that appears in this initial Line-Up into a space that will be the destroyed pile for the game. Replace each Mayhem that you remove this way until there are no Mayhems in the Line-Up.

After shuffling the Legend deck, place the top 3 cards into the Legendary Line-Up. Place each Mega Mayhem that appears in this initial Line-Up of Legends into a space that will be the destroyed pile for the game. Replace each Mega Mayhem that you remove this way until there are no Mega Mayhems in the Legendary Line-Up.

5. The Stacks

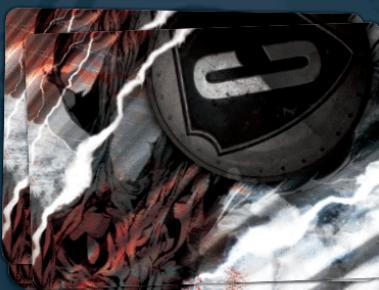
Next, place the **Wild Magic** and **Limp Wand** stacks at the end of the Line-Up. You may want to turn these stacks perpendicular to the Line-Up so that everyone can reach them. You will use all 16 **Wild Magics** and all 16 **Limp Wands** each game. **Wild Magics** are always available to be bought during your turn. **Limp Wands** are never bought; they are gained only through unfriendly card effects. The main deck, the Legend deck, **Wild Magics**, and **Limp Wands** are not part of the Line-Ups.

Lastly, mix up the Dead Wizard Tokens. Randomly select 4 per player in the game and place them into a face-down stack next to the Legendary Line-Up. Remove the remaining tokens from the game without looking at them.

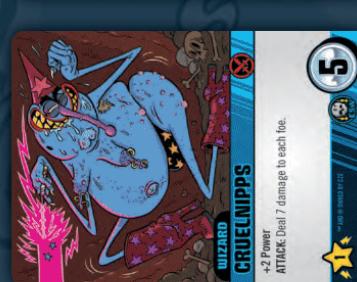
NOTE: You may increase or decrease the exact number of Dead Wizard Tokens used to increase or decrease standard game duration slightly.

LEGEND DECK

THE LEGENDARY LINE-UP



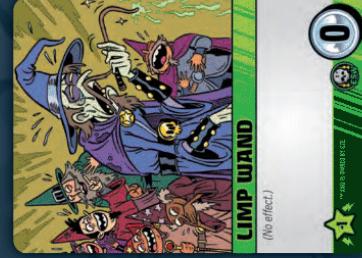
MAIN DECK



THE LINE-UP



THE STACKS



Once you have arranged the main deck, the Line-Up, the Legend deck, the Legendary Line-Up, and the stacks, it will look something like the above. Your opening cards in each Line-Up will vary.

SAMEPLAY

The most fucked-up player goes first. Each player begins by shuffling their deck and drawing 5 cards. Players take turns in clockwise order. You take your turn by playing cards from your hand face up for all players to see. This generates Power (the “currency” of the game) and other effects.

Each turn, you may buy cards from the Line-Up, Legendary Line-Up, and/or **Wild Magic** stack to improve your deck.

Cards you buy or gain are always immediately placed into your discard pile, unless you are instructed otherwise. Discard piles are always face up. Soon they'll be shuffled into your deck, and then you'll be drawing these newer, more powerful cards into your hand so you can play them. Buying powerful cards builds up the effectiveness of your deck. That's why it's called a “deck-building game.”

You can buy any number of available cards with combined cost less than or equal to the amount of Power you have for the turn. For example, your **Glyph** cards each give you **+1 Power**. If you draw 4 of them and no other cards with any Power bonuses, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even 2 cards each with cost 2, assuming these options are available. **Wild Magic** cards are (usually) available if the cards in the Line-Ups are too expensive, and you may buy more than 1 during your turn if you wish. You may simply end your turn if you cannot buy or do not wish to buy any cards.

Order of Playing Your Cards

On your turn, you get to play the cards in your hand in the order of your choice. When you play a card, its game text resolves immediately. When you play a card that has an Activate icon  , instead of resolving all of the card's game text immediately, the card's Activate ability may be resolved at any time during your turn, once. When you have played all the cards you wish to play at that time, total up the Power you have accumulated and buy what you wish to buy from the Line-Ups or the **Wild Magic** stack. You do not have to play all of the cards in your hand before you start making purchases if you don't wish to. You may play additional cards even after making purchases.



Turn Sequence

1. Using cards from the top of the main deck, refill the Line-Up to 5 cards. The active player reads each Mayhem as it enters the Line-Up. After each one has been resolved, replace it.
2. Using cards from the Legend deck, refill the Legendary Line-Up to 3 cards. The active player reads each Mega Mayhem as it enters the Legendary Line-Up. After each one has been resolved, replace it.
3. “Start of turn” effects happen now.
4. In any order you may take the following game actions, as long as they are available:
 - a) Play a card from your hand, accumulating any Power from that card.
 - b) Buy a card with cost equal to or less than your current Power, immediately placing it into your discard pile. (Any leftover Power remains for potential additional card buying this turn.)
 - c) Use an Activate ability  on a card you control.

NOTE: With simpler cards (such as a **Glyph** or **Fizzle**), you can usually fudge it and play them from your hand all at once, but as your deck gains more ATTACKS and advanced abilities, you'll find it can matter which order you play your cards in.

End of Turn

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Draw 5 cards from your deck.
6. The next player starts their turn.



Sample Turn Sequence

After shuffling up your starting cards, you draw a hand of 4 **Glyphs** and 1 **Fizzle** for your first turn. You may play the 4 **Glyphs** for a total of 4 Power, which is enough to buy **Generic High Fantasy Orc** from the Line-Up. After buying it, you put it into your discard pile. The **Fizzle** provides you with no additional Power.

end of game

The game ends during a player's end of turn if any of the following conditions are met:

- There are not enough cards in either the main deck or the Legend deck to refill the Line-Ups.
- The Dead Wizard Token stack is empty.

Return all ONGOING cards you have in play, all cards in your hand, and all cards in your discard pile to your deck. Then, players total up the Victory Points on cards in their deck. Dead Wizard Tokens and **Limp Wand** cards you own will subtract Victory Points (VP) from your total.

The player with the highest VP total is the new Annihilageddon Tournament Champion! In case of a tie, the tied player with more Legend cards wins. If there is still a tie, the tied player with the fewest Dead Wizard Tokens wins.

ADDITIONAL RULES

Oversized Wizards and Familiars

The oversized Wizard you play as comes with a Familiar card. That Familiar card is placed face up under your Wizard card, but leave the text and cost visible, so you can plan for it. Many Familiars will guide you towards a certain strategy. For example, a Familiar might reward you for having Legend cards in your deck. Some Familiars feature an ATTACK, and they all have a DEFENSE ability. More on that below.

If you have 6 Power during your turn, you may choose to buy your Familiar card. It goes to your discard pile as usual. If you don't buy your Familiar at some point during the game, you do not include that card in your Victory Point tally at the end of the game.

Note that your oversized Wizard does not count as a "Wizard" you control.



ATTACKS and DEFENSES

ATTACK cards have a . DEFENSE cards have a . These icons allow you to quickly identify these cards in the Line-Up and in your hand. When you play a card with an ATTACK ability, each affected player has an opportunity to avoid the ATTACK with a card that has a DEFENSE ability. A player using a DEFENSE card's ability negates the ATTACK only for that defending player. A player may only utilize 1 DEFENSE card per ATTACK. If a player doesn't avoid the ATTACK, they are immediately affected by the ATTACK text. However, if the ATTACK requires interaction among the players (like passing cards), the ATTACK won't resolve against any players until each player has had a chance to avoid it. Avoiding an ATTACK does not negate any other abilities (like +2 Power) of the card.

Some ATTACK cards require you to choose a target. This choice is completely up to the person playing the ATTACK. It is not random. Only the target (the player you choose to ATTACK) may avoid the ATTACK. Several ATTACKS resolve against specific targets, like the weaker, weakest, stronger, or strongest. These are referring to their current Hit Points.

~Your "strongest"/"weakest" foe is the one with the most/fewest HP. If there is a tie for strongest/weakest, you choose which one of them is hit by the ATTACK.

~A "stronger"/"weaker" foe (or foes) is one who has more/fewer HP than you. If they have the same HP as you, they are not stronger/weaker than you.

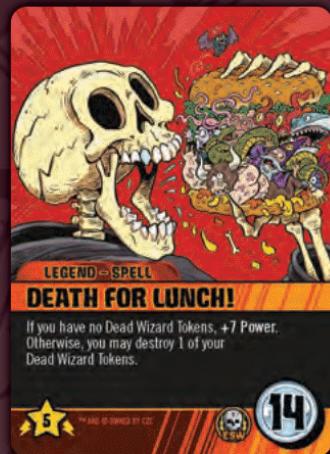
~In a 2-player game, an ATTACK hitting the foes to your "left and right" will only hit your foe once. Some Mayhem ATTACKS can hit more than 1 player if they are tied for a criteria (HP, etc.). In that case, you will see the word "player(s)." This indicates that it could hit 1 player or multiple players.

Some cards are a combination ATTACK/DEFENSE card, but you'll only get to use it one way or the other when you find it in your hand. If you are attacked, you may utilize it as a DEFENSE.

If you do not utilize your card as a DEFENSE, you may play it during your turn. The DEFENSE text will not happen in this case. Only the text above the DEFENSE happens. Same goes for any DEFENSE card. You only read the DEFENSE text if you use it to avoid an ATTACK.

Legends

Legends are more powerful than main deck cards, and their costs are higher, too. Legends range in cost from 8 to 20, so plan accordingly.



Legend Cards in Your Deck

Like any other cards you acquire, Legends can be purchased or gained and will aid you in future turns. As soon as you buy or gain a Legend card from the Legendary Line-Up, place it into your discard pile, unless instructed otherwise. In **ANNIHILAGEDDON 2**, the Legend cards each have 2 card types, counting simultaneously as a Legend and as a Creature/Spell/Wizard/Treasure/Location.

Shuffling Your Deck

You don't shuffle your discard pile and make it your new deck as soon as you run out of cards. However, at any point during the game if there are no cards in your deck and you need to draw, play, discard, or reveal a card from your deck, immediately shuffle your discard pile, and it becomes your new deck.

ONGOING

Several cards in this set have the keyword ONGOING, especially Locations. When you buy or gain a card with ONGOING, it goes to your discard pile just like any other card. However, when you later draw and play an ONGOING card, it will remain in play in front of you for the rest of the game... or until an ATTACK effect makes you place it into your discard pile.

An ONGOING card in front of you (that you control) counts as "in play," just like any card you played during your turn. It counts as "played" only on the turn in which it entered play. Cards in the Line-Ups or that a foe controls are never "in play" for you to take advantage of. ONGOING cards give you special abilities turn after turn while they remain in play. Some ONGOING cards require you to destroy them to trigger their abilities, while others happen when you play certain cards or take a specific action.

An "ONGOING" card is any card with the bold keyword ONGOING in its text box. You can have any number of ONGOING cards in play at once. ONGOING cards have a  to help remind you to leave them in play.

Discarding Cards

When a card tells you to "discard" a card, it means from your hand as the default. However, a card may tell you to discard a card from another place, such as the top of your deck. Cards that are discarded this way count as being "discarded."



Destroying Cards

Some cards have an ability that allows you to destroy a card from your hand, your deck, or even the Line-Ups. When you destroy a card, place it into a face-up pile of destroyed cards anywhere away from the play area, removing it from your deck and the game. You will often get to choose which of your cards to destroy. Destroying **Fizzle** and **Limp Wand** cards and even Starter Cards will improve your deck greatly, by increasing how often you draw your more powerful cards! If **Limp Wand** and **Wild Magic** cards are destroyed, they go back to their respective stacks.



Gaining Cards

When a card tells a player to gain a particular card or a card of your choice, that card is taken and immediately placed in that player's discard pile at no additional cost, unless otherwise directed by the card. If a card tells you to gain a card with a specific name, card type, or cost and there are none available, you simply don't gain the card.

Note that if you gain a Mayhem, it is destroyed instead, and you don't get another card.



Resolving Card Abilities

If a card's ability affects multiple players, and the order matters (for example, an ATTACK that has each of 3 foes gain a **Limp Wand**, with only 2 **Limp Wands** remaining in the stack), resolve that ability for each affected player in clockwise order, starting from the player who played the ability, or whose turn it is in the case of a Mayhem effect.

When you play a card that triggers another effect, like from your Wizard Ability tile or a Location you control, fully resolve the card you are playing before resolving any secondary effects triggered by your card play.

Own vs. Control

You control cards that you have played and are in play or that are in front of you on an ONGOING basis (including standees and Dead Wizard Tokens). You do not control cards in your hand, deck, or discard pile. You own cards that you have bought or gained, whether they are in play, being played, in your hand, deck, or discard pile.



Wild Magic

These cards are available to be purchased at a cost of 3 Power each during your turn, and you may buy as many as you can pay for during your turn.

When you play a **Wild Magic** card, you must immediately make a decision: Do you want to use it for +2 Power or would you rather take your chances and play the top card of a foe's deck? The card you play goes to their discard pile after you play it, so this might be a nice way to deny them access to a good card in their deck. Note that if the card you play off their deck has the keyword ONGOING, you become its new owner and it remains in play in front of you as if you have played it from your hand!

When a Wild Magic is destroyed, place it back on the Wild Magic stack.

LIMP WANDS

Some cards force players to gain a **Limp Wand**. If this happens, the **Limp Wand** cards are usually placed in that player's discard pile, effectively adding them to that player's deck. They have no ability when drawn during the game and can be played or kept in your hand and discarded at the end of your turn. At the end of the game, each **Limp Wand** in your deck subtracts 1 Victory Point from your VP total, so ideally you'll destroy them at some point! If the **Limp Wand** deck runs out, effects that would cause a player to gain a **Limp Wand** do not do so, but any other effects those cards have still resolve as usual. A player may still play a DEFENSE to avoid an ATTACK, even when there are no **Limp Wands** available to be gained. Note that **Limp Wands** have no card type. If you are instructed to discard certain card types, **Limp Wands** are unaffected.



When a Limp Wand is destroyed, place it back on the Limp Wand stack.

MAYHEM AND MEGA MAYHEM CARDS

Mayhem cards (whether regular Mayhems or Mega Mayhems) are like little mini-events that take place during the game. Regular Mayhems are shuffled into the main deck and Mega Mayhems are shuffled into the Legend deck at the start of the game. When a Mayhem enters a Line-Up, temporarily suspend refilling the Line-Up until the current Mayhem has been fully resolved.

Most Mayhem cards are ATTACKS that players may avoid using DEFENSE cards as usual. However, several Mayhem cards are not ATTACKS, and those be avoided. When a Mayhem ATTACK occurs, the active player must be the first player to utilize a DEFENSE, or not. Continue clockwise from the active player until each player has had a chance to avoid it or not. Then resolve the Mayhem in clockwise order from the active player. If a player avoids a Mayhem ATTACK, they do not participate in the ATTACK text in any way. For example, if a Mayhem requires each player to pass a card to the player on their left, a player who avoids the ATTACK does not pass or gain a card. Any DEFENSE text that would affect the "attacker" does nothing.

Once the Mayhem or Mega Mayhem has been fully resolved, place it in a face-up stack of Mayhem cards in the destroyed pile area. Some cards will utilize these used Mayhems, so they need to be kept orderly, despite their name. Then replace the Mayhem by adding the top card of the main deck to the Line-Up. In the case of a Mega Mayhem, replace it by adding the top card of the Legend deck to the Legendary Line-Up.

If a player "declines to participate" in a Mayhem (only allowable due to a card effect), that player automatically avoids the ATTACK (if any), does not perform any actions the Mayhem requires, and will not pass/gain/discard/etc. any cards.

If a player needs to gain a card from the main deck or the Legend deck and a Mayhem or Mega Mayhem is revealed, that Mayhem is destroyed. The player does not interact with that Mayhem and does not reveal a replacement card. Players may never buy or gain Mayhem cards.



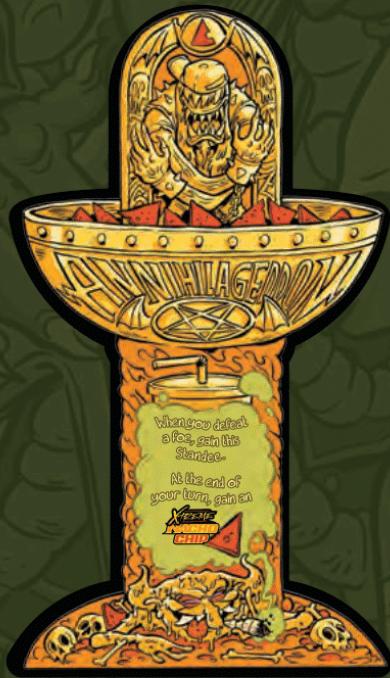
DEAD WIZARD TOKENS

When your Hit Points go below 1, you die. Excess damage does nothing. But dying isn't the end of the line in the world of *Epic Spell Wars!* It just starts a new chapter in your march toward another inevitable death. Once you are decidedly dead, you gain a random Dead Wizard Token (DWT). You then control that DWT. Flip it so the text side can be seen by all players and place it next to your oversized Wizard card, then reset your Hit Points to 20, unless your DWT says otherwise.

Some Dead Wizard Tokens have an ONGOING ability. This means the effect will last for the rest of the game, unless you are incredibly lucky and manage to get rid of it. Some card effects might allow this. If a DWT does not have ONGOING text, the effect happens immediately, or at the end of the game in the case of Victory Point modifiers. For example, if a DWT you gain reads, "Reveal your hand. Lose HP equal to the highest cost card in your hand," this happens just once, right when the DWT is gained. If your DWT deals damage to you, that damage will reduce your HP from the 20 it reset to.

As seen on the skull side, Dead Wizard Tokens will subtract 3 from your Victory Point total at the end of the game. A player may die any number of times during a game.

If the DWT stack runs out, the game ends at the end of that turn and players count VPs to see who wins. Reminder: The number of DWTs that start the game in the stack is 4 per player.



XTREME NACHO LEGENDS TROPHY STANDEE

When you kill a foe, you get the XTREME NACHO LEGENDS Trophy Standee. Place it in front of yourself. You get to take advantage of the text on it turn after turn until someone wrestles it away from you. While you control the Trophy Standee, at the end of each of your turns, gain an XTREME Nacho Chip.

Note that you do not gain the Trophy Standee if you kill yourself, and no one gains it if a Mayhem or other card in a Line-Up kills a player. If a foe plays a Mayhem (through a card effect), that foe is the source of that damage and can earn the Trophy Standee for killing you.

NOTE: Like some Dead Wizard Tokens, the Standee is technically an "ONGOING" effect, which may become relevant.

DINGLER

Cards and Dead Wizard Tokens can turn a player into a Dingler. Players who are afflicted with Dingler status "gain" the Dingler tile, which is placed over their HP track, covering the 16-25 HP section. Players with a Dingler tile:

- Can only have 1 Dingler tile.
- Can never have more than 15 HP.
- Gain a -5 VP penalty at the end of the game, if they have Dingler status at game end.
- Are affected by specific cards and Dead Wizard Tokens.
- Can only have their Dingler tile removed by specific cards and Dead Wizard Tokens.



XTREME NACHO CHIPS

These intensely cheesy tokens are your front seat tickets to a Wizard beatdown. XTREME Nacho Chips have no VP bonus at the end of the game, so spend 'em! There is no limit to the number of them a player can have, but they are limited to the number contained in the game, so you cannot "make" new tokens. Spent XTREME Nacho Chips are placed back into the token pool. XTREME Nacho Chips are gained by cards and Dead Wizard Tokens and can be spent in 3 ways:



- As a 1:1 replacement for Power when buying a Legend.

- To pay for abilities on cards that call for them by name, such as **Helmet Of Horror**.



- To pay for an ability on the NACHO GOD Snack Shack Menu tile.



XTREME NACHO CHIPS ICON



When a card with this icon enters the Line-Up, place 1 XTREME Nacho Chip from the supply on *each* card in the Line-Up with the icon. This can result in multiple cards getting XTREME Nacho Chips and/or cards having multiple XTREME Nacho Chips. Like a Mayhem, you must resolve the XTREME Nacho Chip ability before you place any other cards in the Line-Up. When you gain a card in the Line-Up with XTREME Nacho Chips on it, you also immediately gain those tokens.



USING XTREME NACHO CHIPS WITHOUT THE LEGENDARY LINE-UP

The increased buying power of the XTREME Nacho Chips are specifically designed to make the new higher cost Legend cards in the Legendary Line-Up more attainable. When you mix cards that award XTREME Nacho Chips with other versions of **Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON**, Legend cards might feel too easy to purchase. In this case, we suggest implementing a house rule that swaps spending XTREME Nacho Chips on Legend cards for options on the NACHO GOD Snack Shack Menu tile.



NACHO GOD SNACK SHACK MENU TILE

There's a new snack shack in the arena crammed with menacing menu items ... reveal the top of the main deck and see what you get!

During your turn, you may spend 3 XTREME Nacho Chips to activate the menu. You may not activate the menu more than once during your turn. You may not activate the menu if you do not have enough XTREME Nacho Chips.

NOTE: For players who are truly out of their minds, feel free to incorporate the NACHO GOD Snack Shack Menu tile into your game, *in addition* to the ability to use XTREME Nacho Chips to reduce the cost of Legends as normal.

SPECIFIC CARD CLARIFICATIONS

Healing: Some card effects allow you to “heal,” which means gaining HP. You do not need to be below 20 HP to heal. Your maximum HP is 25. You may still play card effects that would heal you past 25, and they are still considered to have healed you, but the healing portion stops at 25.

Targeting a foe/player: When you see the word “target,” you are being asked to choose whom you wish to be the recipient of that card’s effect. A “foe” is an opponent. A “player” may be any Wizard, even you.

Activate Icon ♦ : A card with this icon does not resolve all of its card text when it is played. Instead, you may use the text directly after the Activate icon ♦ at any time during your turn, once. Any text prior to an Activate icon ♦ is still resolved at the moment the card is played. If a player ends their turn without using an Activate ability, it is wasted.

Cheez Wand: You may target yourself if you wish. If you kill yourself with this damage, you gain 3 XTREME Nacho Chips just as if you had killed a foe. You will receive a Dead Wizard Token, but you do not gain the Trophy Standee, as that requires the killing of a foe.

Cheez Wand, Weird Wand, XTREMEZ Nacho Wand: You can target yourself with this ATTACK since it says “player” and not “foe.”

Dead Jed/Ned/Fred/Zed/Red: They count themselves when played for purposes of collecting XTREME Nacho Chips.

Fatcula’s Snack Cart: Max HP for Dinglers is 15 HP.

Friendality: The opponent is still “defeated,” even though they don’t gain a Dead Wizard Token. In other words, they still reset their HP, and you still gain the Standee.



Mayhem (2I): Players who tie for the most votes each become a Dingler. If each player receives 1 vote, then all players become Dinglers. Players may vote for a player who is already a Dingler, resulting in no change.

Mayhem (2M): Players may gain the XTREME Nacho Chips and also avoid its ATTACK.

Mayhem (2N) & (2P): You must have at least the minimum HP to use these abilities. You cannot spend HP that you don’t have. If you die, you cannot continue using this ability.

Mega-Merch: Limited Edition T-Shirt: You may buy more than 1 Legend at its reduced price this turn.

Not Live Stripper Pole: Each Dead Fred, Dead Ned, Dead Red, Dead Jed, and Dead Zed adds 1 to your Dead Wizard Token count.

Plantasia Snatcher: “Dingler status” refers to your current Dingler state. Preferably, you would swap being a Dingler with not being a Dingler with another player, but I’m not your mother, you do what you want.



Ramon Rot the Bookworm: In order to “swap,” you and your target must each have a Dead Wizard Token. You choose which token you pass and steal. Dead Fred, Dead Ned, Dead Red, Dead Jed, and Dead Zed cannot be passed or stolen.

Sad Province of the Peet Farm: Though this card doesn’t do anything by itself, it still counts as an ONGOING card.

The Skeeve Jester, Conductor Cosmo, Buzzy the Chainsaw: These DEFENSES are special in that each redirects the ATTACK back to the attacker. You may redirect an ATTACK to the attacker no matter how many targets the ATTACK has.

NOTE: These Familiars redirect the actual ATTACK, so the attacker may utilize a DEFENSE to avoid the redirect, or even redirect it again!

The attacker will be hit with the ATTACK (damage, discard, etc.) even if they could not have been a legal target for the card. For example, if a foe plays an ATTACK for 5 damage against the strongest player (you), you may redirect the 5 damage back to them with your Familiar’s DEFENSE, even though they are not “the strongest.”

However much damage the ATTACK would have done to you is how much damage is redirected to the attacker. For example, if an ATTACK deals 2 damage for each DEFENSE you have in your discard pile, and you have 2, you will redirect that 4 damage back to the attacker. You do not check to see how many DEFENSES the attacker has.

Spellboy: A “Wand” card is a card with “Wand” in its title that also has an ATTACK. “Cheez Wand,” “Dingleberry Wand,” “Wand of Poser Punishing,” “XTREMEZ Nacho Wand,” “Weird Wand,” “Scruffy Twatter’s Elder Wand,” “Da Commando’s Gatlin Wand,” “THE Limp Wand,” and “The Ultimate Winner’s Wand” are Wands. “The Dirty Wand, Wand Polishing” is not a Wand.



DEAD WIZARD TOKEN CLARIFICATIONS

“You become a Dingler. END OF GAME: Your Dingler *VP* penalty is doubled.”: Being a Dingler is normally worth -5 VP at the end of the game. If you are a Dingler at the end of the game, this is worth an additional -5 VP, plus -3 VP for the Dead Wizard Token for a total of -8 VP beyond your regular Dingler VP penalty. If you are no longer a Dingler at the end of the game, this Dead Wizard Token is only worth -3 VP total.

“*-4 VP* ONGOING: You deal an additional 4 damage with “Wands” that deal damage.”: A Dead Wizard Token is worth -3 VP by itself, making this Dead Wizard Token -7 VP in total. See Spellboy’s clarification for a list of Wands affected by this ability.

“After you respawn, swap HP with another player.”: If you swap HP with a Dingler, their HP does not become 20 because their Dingler status reduces their HP cap to 15.

“*-3 VP*”: A Dead Wizard Token is worth -3 VP by itself, making this Dead Wizard Token -6 VP in total.

“... gain a Dead Wizard Token from outside the game.”: You may gain a Dead Wizard Token from any other **Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON** game.

“*-5 VP*: If a player has the other Dead Wizard Token with this text, destroy both tokens.”: A Dead Wizard Token is worth -3 VP by itself, making this Dead Wizard Token -8 VP in total.

WIZARD ABILITY TILE CLARIFICATIONS

“You pay 1 less to buy Treasures”: This counts towards Legend - Treasure cards, too.

“If you control 2 or more Wizards and/or Spells: Play and discard the top card of target foe’s deck. You are considered to control that card this turn.”: If you reveal a card with ONGOING, it is not discarded into your discard pile, but the owner’s.

“You keep *both* your Familiars, then pick *ANY* unused Familiar as a 3rd”: You may choose a Familiar from any other ANNIHILAGEDDON games.

“For each Spell you gained this turn, +1 hand size at the end of the turn.”: When you refill your hand at the end of your turn, along with drawing 5 cards, draw an additional card for each Spell you gained that turn.

“Replace 1 of your starter Glyphs with Weird Wand. ATTACKS from your “Wands” deal +1 damage and can’t be avoided.”: See Spellboy’s clarification for a list of Wands affected by this ability.

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TURN sequence

1. Using cards from the top of the main deck, refill the Line-Up to 5 cards. The active player reads each Mayhem as it enters the Line-Up. After each one has been resolved, replace it.
2. Using cards from the Legend deck, refill the Legendary Line-Up to 3 cards. The active player reads each Mega Mayhem as it enters the Legendary Line-Up. After each one has been resolved, replace it.
3. “Start of turn” effects happen now.
4. In any order you may take the following game actions, as long as they are available:
 - a) Play a card from your hand, accumulating any Power from that card.
 - b) Buy a card with cost equal to or less than your current Power, immediately placing it into your discard pile. (Any leftover Power remains for potential additional card buying this turn.)
 - c) Use an Activate ability  on a card you control.

NOTE: With simpler cards (such as a **Glyph** or **Fizzle**), you can usually fudge it and play them from your hand all at once, but as your deck gains more **ATTACKS** and advanced abilities, you’ll find it can matter which order you play your cards in.

end of TURN

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Draw 5 cards from your deck.
6. The next player starts their turn.

Do not shuffle your discard pile and make it your new deck just because you have no cards in your deck. Wait until you must draw, play, discard, or reveal a card from your deck. Then shuffle your discard pile, and it becomes your new deck.

end of GAME

The game ends during a player’s end of turn if any of the following conditions are met:

- There are not enough cards in either the main deck or the Legend deck to refill the Line-Ups.
- The Dead Wizard Token stack is empty.

Return all **ONGOING** cards you have in play, all cards in your hand, and all cards in your discard pile to your deck. Then, players total up the Victory Points  on cards in their deck. Dead Wizard Tokens and **Limp Wand** cards you own will subtract Victory Points (VP) from your total.

The player with the highest VP total is the new Annihilageddon Tournament Champion! In case of a tie, the tied player with more Legend cards wins. If there is still a tie, the tied player with the fewest Dead Wizard Tokens wins.