Big Bad Evil Guy

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# Synopsis

Big Bad Evil Guy (BBEG for short) is a competitive-cooperative dungeon building game, where players compete, help, or hinder one another to become the biggest and baddest villain. Each player builds their own lair which they use to attract traveling adventurers. Players can attract these adventurers in several different ways: holding vast riches, having a large reputation, or by performing acts of cruelty. Once the game end, players are given points based on various elements during them game; the player with the most points wins, but if the player is killed by adventurers, they are out of the game. The catch is, when a player is defeated, the adventurers that were planning to head to his/her dungeon now funnel into another players, making it harder for them!

# The Board

The game uses two boards: the **Dungeon Grid** and the **Village Board**.

## Dungeon Grid

Each player has their own board called the **Dungeon Grid**. As the name suggests the Dungeon Grid is a grid for which the player can place tunnels, rooms, traps, monsters, and treasure. Several jobs are found on this board to be used in the [minion phase](#_Minion_Phase).

### Dungeon Grid Layout

The dungeon grid is a 9x7 grid with each square able to hold a single room tile. The top center grid has an opening above it called the dungeon entrance, this is where heroes will enter the dungeon. The bottom center grid has an opening below it that leads to your lair. Heroes will traverse through your dungeon from the dungeon entrance to your lair, stopping at **points of interest** along the way.

### Dungeon Grid Jobs

#### Construction

Construction allows the player to either build a room or build a trap for each minion devoted to it. Building a trap produces 1 trap for each minion devoted to it. Building a room costs nothing and allows the player to get 3 room tiles. Limited to 3 minions per game turn.

#### Monster Spawning

Monster Spawning allows the player to raise another minion or spawn a monster for each minion devoted to it. Limited to 3 minions per game turn.

## Village Board

Additionally, all players share a large single board called the **Village Board**. The VillageBoard contains several jobs on it used in the [minion phase](#_Minion_Phase). Each job has a number of spaces that can be taken up by a minion from any player. Once all minion slots are full, no other minions can be devoted to the job this turn.

### Village Board Jobs

#### Farms

The Farm produces food. It produces 2d6 food for each minion devoted to it. There are minion slots equal twice the number of players.

#### Workshop

The Workshop produces construction material. It produces d6 construction material for each minion devoted to it. There are minion slots equal to the number of players.

#### University

The University allows the player to draw a discovery card. The player draws 1 discovery card for each minion devoted to it. There are minion slots equal to half the number of players rounded down.

# Goal

The goal of the game is to either be the last player standing or receive the most points by the end of the game.

# Game Turn

The game turn is broken up into several phases:

1. Decide the turn order
2. Pay food costs
3. Pay pact costs
4. Place minions
5. Resolve jobs
6. Place points of interest
7. Invasion

### Decide the turn order

Each turn, the turn order changes in order to allow players different opportunities to go first.

When the game starts simply roll off to see who goes first. The turn order is the clockwise order of players (i.e. 2nd player is left of player 1, 3rd is left of player 2, etc.).

Starting the second turn, the first player is now the player to the right of the first player of the previous turn (the player that went last on the previous turn). Turn order still flows clockwise.

### Pay food costs

Starting with the first player, for each minion and the food cost for each monster, the player loses 1 food. If the player doesn’t have enough food to pay for them all, the player loses each minion or monster he/she can’t feed.

### Pay pact costs

Starting with the first player, for each pact, the player must pay the pact cost to the player the pact is made with. If the player cannot pay for the pact, the other player may take resources equal to the pact cost.

**\*** If a player can only pay a portion of the pact cost, no gold is transferred and the other player may take resources equal to the full pact cost.

\*\* Any pacts made during this phase start next turn.

### Place minions

Starting with the first player, the player places a minion on an available minion slot of a job on either their Dungeon Grid or the Village Board. This repeats in turn order until no players have any minions left to place. If a player has no minions to place, he or she is skipped.

### Resolve jobs

Starting with the first player, he or she gains resources gathered by each minion, draws discovery cards, trap cards, monster cards, and places rooms. Resolve discovery cards first.

### Place points of interest

Points of interest are rooms which contain something important to a hero (gold/loot/adventure) and must be reached by each hero traveling through the dungeon before they go fight you. Each player generates one point of interest per turn and can place it on any dungeon room as long as it doesn’t currently have a point of interest on it.

### Invasion

Each player draws a hero card. Heroes start at the dungeon entrance and travel through the dungeon one room at a time, one hero at a time. Heroes travel to each point of interest one at a time, taking the shortest path each time. If a path or point of interest are the same distance for the hero, roll a die for each path/point of interest; the hero travels to the path/point of interest that rolled highest. Whenever a hero encounters a room with a trap or monster they take damage equal to the monster or hero card and progress to the next room if they did not die. When a player leaves a room that contained a point of interest, the point of interest is removed from the grid and is gone forever. Once all points of interest have been removed, heroes travel directly to your lair and deal damage equal to their card to you. If you reach 0 life, you have been **defeated** and are out of the game.

# Monsters and Traps

Monsters and traps both serve the purpose of defeating heroes who enter your dungeon. When a hero enters a room any monster or unset traps in that room deal damage to that hero equal to its damage stat. Players can place monsters or traps only into rooms without a trap or monster currently in it. A player may replace an existing monster or trap with a new one; the player discards the first.

## Monsters

Monsters can be bred by minions using the monster spawning job. For each minion on the job the player can draw one monster card from the monster deck and place it somewhere in his/her dungeon. Monsters will deal damage to each hero who enters the room it is in, but at the start of the turn, the player loses food equal to the food cost of each monster.

## Traps

Traps can be built using the construction job. For each minion on the job the player can draw one trap card from the trap deck and place it somewhere in his/her dungeon. Traps will deal damage only to the first hero who enters the room while it is set. After it is unset and won’t deal anymore damage until it is set again. A trap can be set by paying its “set cost”; this can be done at as long as there is no hero in the dungeon and as long as the player has enough *building materials*. Traps start unset. *NOTE*: Resetting a trap while a hero is still in the room won’t cause it to trigger again.

# Heroes

Heroes invade a player’s dungeon one at a time. Each hero has 3 stats damage, health scale, and gold. Hero’s might also have special abilities listed on the card.

## Damage

Damage is the amount of damage that the hero will do to you if it reaches the end of your dungeon.

## Health Scale

Health scale is the amount of damage you must deal to the hero before it is considered defeated. The amount of damage you have to deal is the turn number times the health scale (ie a health scale of 3, will result in a health of 6 on turn 2, 9 on turn 3, etc.).

## Gold

If you defeat a hero, you can add this gold to your total amount of gold.

# Dying

Each player starts with 10 health. If a player’s health is ever reduced to 0, they are dead and are out of the game. All pacts with this player immediately end and all of that player’s resources are lost.

# Pacts

A player pact consists of one player, the benefactor, making a deal/helping another player, the beneficiary. The pact is essentially the promise of help at cost of an agreed upon amount of gold a turn for an agreed upon amount of turns. Once the deal is made the benefactor performs the task they promised and gives the beneficiary one of his pact cards. The card is marked with the number of gold to be paid and the number of turns remaining for the pact. The players pay this amount of gold at the beginning of the upkeep phase of each turn and subtract one of the remaining turns for the pact when it is paid. When there are no turns remaining, the pact is complete. A player may attempt to form a pact at any time during his/her turn.

If a player fails to pay for a pact they can either form another pact, to get some gold, or the player can take a number of resources equal to the gold owed.

## Types of pacts

### Food

Players may give another player any amount of food for a pact.

### Construction Material

Players may give another player any amount of construction materials for a pact.

### Gold

Players may give another player any amount of gold for a pact.

### Discovery Card

Players may give any amount of discovery cards they possess for a pact.

### Minion

Players may give another player a minion for a pact.

### Monster

Players may give another player a monster for a pact.

### Trap

Players may give another player a trap for a pact.

### Heroes

Players may have another player’s hero invade them for a pact.

# Ending the Game

Play ends when either all players are dead at the end of a turn, all but 1 player is dead at the end of a turn, or players have finished their 7th game turn. Players are then awarded scores based on the following things they accomplished during the game:

Most Pacts as Benefactor – 1 Victory Point

Most Gold – 1 Victory Point

Most Hero Kills – 1 Victory Point

Most Monsters – 1 Victory Point

Most Traps – 1 Victory Point

Most Food – 1 Victory Point

Most Construction Materials – 1 Victory Point

Most Discovery Cards – 1 Victory Point

Most Remaining Health (Only if game ends with > 1 players left) – 1 Victory Point

Last Player Standing (Only if game ends with 1 player left) – 1 Victory Point

Even if a player has died, he/she can still gain victory points if they apply.

# List of Monster Cards

*# of cards in deck : name : damage : food cost : additional effect*

# : **Goblins** : d6 : 1 : Nothing

# : **Orcs** : 2d6 : 2 : Nothing

# : **Ogres** : 3d6 : 4 : Nothing

# : **Snakes** : d6 : 2 : Heroes take d6 damage when they enter the room after this one.

# : **Swamp Elementals** : 2d6 : 3 : Heroes take d6 damage when they enter the room after this one.

# : **Phantom** : d6 : 4 : Heroes take double damage from all of your other monsters and traps.

# : **Cultists** : 2d6 : 3 : If this monster defeats a hero, you heal 1 damage.

# : **Imps** : d6 : 2 : Whenever a hero takes damage from **Imps**, gain 1 gold.

# : **Demons** : d6 per turn number : 5 : Nothing.

# List of Trap Cards

*# of cards in deck : name : damage : set cost : additional effect*

# : **Arrow Trap** : d6 : 1 : Nothing.

# : **Pitfall Trap** : d6 : 0 : Can only be set at the start of the invasion phase.

# : **Poisoned Arrow Trap** : d6 : 2 : Heroes take d6 damage when they enter the room after this one.

# : **Spiked Pitfall Trap** : 2d6 : 1 : Can only be set at the start of the invasion phase.

# : **Snake Pitfall Trap** : 2d6 : 2 : Heroes take d6 damage when they enter the room after this one. Can only be set at the start of the invasion phase.

# : **Ray of Fire Trap** : 3d6 : 4 : Nothing.

# : **Cone of Weakness Trap** : d6 : 4 : Heroes take double damage from all of your other monsters and traps.

# : **Rockfall Trap** : 2d6 : 2 : Nothing.

# : **Swinging Blade Trap** : 2d6 : 3 : Heroes take d6 damage when they enter the room after this one.

# : **Crushing Wall Trap** : d6 per turn number : 7 : Nothing.

# List of Hero Cards

*# of cards in deck : name : damage : health : gold : additional effect*

# : **Squire** : 1 : 2 : 1 : Draw another hero card. That hero travels through the dungeon after the **Squire**.

# : **Warrior** : 2 : 4 : 2 : Nothing

# : **Rogue** : 2 : 2 : 4 : Ignore any traps the **Rogue** encounters.

# : **Paladin** : 1 : 4 : 2 : Whenever this hero encounters a monster, it heals 1 health.

# : **Wizard** : 3 : 2 : 3 : The **Wizard** ignores all points of interest and heads straight for your lair.

# : **Priest** : 1 : 1 : 2 : Draw another hero card. That hero travels through the dungeon first and has, “Whenever this hero encounters a monster, it heals 1 health.”

# : **Druid** : 2 : 2 : 2 : The **Druid** takes half damage rounded up from each monster it encounters.

# : **Barbarian** : 4 : 2 : 2 : Ignore the first monster the **Barbarian** encounters.

# : **Bard** : 1 : 1 : 5 : Draw another hero card. That hero travels through the dungeon first and has, “This hero takes half damage rounded up from all traps and monsters it encounters.”

# List of Discovery Cards

*# of cards in deck : name : effect*

# : **Trap Savant** : When drawing a card from the trap deck, instead look at the top two cards and choose one. Shuffle the other back into the deck. For each additional copy of **Trap Savant**, look at one additional card.

# : **Better Traps** : For each die you roll for a trap’s damage, roll two and pick the highest. For each additional copy of **Better Traps**, your traps deal 1 additional damage.

# : **Beast Master** : When drawing a card from the monster deck, instead draw two and choose one. Shuffle the other back into the deck. For each additional copy of **Beast Master**, look at one additional card.

# : **Better Monster** :For each die you roll for a monster’s damage, roll two and pick the highest. For each additional copy of **Better Traps**, your traps deal 1 additional damage.

# : **Farmer Minions**: When determining how much *food* you receive from the Farm, roll 3d6 and discard the lowest instead. For each additional **Farmer Minions**, you receive 1 extra *food*.

# : **Lumberjack Minions** : When determining how much *building material* you receive from the Workshop, roll 2d6 and discard the lowest instead. For each additional **Lumberjack Minions**, you receive 1 extra *building material*.

# : **Scientist Minions** : When drawing a discovery card from the discovery card deck, instead look at the top two cards and choose one. Shuffle the other back into the deck. For each additional **Scientist Minions**, look at one additional card.

# : **Political Mastermind** : Whenever you make a pact with another player, gain 1 *building material* or *food*. For each additional **Political Mastermind**, gain one additional resource of the same type.

# : **Scout Minions** : When you draw a hero card, instead look at the top two cards and choose one. Shuffle the other back into the deck. Draw your remaining hero cards as normal. For each additional **Scout Minions**, do this process for another hero card drawn.

# Terminology

**Resources** – An item gathered by minions to pay different costs: food, construction materials, and gold.

**Discovery Card** – An item gathered by minions that grant a passive bonus for as long as they have they card.

**Hero Card** – An adventurer traveling through a dungeon.

**Trap Card** – A defensive structure built by minion that can only be used once per turn.

**Monster Card** – A defensive monster that will deal damage to a hero each time they enter a room at the exchange of feeding them.