DOOM ON YOU

AGES 8+ | 3-6 PLAYERS | 30-60 MIN | OK 2 win

OVERVIEW

The world is ending. If you want to survive (and win the game), you will need to avoid natural disasters, defeat powerful animals, and be the last player with food.
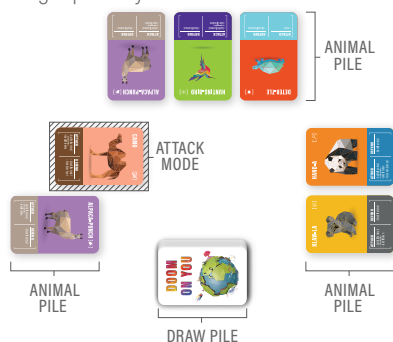
The game alternates between PREP ROUNDS and ATTACK ROUNDS until only one player has food. In the PREP ROUND, you draw cards and get your animals ready for battle. In the ATTACK ROUND, players take turns being attacked. If you are successful in your attacks, you get to steal food tokens.

Keep in mind that you can bribe other players to join your attacks, or perhaps convince them not to attack you. You must do whatever it takes to survive.

TYPES OF CARDS

DOOM CARDS

If you draw a DOOM CARD, you must play it immediately. These cards either kill your animals or affect your food levels.

For example, if you draw a volcano card, you and another player of your choice each lose all of the animals in your respective ANIMAL PILE.

Note: When a DOOM CARD says that you "lose" animals or tokens, those items are discarded/removed from play (and are not given to another player).

TERMS

ANIMAL PILE: your choice of up to three animals placed face up in front of you.

ATTACK MODE: card(s) slid forward from your ANIMAL PILE to attack another player's animals. Cards in ATTACK MODE are no longer part of your ANIMAL PILE.

ANIMAL CARDS

These cards are used to attack your opponents' animals, and to defend yourself against incoming attacks. Each animal's attack and defense capabilities are listed on their respective cards.

For example, an ALPACA-PUNCH can battle/kill 1 animal when it is attacking, and it can block 1 animal when it is being attacked.

Note: Except when used with a SNEAK ATTACK, the ANIMAL CARDS can only be used once you have placed them face up in your ANIMAL PILE.

If your animal attack is successful (i.e., if the animal you attack with is not blocked/killed), you get to take the number of tokens indicated on your attacking animal's card.

For example, if you successfully attack an opponent with a HUNTING-BIRD, you get to take 3 tokens from that individual.

Note: If your animal attack is successful, the successful animal(s) are still removed from play.

Also, three animals have additional special powers.

CAMO: Becomes camouflaged and hides from a hunt (i.e., the CAMO can never be killed by a HUNT card)

FLAME-INGO: Uses a fireball to burn through a force field (i.e., the FLAME-INGO can never be blocked by a FORCE FIELD card)

HAND-A: Snuggles up close and looks at your opponent's hand (i.e., when your HAND-A is successful in its attack, your opponent has to show you the cards in their hand).

FORCE FIELD: You may play this card to block all active animal attacks (except for a FLAME-INGO) or to block the effect of a DOOM CARD.

Note 1: Another player can counteract the effect of your FORCE FIELD by playing another FORCE FIELD card. In this case, both FORCE FIELD cards are removed from play, and the original attack or DOOM is again in effect.

Note 2: You may choose to play this card either for yourself or for another player (e.g., if another player is being attacked, you may choose to block the animal attack(s) for them).

DEFLECT: You may play this card to deflect any 1 active animal attack to an opponent of your choice. The individual to whom the attack was deflected then has to determine how to defend against the attacking animal. If the deflected attack is

BATTLE CARDS

These cards are also used to attack your opponents' animals, and to defend yourself against incoming attacks.

Note: Your BATTLE CARDS are only played from your hand and are never placed face up in your ANIMAL PILE. These cards may only be played during the ATTACK ROUNDS.

TYPES OF BATTLE CARDS

HUNT: You may play this card at any time during an attack round to kill any one animal (except for a CAMO).

Note: Another player can counteract the effect of your HUNT by playing another HUNT card. In this case, both HUNT cards are removed from play, and the original attack (if applicable) is again in effect

successful, the person who played the DEFLECT card receives the token(s).

Note 1: Another player can counteract the effect of your DEFLECT by playing another DEFLECT card. In this case, both DEFLECT cards are removed from play, and the original attack is again in effect.

Note 2: You may choose to play this card either for yourself or for another player (e.g., if another player is being attacked, you may choose to deflect the animal attack for them).

CAPTURE: You may play this card to capture any 1 attacking animal and place it in your ANIMAL PILE.

Note: You may place the captured animal in your ANIMAL PILE even if you already have three animals in the pile.

SNEAK ATTACK: You may play this

card (along with one animal from your hand) at any time during an attack round. The attack value and token value of the animal played from your hand are in effect.

SETUP

1. Distribute 10 food tokens to each player

2. Remove all DOOM CARDS from the deck

3. Shuffle the remaining deck and distribute six cards (face down) to each player

4. Shuffle the DOOM CARDS back into the deck

5. Place the remaining deck of cards face down to create the DRAW PILE

GAME PLAY

The game alternates between PREP ROUNDS and ATTACK ROUNDS until only one player has food. Under the standard rules, the last player with food is the winner; however, you have the option to end the game as soon as one player runs out of food tokens.

1. Declare attacks

2. Draw one card

3. Defend against the attacks

DECLARE

When it's your turn to be attacked, the other players have the option to slide animals from their ANIMAL PILE toward your ANIMAL PILE. Animals slid forward are considered to be in ATTACK MODE.

Note: Once a player releases their hand from an attacking animal, the attack has been declared (and the attacking player can't take the animal back).

DRAW

Once all of the attacks have been declared against your played animals, you (i.e., the person being attacked) must draw one card from the DRAW PILE. If you draw a DOOM CARD, it must be played immediately. If you draw a

PREP ROUND

1. Taking turns (with one turn per player per PREP ROUND), each player has the option to draw zero to three cards from the DRAW PILE. If you draw a DOOM CARD, it must be played immediately. If you draw an ANIMAL CARD or a BATTLE CARD, you must keep the card(s) in your hand until each player has taken their turn (i.e., has had the option to draw cards).

Note: This step is skipped during the initial setup since each player just received six cards

2. Each player then places up to three ANIMAL CARDS (from their hand) in their ANIMAL PILE

ATTACK ROUND

In this round, players take turns being attacked; so, on your turn, all of the other players will choose whether or not they will attack your ANIMAL PILE. Each ATTACK ROUND has three important steps.

BATTLE CARD, you may play it immediately or you may choose to place it in your hand. If you draw an ANIMAL CARD, it cannot be used or added to your ANIMAL PILE until the next PREP ROUND (unless the ANIMAL CARD is used with a SNEAK ATTACK).

DEFEND

You then choose how to defend the attacks – either by using your ANIMAL PILE or by using your BATTLE CARDS.

Example 1: If you are attacked by an ALPACA-PUNCH and a HUNTING-BIRD, and if you have a DETER-TLE in your ANIMAL PILE, you have the option to block both attacks using the DETER-TLE since both the ALPACA-PUNCH and the HUNTING--BIRD have an attack power of 1, and since the DETER-TLE has a defense power of 2. In this case, all three

cards would be removed from play.

If you can't defend an attacking animal (or if you choose not to), the attack is successful, and the player(s) who attacked with the successful card(s) take(s) the number of tokens indicated on their animal(s)' card.

If, in the same example, you choose to block the HUNTING-BIRD and permit the ALPACA-PUNCH attack to go through, you would do the following:

1. Block the HUNTING-BIRD using 1 of the 2 defense points of the DETER-TLE (note: the HUNTING-BIRD would then be removed from play, and the DETER-TLE would be turned sideways to indicate that only half of its defense power remains).

2. Allow the attack from the ALPACA-PUNCH to be successful. You would then give the individual that played that card 1 token (i.e.,

2. If multiple players are successful in attacks, but the number of tokens won is greater than the number of tokens available, the player who first declared their attack is the first to receive tokens.

3. If you run out of cards in the DRAW PILE, you may shuffle the cards in the discard pile (i.e., the cards removed from play throughout the game) to create a new DRAW PILE.

4. For quicker games, you can distribute fewer than 10 tokens to each player.

5. If a player draws a DOOM CARD that causes all remaining players to run out of tokens, the player that drew the card is the only one affected; however, as an optional rule, you can choose to end the game since all players would be out of tokens.

6. Once a card is played and its action completed, the card is discarded for the remainder of the game.

the token value stated on the ALPACA-PUNCH card).

3. Remove the ALPACA-PUNCH from play.

Note 1: Each player is attacked during the ATTACK ROUND. Once each player has been attacked, you begin another PREP ROUND. The game then alternates between PREP ROUNDS and ATTACK ROUNDS until only one player has food.

Note 2: When you begin a new ATTACK ROUND, you must change which player is attacked first.

For example: If player 1 was attacked first in the first attack round, player 2 will be attacked first in the second attack round.

NOTES AND OPTIONAL RULES

1. If you run out of tokens, you are immediately out of the game (even if you are in the middle of a turn, etc.). Your remaining cards (if applicable) are removed from play.

Example 1: When you play a HUNT card and it is used to attempt to kill any 1 animal (except for a CAMO), the HUNT card is then discarded.

Example 2: When you place an animal into ATTACK MODE, the animal is discarded once the attacking action has been performed.

Note: As an alternate rule, when your animal attack is successful, you have the option to return the successful animal(s) back to your ANIMAL PILE.

7. As an alternate rule during the DRAW section of the ATTACK ROUND, you have the option to put a drawn ANIMAL CARD in your ANIMAL PILE.

8. We have made it possible to play a modified, 2-player version of DOOM ON YOU. Visit **ok2win.com** to learn how.

VISIT OK2WIN.COM FOR A QUICK DEMO VIDEO OF HOW TO PLAY