

Overlords of Infamy

Obscure Reference Games

A. INTRODUCTION

Overlords of Infamy is a game that pits Evil Overlords against one another to see who can make the world the most miserable. To do this, they will complete various Nefarious Plots to earn Misery Points. By the end of the game, the Evil Overlord with the most Misery Points is the most nefarious and is denounced the winner.

Number of Players:

Overlords of Infamy is a 2–4 player game. The game plays best with four players. Three-players use the special circular layout on the back of the main board. In a two-player game, players must choose adjacent starting areas.

B. COMPONENTS

1 Game Board

1 Rule Book

1 Quick-Start Guide

4 Turn Reference Sheets

4 Resource Reference Cards

55 Hexagon Map Tiles

12 tokens of each Resource (Water, Food, Wood, Fauna, Scrap, SparkTech, Conjure Ore)

6 Relic Cards

6 Lackey Meeples per Color

4 Infamy Markers — 1 for each color

1 World Tension Marker

8 Overlord Playmats and Lairs

4 Sabotage Tokens

1 Adventuring Hero Meeple

1 Six-Sided Die

35 Knavery (Basic) Plots

30 Villainy (Intermediate) Plots

25 Domination (Advanced) Plots

60 World Event Cards

C. SETUP

- * Each player selects an Evil Overlord to play as (this can be done randomly if preferred) and takes a set of single-colored Lackeys and corresponding Lair and Infamy Tracker.
- * Each player (henceforth referred to as “Overlord”) places their lair in the corner spaces of the board nearest to them. If placed properly, the Lair will sit comfortably on three Map Spaces. Place three Lackeys matching their color in the Barracks section of the lair.
- * Place each Overlord’s Infamy Marker on the 1 spot of the Infamy Tracker.
- * Place the Tension Tracker Marker on the 0 Spot of the Tension Tracker.
- * Shuffle all of the Knavery (Basic) Plot cards well. Place them on the corresponding spot on the Game Board. Then repeat for the Villainy and Domination Plots.
- * Shuffle all of the Map tiles very thoroughly. Place them on the corresponding spots on the board.
- * Shuffle all of the World Event cards well. Place them in the corresponding spot on the game board.
- * Place the Adventuring Hero token in the center of the board. This is the Adventuring Hero’s HQ.
- * Deal two Knavery (Basic) Plot cards to each Overlord facedown. Each Overlord selects one of these plots and places it face-down on the Active Nefarious Plot space on their Overlord Playmat. Place the other, unselected plot on the bottom of the stack of Knavery (Basic) Plots.
- * Determine the first player by using any of the below criteria:
 - The most evil;
 - The oldest;
 - Randomly selected via dice roll.
- * All other Overlords take their turns in clockwise order.

D. OBJECT OF THE GAME

The object of the game is to complete Nefarious Plots to earn Misery Points. The winner has the most Misery Points by the time a certain number of World Event Cards has been played* and the final round is completed.

- 2 Players 6 World Event Cards
- 3 Players 8 World Event Cards
- 4 Players 10 World Event Cards

*Note: For a longer or shorter game, you can increase or decrease the number of World Event Cards that must be pulled to trigger the last turn.

E. DESCRIPTION OF THE GAME BOARD

Overlord's Lair — Each of the Lairs is specific to an individual overlord. Each Lair consists of a village, a resource space, and a Barracks. Any game effect that refers to an Overlord's lair, refers to any and all of these 3 spaces.

Barracks — Each Lair has a spot on it closest to the Overlord that acts as the Barracks. This is where you keep all available Lackeys.

Lackey Pool — Lackeys that are not currently in play are kept off the board in the Lackey Pool. "In play" refers to Lackeys that are either in the Barracks or on the board. When a Lackey is Recruited, take a Lackey from the Lackey Pool and place it in your Barracks.

Zone of Influence — Each quadrant of the board represents the subjects and lands that are under that Overlord's control. Zones of Influence include a space to place a Lair and 13 unexploited Map Spaces.

Map Spaces — Map Spaces are the basic areas within each Overlord's Zone of Influence. Map Tiles may be placed on empty Map Spaces after Exploiting the Land.

Map Tiles — Map Tiles are drawn via the "Exploit the Land" action. When a Map Tile is chosen, it is placed within an Overlord's Zone of Influence adjacent to either their Lair or at least one of their other Map Tiles. Overlords may only place Map Tiles within their own Zone of Influence. Map Tiles may have a Resource, Village, or both listed on them. Each Resource or Village on a Map Tile counts as an individual space.

Additionally, there are Wall tiles and Pitfall Traps. The Adventuring Hero cannot move through any side of a tile containing a wall. If the Adventuring Hero lands on a Pitfall trap (identified by an orange border), place the Hero on its side. The next time that the World Tension tracker lands on or passes 3, 6 or 9, stand the Adventuring Hero up. The Hero does not move until the next time the World Tension tracker lands on or passes 3, 6 or 9.

Contested Zones — The red-outlined spaces that border each Overlord's Zone of Influence are considered Contested Zones. An Overlord may Harvest a Resource from a Contested Zone only if the following conditions are all met:

- The Overlord has Exploited the Land adjacent to the resource space in the Contested Zone to be Harvested.
- The Overlord does not currently have a Lackey on any Contested Zone.

If an opponent's Lackey already occupies a space in the Contested Zone, you may also Harvest from the same space. If you do so, that Overlord's Lackey is returned to the Lackey Pool and your Lackey will stay on the Contested Zone space.

Note: Exploiting the Land adjacent to a Contested Zone opens you up to Espionage! (See Espionage)

Kingdom of Good — The seven spaces at the center of the board (green Relic Spaces and the blue Adventuring Hero's HQ) represent the Kingdom of Good. The citizens here are obnoxiously friendly, nauseatingly virtuous, and repulsively happy. Despite their faults, they happen to be excellent treasure hunters and have accumulated several powerful Relics. This is why Relics can only be found in these spaces (See "Harvest a Relic"). If an Overlord Exploits the Land to place a Map Tile on a space adjacent to any space of The Kingdom of Good, they may Harvest from any Kingdom of Good space.

** Note: Be aware, Exploiting the Land adjacent to a Kingdom of Good space will open you to Espionage from anyone else who Exploited the Land next to a Kingdom of Good space, and vice versa! (See Espionage)*

Adventuring Hero's Headquarters — At the center of the board in the Kingdom of Good is a blue space representing the Adventuring Hero's HQ. This is the spot that the Adventuring Hero meeple will begin the game in and return to after crusading against the Overlords. Any resources captured by the Adventuring Hero will be placed in this square upon their return. Overlords can spend two Action Points and one Lackey to capture all of the resources in the Adventuring Hero's HQ if the Adventuring Hero is not on the space.

Infamy Tracker — The Infamy Tracker shows the Infamy Level for each Overlord. Infamy Level determines which Nefarious Plots that Overlords can undertake and which Acts of Espionage they can commit.

World Tension Tracker — The World Tension tracker gauges how the world reacts to the Overlords completing their Plots and Harvesting Resources. When the tracker hits 10, a World Event card is flipped over and immediately goes into effect. Then, reset the tracker is to 0. If the tracker lands on or moves past 3, 6, or 9, then the Adventuring Hero Meeple moves before the next player's turn.

F. ACTIONS & ACTION POINTS

During the Action Phase of each Overlord's turn, they will spend Action Points to undertake various Actions. Each turn, Overlords must spend three Action Points and may not pass their turn if they have any Action Points remaining.

Any Action can be used multiple times per turn unless otherwise stated.

Common Actions

These are Actions that you will likely use every turn or nearly every turn.

Harvest a Resource or Recruit a Lackey (Cost: 1 Action Point) — Place one of your Lackeys currently in your Barracks on an unoccupied Resource space on the map within your Zone of Influence or on a Contested Zone space (*See "Contested Zones" above for rules about this*).^{*} Gain one token of the corresponding Resource. If you place your Lackey onto a Village, add one new Lackey from your Lackey pool to your Barracks.^{**} If a Map Hex Tile contains more than one Resource or Village, you may place one lackey on each Resource or Village. You may not place more than one Lackey on each individual Resource Space.

Any time you Harvest a Resource or Recruit a Lackey, advance the World Tension Tracker one space (See Section G: "Infamy, World Tension, and the Adventuring Hero" for more information).

**Note: When placing Lackeys to Harvest or Recruit, the distance of the desired Map Hex Tile from your lair does not matter. You may place your Lackey directly on any legal spot in your Zone of Influence or a Contested Zone if you meet the requirements to do so.*

***Note: You can never have more than six Lackeys in play at any time, regardless of whether they are Harvesting Resources or in the Barracks. You can also never have less than one Lackey in play.*

Recall a Lackey (Cost: 1 Action Point) or Recall All Lackeys (Cost: 3 Action Points) — Remove one of your Lackeys from a Map Tile on the board and place it in your Lair's Barracks. Lackeys must be recalled back to the Barracks before they can be reassigned to Harvest another Resource or Recruit a Lackey.

You may instead choose to spend three available Action Points to Recall all of your Lackeys from the board, regardless of how many are outside of the Barracks.

**Note: You may not Recall a Lackey on the same turn that it was sent to Harvest a Resource or Steal a Relic by using the Recall a Lackey Action. However, any other game effect that allows an Overlord to Recall a Lackey to their Barracks will still work!*

If while your Lackey is on a Contested Area or in an opposing Overlord's Zone of Influence (due to Espionage, or any other game effect) the Map Tile connecting that Contested Area or

opposing Overlord's Zone of Influence to your own Zone of Influence is removed from the board, you may not Recall your Lackey until the connection is restored.

- *Example: During Bob's Espionage Phase he has one Map Tile adjacent to the Contested Area he shares with Joe. He decides to use the "Infiltrate" Espionage Action to place his Lackey on one of Joe's Map Tiles. Before Bob's next turn, an opposing player destroys that Map Tile using the Adventuring Hero. Bob is no longer adjacent to Joe, so he is unable to Recall his Lackey from Joe's Zone of Influence. He chooses to Exploit the Land to place a Map Tile once again adjacent to Joe. He may now Recall his Lackey.*

Exploit the Land (Cost: 1 Action Point) — Draw two Map Tiles. Choose one and then place it on a Map Space within your Zone of Influence adjacent to either your Lair or at least one of your other Map Tiles. Place the other Map Tile facedown at the bottom of the Map Tile stack. If all Map Spaces within an Overlord's Zone of Influence have been exploited, that Overlord may not choose the Exploit the Land Action.

**Note: Overlords may not replace a tile that has already been placed in the Zone of Influence by placing a new tile on top of it. However, Map Tiles can be discarded due to certain game effects. If any tiles become isolated from the string of tiles connected to the Lair due to one of these game effects, then Overlords may not Harvest, Recruit, or Recall Lackeys from those tiles until they are once again adjacent.*

Plot-Related Actions

These are Actions involving your Plot and will only be used after collecting all required resources or when abandoning the Active Nefarious Plot.

Complete a Plot (0 Action Points) — An Overlord's Plot may only be completed during the Action phase of his or her own turn. If you have all applicable Lackeys in your Barracks, Resources, and Relics that are required for your Plot, then you immediately Complete your Plot. This does not cost an Action Point. Upon completion, **in your best Evil Overlord voice, announce the name of the Plot**, then discard all of the required Resources and Lackeys. Place the Plot face up in the Completed Plots section of your Overlord Playmat. If a Plot has an aftermath, read it aloud to all other Overlords. Completing a Plot of any level, increases your Infamy by one level. Completing a Plot also causes you to advance the World Tension tracker (1 space for Knavery, 2 spaces for Villainy, 3 spaces for Domination).

**Note: If Completing a Plot requires any number of Lackeys, these Lackeys must come from your Lair's barracks. If Completing a Plot would cause you to end up with less than one Lackey, you are unable to complete this plot.*

Immediately after finishing the above, take two new Plots from any one Plot stack, choose one, and place it face-down in the Active Nefarious Plot section of your Overlord's Playmat. Place the unchosen Plot at the bottom of its corresponding stack. This does not cost an Action Point.

**Note: An Overlord's Infamy level determines which types of Plots they can draw from:*

-Infamy Level 1: Knavery-level Plots

-Infamy Level 2–4: Knavery- and Villainy-level Plots

-Infamy Level 5: Knavery-, Villainy-, and Dominance-level Plots

Start from Scratch (Cost: 0 Action Points, once per turn) — If an Overlord does not wish to continue their current Nefarious Plot, they may place it at the bottom of its corresponding stack and lower their Infamy level by one*. If they do, they may choose two cards from any one stack of Nefarious Plots that they qualify to take from (see above). The Overlord will choose one of these and places it face-down on their Overlord's playmat. Put the other Plot on the bottom of the corresponding stack. Start from Scratch may only be chosen once per turn. Start from Scratch does not use up any of an Overlord's Action Points for their turn.

**Note: An Overlord at Infamy level 1 is unable to choose this Action as it would reduce their Infamy below level 1.*

Special Actions

These are Actions that you will use far less often, and usually not until you have at least started on a Villainy plot or certain conditions have been met.

Steal a Relic (Cost: 2 Action Points) — If you have Exploited the Land next to any Kingdom of Good space, you may place one of your Lackeys currently in your Barracks on an unoccupied Relic space within the Kingdom of Good. Gain one token of the corresponding Relic. You may only have one Relic at any time, regardless of its type. Only one of each individual type of Relic can be harvested at a time among all Overlords.* If at any time an Overlord who currently possesses a Relic chooses the Steal a Relic Action, they must replace their current Relic with the newly chosen Relic.

**Example: If Bob has the Relic "Coiled Clockwork Contraption", neither Jim, Steve, nor Q-Bert can obtain the Relic "Coiled Clockwork Contraption" until Bob Completes a Plot requiring that Resource, chooses a new Relic, or loses it through some other means.*

Raid the Heroes' Treasure (Cost: 2 Action Points) — If you have Exploited the Land adjacent to the Kingdom of good, and the Adventuring Hero Meeple is not currently in the Adventuring Hero's Headquarters, you may discard one Lackey and spend two Action Points to take all of the

Resources currently on the Adventuring Heroes' Headquarters. If you do, move the World Tension tracker forward three spaces.

Activate a Plot Aftermath (Cost: 0 Action Points unless otherwise stated)— If you have completed a Plot that has reward text, you may Activate this Aftermath once per game (unless the reward states otherwise). To Activate the Plot Aftermath, follow the instructions on the Plot, then place the Activated Plot facedown at the bottom of your Completed Nefarious Plots pile. This may or may not cost an Action Point.

Sweep for Infiltrators (Cost: 1 Action Point) — If any other Overlords have placed any of their Lackeys in your Zone of Influence through the Infiltrate Act of Espionage, you may spend one Action Point to immediately return to the Lackey Pool all Lackeys in your Zone of Influence placed this way.

Espionage Actions

After you have completed all of your turn's Action Points, you have the option to commit an Act of Espionage. Overlords may not complete a plot during this phase of their turn.

Commit an Act of Espionage — After an Overlord has used all of their Action Points for the turn, they have the option of Committing an Act of Espionage. Acts of Espionage may only be attempted once per turn. All acts of Espionage require at least one Lackey to be available in your Lair's Barracks. If you do not have a Lackey in the Barracks, then you may not engage in Espionage.

- *Please see the "Espionage" section for a more in-depth description.*

***Note: An Overlord may never take any Action that would result in them having less than one Lackey. Any other Overlord's Action or game effects that would reduce an Overlord to less than one Lackey reduces her to one instead. If an Overlord is reduced to one Lackey in this way, place that Lackey in the Overlord's Barracks.**

G: INFAMY, WORLD TENSION, AND THE ADVENTURING HERO

The Infamy Tracker reflects each Overlord's level of Infamy and can be increased or decreased through various game effects. All Overlords begin at Infamy level 1. Each time an Overlord completes any Nefarious Plot, move their Infamy Tracker one space higher. Infamy level dictates the types of Nefarious Plots available (see "Completing a Plot") and Acts of Espionage (see "Espionage") that can be committed by each overlord.

**Note: If an Overlord's Infamy level drops below the required level for their Active Nefarious Plot, they must discard their active Nefarious Plot, then immediately choose a new plot at an appropriate level.*

The World Tension Tracker drives the World Event cards and the Adventuring Hero. The tracker starts at 0 and moves one space forward every time a Lackey is placed on a Map Tile to Harvest a Resource or Recruit a Lackey, regardless of how many resources are received per Action. Additionally, move the tracker two spaces for each time an Overlord Steals a Relic and three spaces each time an Overlord Raids the Heroes' Treasure.

The tracker also moves after completing a Nefarious Plot: one space for Knavery, two for Villainy, and three for Domination. Once the tracker reaches 10, immediately after the current Action fully resolves, flip over a World Event card and follow its directions, then reset the tracker to 0. If a previous World Event card is still in effect when a new World Event card is flipped over, then each of the World Event Cards' effects is in play until each individually ends.

**Note: If an action that causes an Overlord to Complete their Plot also moves the World Event tracker to 10, then the entire action must resolve before drawing the World Event card. This means, that the player will go through all of the steps, including selecting a new Nefarious Plot, before revealing the World Event card.*

The World Event Tracker determines the Adventuring Hero's movement. During any turn in which the tracker lands on or passes 3, 6, or 9*, the Adventuring Hero will move at the beginning of the next turn. Before the start of the next Overlord's turn, that Overlord rolls the die. That Overlord may move the Adventuring Hero up to the number of spaces rolled.

**Note: Regardless of how many of these numbers are passed in a turn, the Adventuring Hero still only moves once at the beginning of the next turn.*

The Adventuring Hero is out to foil the plans of any and all Overlords. During the Adventuring Hero's movement, the following can happen:

- 1) **The Adventuring Hero lands on an empty map space or Contested Area** — The Adventuring Hero does not return to the Adventuring Hero's Headquarters. Overlords may not Exploit the Land to place a tile on this map space. Overlords may not choose any Action that would cause a Lackey to be placed on that space.
- 2) **The Adventuring Hero lands on a map tile or Contested Area that contains a Lackey** — All Lackeys currently on that tile or Contested Area are returned to the Lackey Pool. The active player takes a basic Resource that is listed on that tile along with the Adventuring Hero meeple and places them in the Adventuring Hero's Headquarters. If this results in 6 or more resources in the Adventuring Hero's Headquarters, immediately discard all of the resources there. The Adventuring Hero cannot take any Relics or Lackeys to the Adventuring Hero's Headquarters as they are not considered basic Resources.
 - *Note: The Adventuring Hero may not capture any Relics or Lackeys. If the Adventuring Hero lands on a Map Space within the Kingdom of Good that contains a Lackey, the Lackey is discarded and the Adventuring Hero is returned to the Adventuring Hero's Headquarters without any additional Resources.*
- 3) **The Adventuring Hero enters an Overlord's Lair** — That Overlord places half (rounded down) of their basic Resources into the Adventuring Hero's Headquarters. If that Overlord had a Relic, the Relic is returned to the general supply. The Adventuring Hero is also returned to the Adventuring Hero's Headquarters.
 - *Note: Lackeys in the Overlord's Lair are not discarded if the Adventuring Hero enters.*
- 4) **The Adventuring Hero lands on a map tile that does not contain a Lackey** — The Active Overlord places a basic Resource listed on the tile and the Adventuring Hero meeple in the Adventuring Hero's Headquarters. The tile is then Liberated, meaning it is discarded and placed at the bottom of the Map Tile stack. This Action cannot be chosen if the Adventuring Hero landed on a map tile in the Contested Zone.

The Resources placed in the Adventuring Hero's Headquarters stay there, even if the Adventuring Hero moves. If the Adventuring Hero is not in the Adventuring Hero's Headquarters, an Overlord who has Exploited the Land adjacent to the Kingdom of Good may spend two Action Points and discard one Lackey in order to claim all of the resources currently in the Adventuring Hero's Headquarters. If this Action is chosen, advance the World Tension Tracker three spaces.

If there are ever 6 or more resources in the Adventuring Hero's Headquarters, immediately discard all of the resources from there.

H: ESPIONAGE

Committing an Act of Espionage allows you to perform a certain Action against another Overlord. Acts of Espionage do not advance the World Tension Tracker. You may only Commit an Act of Espionage against an Overlord if both of you have Exploited the Land adjacent to at least one Contested Zone Map Space that is along the shared border of their Zones of Influence. If an Overlord has Exploited the Land adjacent to any Kingdom of Good map space, he may commit an Act of Espionage against any other Overlord who has Exploited the Land adjacent to any Kingdom of Good map Space. Examples:

- *Bob has Exploited the Land adjacent to a Contested Zone that he shares with Tim. Tim has not Exploited the Land next to any Contested Zone that he shares with Bob. **Since they are not both touching their shared Contested Zone, neither Bob nor Tim may Commit Acts of Espionage against one another.***
- *Bob has Exploited the Land adjacent to a Contested Zone that he shares with Tim. Tim has also Exploited the Land next to a Contested Zone that he shares with Bob. **Bob and Tim may Commit Acts of Espionage against each other.***
- *Bob has Exploited the Land adjacent to a Contested Zone that he shares with Tim and has Exploited the Land adjacent to the Kingdom of Good. Tim Has Exploited the Land next to the Kingdom of Good. Joe has not Exploited the Land next to the Kingdom of Good or any Contested Zones. **Bob and Tim may Commit Acts of Espionage against one another. Joe may not Commit Acts of Espionage against Bob or Tim, nor they against him.***

You may only commit one Act of Espionage per turn unless otherwise stated by a game effect or ability. You may perform any Acts of Espionage at or below your current Infamy Level, as explained in detail below:

*** Level 1: Glean Intel** — You must have at least one Lackey in your Barracks. Do not discard this Lackey due to this Act of Espionage. You may view the Active Nefarious Plot of an Overlord that you can legally target. You may neither show this plot to other players nor tell them what you saw.

*** Level 2: Infiltrate** — Place your Lackey on an unoccupied space on an opposing Overlord's Map Tile. Take one of the corresponding Resources from the supply. If you placed your Lackey on a Village, instead add a Lackey from your Lackey pool to your Barracks.

That opposing Overlord may not place a Lackey in the same space as your Lackey. You may recall your Lackey as per the normal rules. The Infiltrate act of Espionage does not advance the World Tension Tracker.

Note: You may not infiltrate an Overlord's Lair. An Overlord may use the Sweep for Infiltrators Action to force you to discard any of your Lackeys in their Zone of Influence.

* **Level 3: Plunder Resources** — Discard a Lackey from your barracks, then choose an opposing Overlord and roll the die. On a 1, your Steal Resources Action fails and nothing happens. On a 2, you may take a single basic Resource from that Overlord. On a 3, you may take two basic resources from that Overlord. On a 4, you may take two basic Resources or you may instead take a Relic from that Overlord.

Alternatively, you may choose to Plunder Resources from the Adventuring Hero's Headquarters. This action follow the same rules as above. However, in the case of rolling a 4, you may take 3 basic resources from the Adventuring Hero's Headquarters. You may not steal a Relic in this way.

* **Level 4: Sabotage** — Discard one Lackey from your Barracks and place a Sabotage Token on an Overlord's active Nefarious Plot. You may not place more than two Sabotage tokens on any one Nefarious Plot. If an Overlord completes a Nefarious Plot with a Sabotage token on the card, they must first roll the die. If the number rolled is equal to or less than the number of Sabotage Tokens, the Nefarious Plot fails!

The failed Nefarious Plot is placed at the bottom of its corresponding deck. The Sabotaged Overlord chooses and discards half (rounded down) of the basic Resources and any Relic required to complete the plot. The Sabotaged Overlord receives no Misery points for completing the failed Nefarious Plot and does not increase their Infamy level. Immediately after discarding the chosen basic Resources and applicable Relic, choose a new plot from an applicable level.

Note: If a Nefarious Plot that has any Sabotage tokens on it is discarded or removed from play due to any game effect or Action, all Sabotage tokens on the Nefarious Plot are discarded as well.

* **Level 5: Assassinate** — Place your Lackey on an occupied space on an opposing Overlord's Map Tile. The opposing Overlord discards the Lackey from that space. Take one of the corresponding Resources from the supply. If you placed your Lackey on a Village, instead add a Lackey from your Lackey pool to your Barracks.

That opposing Overlord may not place a Lackey in the same space as your Lackey. You may recall your Lackey as per the normal rules. The Assassinate act of Espionage does not advance the World Tension Tracker.

Note: As with Infiltrate, you may not assassinate a Lackey in an Overlord's Lair. An Overlord may use the Sweep for Infiltrators action to force you to discard any of your Lackeys in their Zone of Influence.

G. END OF THE GAME

After so long enduring torture by the Evil Overlords and their Nefarious Plots, the will of the World's population is finally broken! They succumb to the miserable existence you have crafted for them, with no optimism, nor hope of a brighter future. Well done!

The end of the game is determined by the number of World Event Cards that have been flipped over, signifying the rising tension and passage of time. The required number of World Event Cards to trigger the end of the game is based on the number of players, but may be adjusted for a longer or shorter play time. For reference:

- 2 Players 6 World Event Cards
- 3 Players 8 World Event Cards
- 4 Players 10 World Event Cards

Once the final World Event Card has been flipped over, resolve its effects and finish the current turn as normal. All Overlords will have one final turn each to play as normal. You will still move the World Event tracker, but do not draw any more World Events. After the last player has taken his final turn, the game is over! Add up your Misery Points gained from completed Nefarious Plots, then add the following:

- * 1 point for each Lackey that you have on the Map or in the Barracks (not in the Lackey Pool);
- * ½ point for each resource you currently have;
- * 2 Points for any Relic.

Whoever has the most Misery Points wins!

H. OVERLORD ABILITIES AND BIOS

Affinity: When an Overlord has a preference for a particular Resource, it is known as an Affinity. When an Overlord harvests any Resource for which they have an Affinity, they collect one additional resource of that type.

Note: If an Overlord has an affinity for Lackeys, then their affinity activates only the first time each turn that they use the Recruit a Lackey option. If they have not used the Recruit a Lackey option during their turn, then they can use the Infiltrate or Assassinate espionage action on a village space to Recruit two Lackeys.

Abilities: Each Overlord has a unique ability that is always in effect. See each Overlord for an explanation of his or her Ability!

Comrade Borgg — “Comrade” Cedric Yancey Borgg hails from another world (that he lovingly refers to as “Mother Russia”), in which he was a brilliant scientist with a penchant for robotics and spiny mammals. Borgg spent the greater part of his life chasing an ideal known as “The Singularity” in which man and technology become one and the same. However, his wildly unsafe experiments required living subjects, and he was soon unable to find any volunteers.

Comrade Borgg refused to give up so easily. Using his own body as fodder, he finally made the breakthrough he had been working toward. He was absolutely right about the potential of merging humans with machines, but he did not expect the computers to take over his mind and body in the process. Borgg now focused on one goal: “perfecting” the world through destruction.

Before he advanced too far into his schemes, the heroes of his world threw Borgg into a dimensional rift that serendipitously landed him on Planet Fred. Now he sets his sights on perfecting this world, starting with breaking the will of the people...

- **Affinity:** *SparkTech*
- **Ability** — **THE GREATER GOOD:** *The first time each turn that Comrade Borgg Exploits the Land to place a Map Tile that does not contain a village, he may take 1 token of the Basic Resource on that tile from the General Supply.*

The Dark Shepherdess — The mysterious stranger known as the Dark Shepherdess is an enigma wrapped in a conundrum. No one knows where she comes from, nor has anyone heard her speak. About all that is known about her is that she wanders from village to village with her pet Chupacabra, (affectionately named Chewie) and somehow compels any and all animals to follow her. The enthralled creatures are led back to her twisted zoo where, using a formula found in the “Perpetual Pendulum of Ponderous Persuasion”, she mutates them into aggressive variations of their normally docile selves.

While The Dark Shepherdess was away on one of her recruiting missions, the Adventuring Hero brazenly infiltrated her lair and pilfered the “Perpetual Pendulum of Ponderous Persuasion”. As the Adventuring Hero lacks any form of subtlety, the Dark Shepherdess was easily able to deduce the identity of the thieving charlatan. Since then, she has waged a war of revenge on the Kingdom of Good for housing the fool who kicked her metaphorical hornet’s nest. The once solitary beast master now bears down on the citizenry beside her corrupted menagerie...

- ***Affinity: Fauna***
- ***Ability — ANIMAL MAGNETISM: At the beginning of the Hero Phase of her turn, if The Dark Shepherdess has only 2 Lackeys on the board, immediately place a Lackey in her Barracks. If she has only 1 Lackey on the board, place 2 Lackeys in her Barracks. This does not cost an Action Point.***

Duke Daemonhammer — Named for his appearance, Duke Daemonhammer has been terrorizing civilizations for centuries. At least that is what people would have you believe. Truthfully, the Duke has no interest in being the evil creature that his bloodline would suggest, though he understands why the locals fear him. His true calling, however, is for the culinary arts. In fact, the hammer he carries is just an elaborate meat mallet.

Once per year, the Kingdom of Good hosts a region-wide bake-off. The Duke felt that it was time to reach out to the citizenry to show that he was not the monster they were led to believe, and he would also get a chance to show off his baking skills! Daemonhammer spent the following weeks perfecting recipes until he had made a top-notch soufflé.

The Duke marched off to the Kingdom of Good with his soufflé in hand and a smile on his face. The people of the Kingdom were not nearly as happy to see him and he was to be there. They threw rocks at him, chased him from the city and trampled his soufflé. At long last Duke Daemonhammer was convinced that he would never be accepted by the common folk. Perhaps it would not be such a bad idea to embrace his demonhood after all...

- ***Affinity: Food***

- **Ability — DRAFTING:** *At any time during his turn, Duke Daemonhammer may trade two food Resources to place one Lackey in his Barracks. This does not cost an Action Point and can be activated any number of times per turn.*

Frau Lumberwulf — Ingrid Birch was an aspiring lumberjack with a love for the deep forests near her home. As Ingrid wearily stumbled back to her cabin one night after a long day of physical exertion, she tripped and rolled down a hill, only coming to rest when her arm was caught by a bear trap. Several days went by with no sign of a search party. She lost hope, and gained resentment that she could just be forgotten by her friends so easily. To compound her terrible luck, she was set upon by a pack of werewolves.

Now a new werewolf prowls the woods, swinging a logging axe with her one good arm. Ingrid vowed not to forget that her friends left her for dead, and now Frau Lumberwulf will make sure that everyone else pays for it.

- **Affinity:** *Wood*
- **Ability — NATURE SENSE:** *The first time each turn that Frau Lumberwulf Exploits the Land, she must look at the top 3 Map Tiles. She then chooses 2 Map Tiles to place in her Zone of Influence and places the unchosen Map Tile at the bottom of the stack.*

Lord Aether — Contrary to popular belief, Magic has only existed on Planet Fred for a few thousand years. Following its spontaneous arrival, it found its way into the hut of Agatha Aether, just as she was giving birth to her son, Arthur. Magic bonded to Arthur immediately, hiding itself behind his eyes.

In his late teens, the Magic reemerged, painfully welling up inside of him. Fearful for his well-being, the kind people of his village tried to help Arthur, but without warning, the Magic exploded out of him. When the dust settled, Arthur Aether lay at the center of a crater. Nothing, and no one, remained, but for a charred ruin stretching out a ways in each direction.

Upon the ashes of his old village he built a fortress of pure Conjure Ore in which he would live in solitude. Magic sustained him for over 3000 years, giving him unnaturally long life. However, so much time spent alone tends to warp a man's mind. Driven by insanity, Arthur Aether is now ready to demonstrate how his mastery of Magic makes him the rightful Overlord of Planet Fred...

- **Affinity:** *Conjure Ore*

- **Ability — TRANSMOGRIFY:** *Once per turn, Lord Aether may trade two Conjure Ore for any one resource, except for a Lackey. This does not cost an Action Point.*

The Menace in Metal — While digging in his backyard, little Jimmy Steel unearthed a musty suit of armor. To his surprise, the armor spoke to him, entreating him to put it on. It promised power and magic, and everything else a little boy could desire. Jimmy's curiosity won out, and he hastily climbed inside the suit.

The armor did not lie to him; it indeed made him more powerful. However, it also bonded to his flesh and became impossible to remove. The armor twisted Jimmy's mind, corrupting him, until he became a champion of all that is evil and chaotic. The little boy that was Jimmy Steel is gone; he now exists as The Menace in Metal.

- **Affinity:** *Scrap*
- **Ability — ARMOR PLATING:** *When The Menace in Metal's Lackeys would be killed by the Adventuring Hero, instead place them in his Barracks. All other game effects still apply.*

Mistress Deepgills — Mistress Deepgills' birth parents considered her to be a monster. She was born with blue skin and cursed feet-- ill portents, if the weak-minded townsfolk could be believed. Fearing what she might become, her loving family cast their days old daughter into the sea, believing that they had washed their hands of her.

However, as fortune would have it, she was found by a pod of Narwhals. The sea beasts raised her as their own, even imbuing her with their magic so that she could breathe underwater and speak to the sea animals. From these humble beginnings, Deepgills amassed an army of marine life and now turns her sights back toward solid ground. She'll show the world just how right they were to fear her...

- **Affinity:** *Water*
- **Ability — FLOODING:** *At the beginning of the Hero Phase of her turn, Mistress Deepgills may discard 1 water resource to move one of her Lackeys from a Contested Area or Map Tile in her Zone of Influence to an adjacent Contested Area or Map Tile within her Zone of Influence. She may then harvest the associated Basic Resource or Recruit a Lackey, as shown on the new tile.*

Viletron — The Relic known as the "Coiled Clockwork Contraption" is a hyper-intelligent machine with malicious motives. However, it too feels the sensation of loneliness. To experience the benefits of companionship, the A.I. built Viletron and programmed her to love

him. For a time, all was well and the two were happy, but all things must end. The Contraption decided it was finished with its experiment and cast Viletron out.

Viletron was distraught. Though she was a capable and independent woman, she could not fight that she was programmed to love something that no longer wanted her. She grew bitter and cold, taking out the rage from rejection on anyone unfortunate enough to cross her path. However, she still could not bring herself to hate the Coiled Clockwork Contraption. In fact, it still sometimes teams up with her, when her Nefarious Plots amuse him. Viletron is determined to force the same misery she feels onto everyone she can...

- **Affinity:** Lackey
- **Ability — STEALTH AND SECRECY:** *Once per turn Viletron may discard 1 Lackey from her Barracks, or 1 Basic Resource, to commit an additional Act of Espionage. Viletron must still pay any associated costs for that Act of Espionage.*

Waffles —

- **Affinity:** Lackey
- **Ability — FETCH:** *During the End Phase of Waffle's turn, if he did not Harvest a Resource, he may move one Lackey from his barracks to any open Basic Resource space within his Zone of Influence, then collect one token of the associated Basic Resource.*

I. MEEPLES AND RESOURCES

Lackeys — It is surprisingly easy to coerce or manipulate the average citizen into doing your bidding. A warm bed, minimal pay, and a semi-full stomach appear to be acceptable compensation for manual labor, carrying out evil schemes and being volunteered for ritual sacrifice. If an Overlord finds himself in need of additional Lackeys, he simply needs to send a Lackey to any village to drum up support. Each Lackey Meeple represents a small gang of Lackeys.

**Note: Lackeys are not considered Basic Resources.*

Adventuring Hero — A meddling do-gooder intent on foiling your plots. He travels around the map, invading land that you worked so hard to exploit, and he steals the resources you create!

What's more is he slaughters any of your innocent Lackeys that he finds! The Adventuring Hero is represented by a large Meeple that begins in the center of the board in the Adventuring Hero's Headquarters.

SparkTech — Components of a self-sustaining energy source used to provide power to anything from Villages to 60-foot Robots. Represented by a light bulb.

Conjure Ore — A naturally occurring mineral imbued with magical properties. Conjure Ore is used by expert mages in all manner of spells. Those less gifted in magic can still use Conjure Ore for basic conjurations. Represented by a gemstone.

Scrap — While metal contraptions are not often used anymore by the common public, their remains can be found strewn about the world. Scrap is often harvested by aspiring Overlords building the things that nightmares are made of. Represented by an anvil.

Fauna — Various animal or insect life that can be found. Animals can be domesticated, used for food, or militarized. It just depends on the situation. Represented by a cow.

Food — Anything edible! Represented by a Carrot.

Water — Anything consisting solely of two hydrogen atoms to every one oxygen atom. Represented by a water droplet.

Wood — The sturdy remains of a once-proud tree. Represented by a log.

Perpetual Pendulum of Ponderous Persuasion — A hypnotic mind-controlling artifact that never seems to stop swinging, it has the potential to—what were we talking about?

Femur of Acute Brilliance — Upon first glance, this appears to be just any normal diamond-encrusted upper-leg bone. It looks the same on second glance as well, but if you pick it up, you can feel genius sparking all throughout your body!

Gilded Lute of Calling — One might think that coating an instrument in gold is impractical and reeks of frivolous spending. While 100% true, this lute is also imbued with a significant amount of magical energy that enables it to summon creatures from the darkest depths of the planet!

Pop-Up Book of Unspeakable Things — One cannot say what exactly lies in this book. Only the brave, or depraved, will venture a look. Those evil enough will find plenty in there to

supplement several Nefarious Plots.

Cosmic Orbs of Focus — A trio of Orbs, each no bigger than a large marble, continuously chasing each other in a floating circular pattern. This immensely powerful Relic harnesses the knowledge and the power of the cosmos, and can be used in Plots that affect space or the world on a planet-wide scale.

Coiled Clockwork Contraption — The springs, circuits and gears of this strange machine form an artificial intelligence capable of manipulating its surroundings. No one is quite sure of its motivations or endgame plan, but for now, it seems content in being used for the greater evil, or for thinking of sarcastic responses to questions.

J. CLARIFICATIONS

The Golden Rules:

- * If at any time a card or game effect contradicts these rules, that card or game effect takes precedence and overrides this rulebook.**
- * If you are forced to discard Lackeys due to any Plot or Game Effect, always discard from your Barracks first, unless the Plot or Game Effect says otherwise.**
- * An Overlord may never take any Action that would result in them having less than one Lackey. Any other game effect that would reduce an Overlord to less than one Lackey reduces him to one instead. If an Overlord is reduced to one Lackey in this way, place that Lackey in the Overlord's Barracks.**
- * If you are ever forced to discard more Resources than you currently possess, instead discard as many of those Resources as you are able and ignore the rest.**
- * If you ever do not have an Active Nefarious Plot, immediately draw a new Plot from one of the applicable Plot Level stacks.**
- * If you are ever required to spend an Action Point, you may only do so during your turn.**
- * If ever, through a combination of card or game effects, it is impossible to take any Action, recall all Lackeys, then immediately end your turn.**
- * In the event of a tie, the Overlord with the higher Infamy Level wins. If there is still a tie, roll the die and the highest roll wins.**

Plots:

Bribe Politicians in Local Governments: *The Overlord that activates this ability may play an opposing Overlord's turn in their place. All rules apply as if it were the Overlord's own turn. All game effects take place as if the Current Overlord took the Action instead of the Overlord activating the Plot Ability.*

World Events:

A Wizard Casts a Love Spell: *The spell refers to the Player's chosen Overlord's gender. For example, Mistress Deepgills is female and Lord Aether is male. If a Plot effect or Act of Espionage would target all Overlords, Overlords of the opposite Gender are unaffected.*

Outsourced Jobs: *Lackeys may not be placed in an opposing Overlord's Lair.*

Stampede: *If the Adventuring Hero lands on a map tile with Fauna on it, place these Fauna in the Adventuring Hero's Headquarters. If a tile with more than one Lackey on it is targeted by this World Event, still only two Fauna resources will be placed on the tile.*

K. GLOSSARY

Active Overlord: The player whose turn it currently is.

Adjacent: One full side of a tile touches a full side of another tile. Corners touching do not count for adjacency.

Basic Resource: This can refer to any of the following: Conjure Ore, Fauna, Food, Scrap, SparkTech, Water, Wood.

Discard: When instructed to discard a Lackey or Resource, remove that Lackey or Resource from the game board and return it to the general supply.

Lackey: Individual Meeple tokens that the overlords use to Harvest Resources, Recruit additional Lackeys, and complete Plots.

L. CREDITS

David Zuckman — Concept Creator, Lead Designer

Christian Olsen — Designer

Marc Madrid — Designer

Marcus Schubert – Designer

Jonathan Bermudez – Designer

Jacqi Inouye – Lead Artist

David Rivera - Artist

Gustavo Rivera - Artist

Adam Bois – Rulebook Editor