



Game by Roman Zadorozhnyy

EVIL VERSUS EVIL



ROLL AND FIGHT



players
2-4



age
8-108



30+
min

Evil versus Evil

EVIL VS EVIL is a Roll and Write mechanism game, where you playing as a magical creature from Slavic mythology and try to defeat other monsters at the Dark Wood. Each player has a set of diverse actions and using them to try to find and attack other players. Each turn players use actions and change their locations on the map so as not to become the target of the enemy.

CHARCTERS:



ZLYDNI In Slavic mythology, zlydni are demonic creatures who settle in homes—they usually live behind the stove—or sit on people's shoulders and bring misery with them. They are often depicted as women without eyes, tongues, or ears, who resemble snakes; in other iterations they look like mangy animals.

CYNOCEPHALUS having the head of a dog—or of a jackal—is a widely attested mythical phenomenon existing in many different forms and contexts. The literal meaning of "cynocephaly" is "dog-headed"; however, that this refers to a human body with a dog head is implied. Such cynocephalics are known in mythology and legend not just in Slavic but from many parts of the world, including ancient Egypt, Greece, and China.



WILL-O-WISP The will-o'-the-wisp in Slavic mythology mostly represents the soul of an unbaptized person "trying to lead travelers to water in the hope of being baptized». Also, believed that a will-o'-thewisp also marked the location of a treasure deep in ground or water, which could be taken only when the fire was there. Sometimes magical tricks, and even dead man's hand, were required as well, to uncover the treasure.

OH an ancient Slavic mythical creature, the King of the Forest Kingdom. OH very cunning, he knows how to cast a spells and uses it for his own good. Selfish enough, he wants to have slaves of animals and humans to make his job easier.



SETUP:

Give each player a **Character Board, Action Sheet, 2 Map Sheets** (one for your character and one for enemies), pencil, put a coins on the **HP** (Hearts) in the **Character Board** and create a pull of dice (2 D6 per player). Each player hides his MAPs from other players and chooses a field where he starts by "**X**" mark.

Choose a 1-st player for this round.

ROUND:

1-st player throw dices at the start of each Round (2 D6 per player). Each round has a number of turns equal to 2 per player.

Player TURN:

1. Choose one dice and take it on your **ACTION** sheet.
2. Choose **ACTION** from the **DICE** quantity line or column. After **ACTION** cross off that action. If you hit another player doing **ACTION** - take amount of **COINS** from his **Character Sheet (HP)** equal to your damage. If you choose **DICE** with 1 on its side, you may use it as you wish for any **ACTION** on any line or column. You must move on the same amount as you choose column or lane.
3. Say your opponent from which field you attack (for example: E6) because each **ACTION** creates **NOISE**. Put the circle around "**X**" mark. You can't anymore stay in this field. At this moment your opponents may also marked your position on theirs **Map Sheets** (for enemies).
4. **MOVE** on the same amount as the **ACTION** dice you used at this Players TURN. You can **MOVE** ⇄ (one field per each dot on dice) vertically and horizontally, but not diagonally. Mark your new position as "**X**" mark. You can't normally **MOVE** thru used fields or stop on them.

NEXT player takes a turn.

When all dices are used (each player make 2 turns) change 1-st player for the next round and continue playing.

GOAL:

You must end **ROUND** alive, with **8 COINS** or be the last monster remaining in the game. If you have **8 COINS** but end up with **0 HP** by the end of the **ROUND** then you still lose the game.

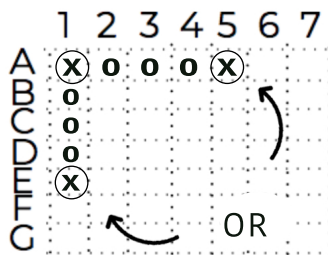
The game may also end if one of the players uses the last **ACTION** in 2 lines (or columns) or can't **MOVE**. Then players play to the end of the **ROUND**. Win the player with the most **COINS**. If quantity of **COINS** the same in 2 or more players, win player with more **HP**.

ACTION

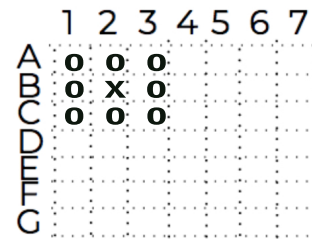
Actions that have 2 near the icon means an attack on 2 damage.



Move 3 on a line or column and attack everyone on your way. You may move through used fields.



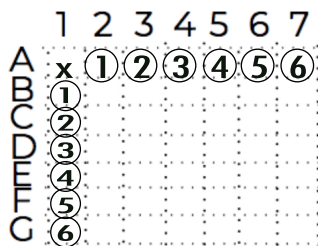
Attack everyone around you. All 8 fields across your character.



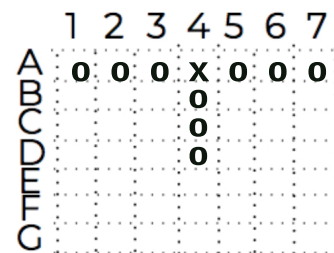
Attack any field at least 8 fields from character. The enemy can't **MOVE** next round.



Attack first character on your line or column. Damage increase +1 on each next field.



Attack everything on your line and column exclude your character.

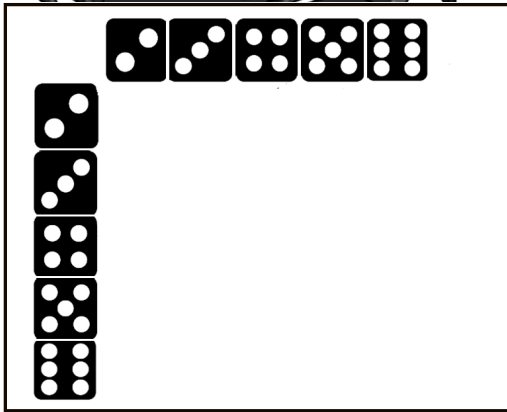


Put a trap (mark it **T** on both **MAPs**) on the adjacent field (horizontal or vertical). If any **Character** (including you) attack from this field he can't **MOVE** in the next round.

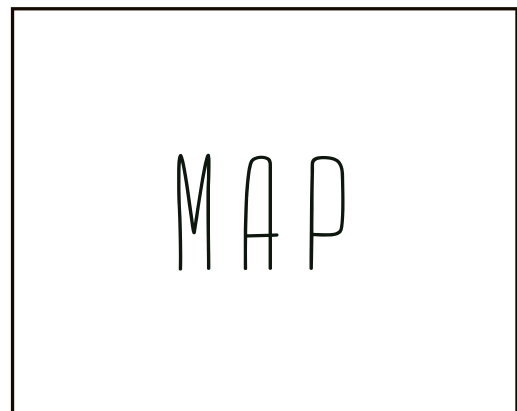
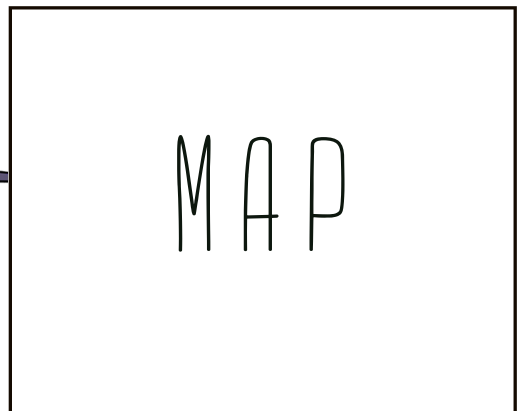
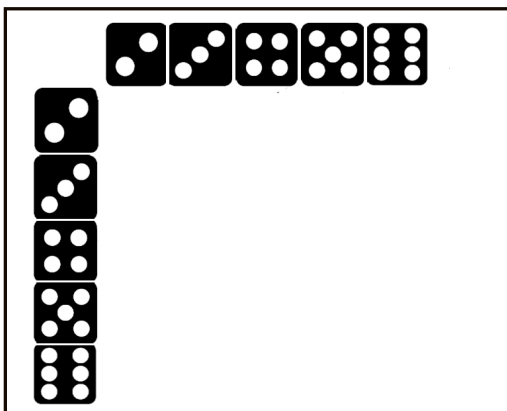


Attack any field.

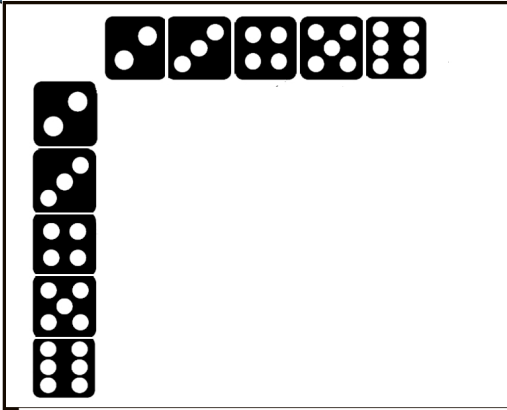
CYNOCEPHALUS



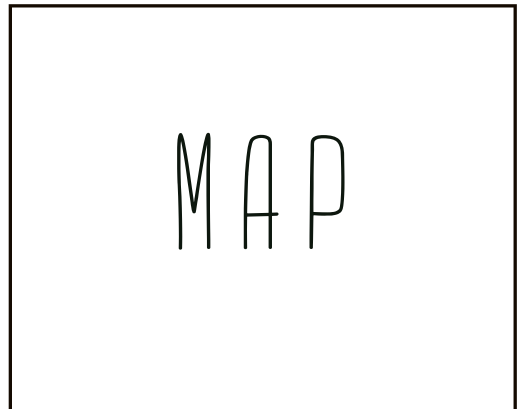
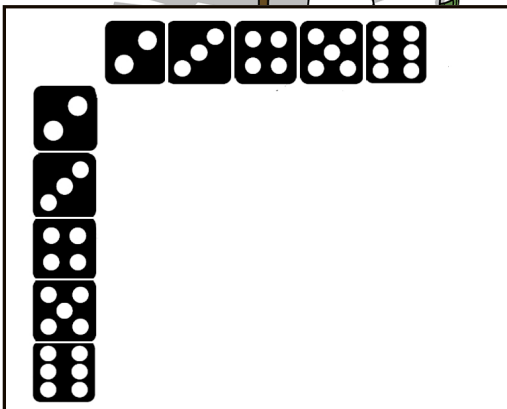
ZLYDNI

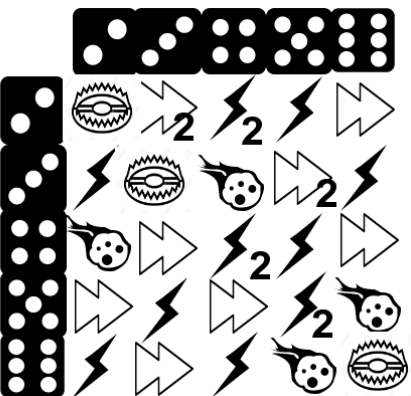
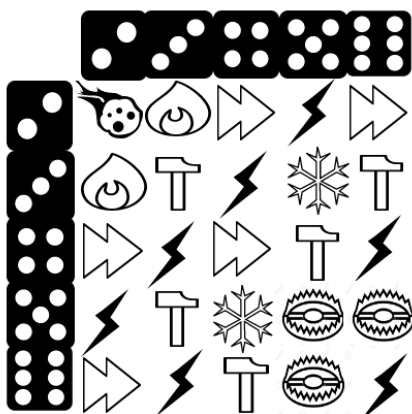
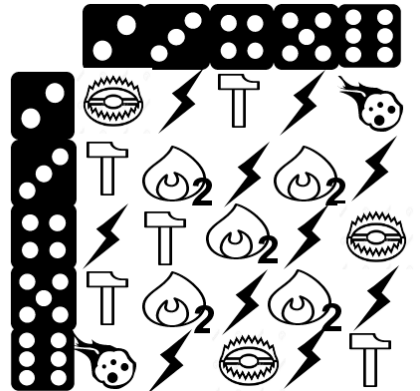
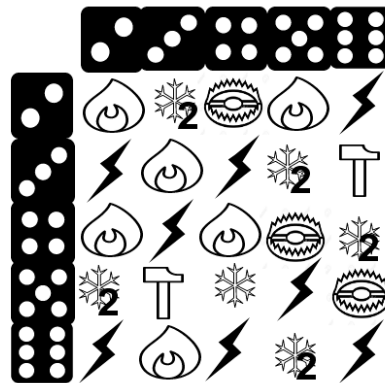
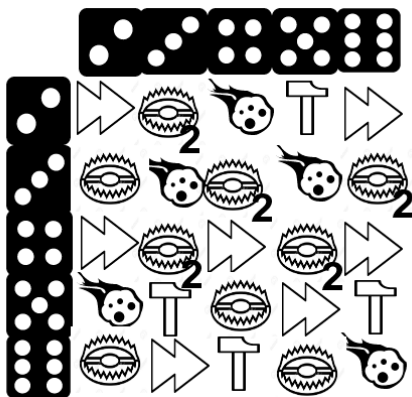
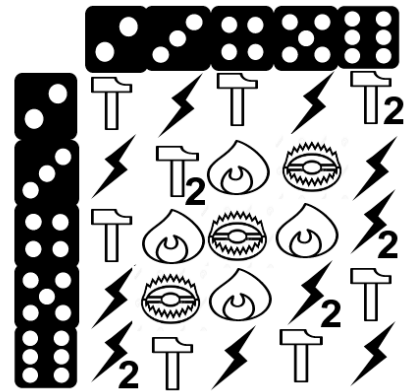
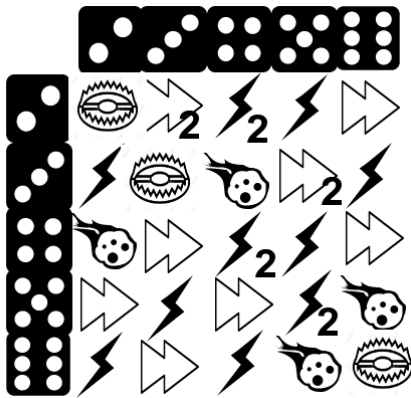
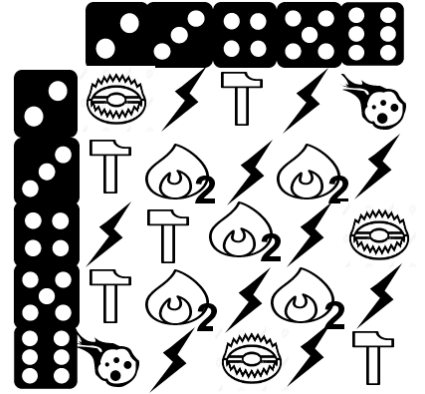
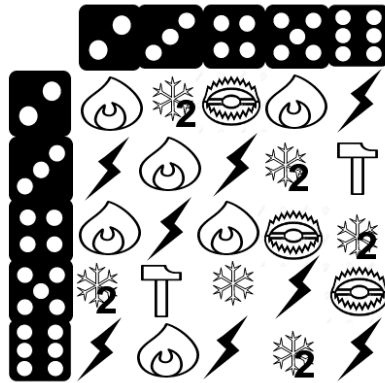
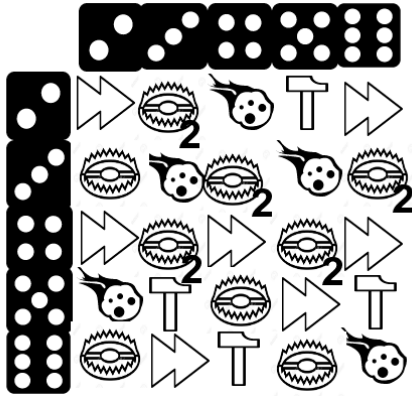
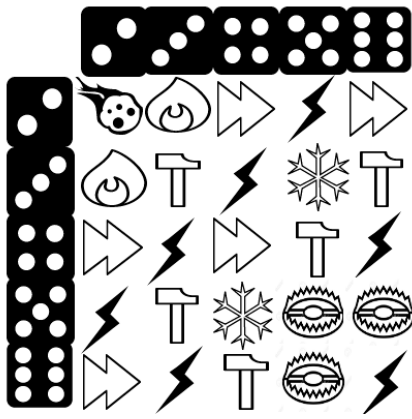


WILL-O-WISP



OH





1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7

1 2 3 4 5 6 7
A B C D E
1 2 3 4 5 6 7