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 **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**. 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 **treasure** along the way.

### Dungeon Grid Jobs

#### Construction [1]

Construction allows the player to either build up to 3 **rooms** and destroy up to 1 **room**.

#### Recruitment [1]

Recruitment allows the player to get another **minion**.

## 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 [Player Number + 2]

The Farm produces 2d6 **food** for each minion a player has devoted to it.

#### Monster Pits [Player Number]

The Monster Pits allows a player to draw 1 **monster card** for each minion that player has devoted to it.

#### Forest [Player Number]

The Forest produces 1d6 **wood** for each minion a player has devoted to it.

#### Workshop [Player Number – 1]

The Workshop allows a player to draw 1 **trap card** for each minion that player has devoted to it.

#### University [Player Number – 1]

The University allows a player to draw 1 **discovery card** for each minion that player has devoted to it.

# Setup

Each player is given their own **dungeon board** where a straight line of rooms goes from the **dungeon entrance** to the **lair**.

Each player starts the game with 10 **food**, 5 **minions**, and 3 **gold**.

# Goal

The goal of the game is to slay the most **heroes** by the end of turn 7.

# Game Turn

The game turn is broken up into several phases:

1. Decide the turn order
2. Upkeep Phase
3. Resource Phase
4. Invasion Phase

## 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.

## Upkeep Phase

The upkeep phase consists of players resetting traps and paying food costs for each monsters.

Players lose food equal to his/her total number of minions and the total food cost of each of his/her monsters. If a player doesn’t have enough food to pay for each minion and monster, he/she loses a monsters or minions they can’t afford to feed.

Players then lose wood equal to the total set costs of each of his/her traps. If a player doesn’t have enough wood to pay for each trap, those traps remain unset until the next upkeep.

\*Players must feed monsters/minions and unset traps if they are able to.

## Resource Phase

Starting with the first player, the player places any number of minions on a single job on either the Village Board or his/her Dungeon Grid. 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.

Players then gather resources in any order they choose, but must start by drawing any discovery cards they gathered.

Players are then given an opportunity to **spend gold** on monsters and traps and trade with one another.

Finally, players place or remove **treasure**. Players create treasure by placing a single piece of **gold** into a room. To remove treasure, simply remove the piece of gold form the dungeon. Treasure is sought after by heroes and the more treasure a player places, the more heroes travel to his/her dungeon.

## Invasion Phase

The first thing players must do is set **sabotage** on one another if they choose to. Players go in turn order deciding if and if so, who they will sabotage; each player may only be sabotaged once each turn.

Each player draws X hero cards where X is 1 + the amount of **treasure** the player has placed into his/her dungeon. Players may **spend gold** to redraw heroes. Each hero drawn makes up a **hero party**. The hero party travels together through the dungeon with combined health and damage. The hero party travels to the treasure closest to the **dungeon entrance** one at a time; when they reach a room with treasure, the treasure is removed from the dungeon. Whenever the hero party encounters a room with a trap or monster, they take damage equal to the monster or trap card and progress to the next room if the party was not defeated. Once all treasure has been removed, the hero party travels directly to your lair and deals damage equal to the total party’s damage.

If you reach 0 life, you have been **defeated** and are out of the game.

# Sabotage

Players may **sabotage** on one another by spending 3 **gold**. Both the saboteur and the targeted player draw another hero card this turn.

# 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 the first time a hero enters the room while it is set. After, it becomes unset and won’t deal anymore damage until it is set 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.

# Trading

Players are free to trade resources, monsters, traps, discovery cards, and gold amongst one another.

# Spending Gold

Players can spend gold on monsters and trap during the end of the Resource phase. For every 5 gold the player spends, he/she can draw 1 monster or trap card.

Players can also spend gold to ward off adventurers during the start Invasion phase. When a player draws a hero card, he/she can bribe the hero to not enter their dungeon by paying 2 times that hero’s gold. If he/she does, draw again; the player may repeat this process. Once the player is happy with the hero, he/she shuffles the other heroes back into the hero deck.

# 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 count up the number of heroes they have slain and the winner is the player with the most kills.

Even if a player has died, he/she can still win if they have the most heroes slain.

# 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.

# Change Log v0.2

* Replaced Pacts with Trading
* Changed resources gathering locations to put competition on resource gathering
* Allowed the removal of rooms
* Simplified the turn structure
* Changed the way Heroes traverse through the dungeon (Parties)
* Changed how a player win the game
* Traps can only be set once a turn
* Monsters and traps must be fed/set if able to
* Players now places minion as any amount on a single resource when it is their turn
* Ways to spend gold