ARMY OF DARKNESS
Non-collectible Card Game

Break out the boomstick and rev up the death coaster, it's time to kick some deadite derrière! Or if you're feeling EVIL today, it's time to gather the hordes and bury the goody little two-shoes in undead. Either way, you got to score the Necronomicon before you can claim ultimate triumph. In the end, it's all about that damn and damned Book of the Dead.

NEEDS

You'll need to gather at least one six-sided die to play this game. One for each player would be totally spiffy but we don't expect that much from your lot.

CHARACTERS

Each player steps into the two-shoes of one of the wild and wacky characters from the *Army of Darkness* movie. You can be Ash, Shiela, Arthur, or Henry. You'll notice that each has a special ability. Although not exactly like the movie, each also has a bad side. That's right, joining Evil Ash and Evil Shiela in the ranks of . . . well, evil is Evil Arthur and Evil Henry. Just an alternative view of how things might have gone. Also, it makes the game work better.

Each character is faced with a pile of undead during the game. Ugly, ravenous, unrelenting, and generally not-cuddly monsters out looking to get ugly, ravenous, unrelenting, and generally not-cuddly on any living thing nearby.

OBJECTIVE

In the crazy world of *Army of Darkness* winning ain't easy. That's 'cause they keep moving the target. Even so, your character must possess the Necronomicon to have any chance of winning. Naturally, everyone else around the table is going to be trying to take it from you.

While you are playing the good version of your character, you want to clear your monster pile and possess the Necronomicon. On the flip side, evil characters want to stack up their forces, gathering five monsters (call it an . . . army of darkness) in their monster pile, while possessing the Necronomicon.

Victory conditions are checked at the end of each player's turn. That means everyone else has a chance to shift that Necronomicon or do something else to keep the alleged victor from victory. And if the Necronomicon is shifted at the end of a player's turn, the shiftee cannot win until the end of his turn.

DA RULES

Stop us if you've heard this before. These rules apply in all situations when playing the *Army of Darkness* card game. Except when they don't 'cause a card contradicts them. Hey, they may not apply because you don't like them. That's fine too. You payed your dollars, you decide the rules. We're just letting you know what worked for us.

SET UP

Each player should select a character. Ash is going to go first so you'll probably want to argue over who gets him. Otherwise, we recommend forks at thirty paces to decide the issue. If Ash isn't selected (shame on you), draw straws, roll dice, or go with spitting for distance to determine who goes first. Each player starts with his character in front of him, good side face up.

Shuffle the remaining cards and place them face down in a draw pile in the center of the table.

Ash (or, if absolutely necessary, another first player) draws and discards from the deck until he draws a Monster. Discarded cards are played face up next to the draw pile. Ash places the first Monster drawn face up above his character card. This begins his Monster pile (Monsters are stacked in this pile with only the top one visible). Each other player, starting with the player to Ash's right (or, for the backwards groups, another first player), does the same.

Each player, starting with Ash (or . . . you get the picture), draws a five-card hand. Play starts with Ash (or . . . yadda, yadda, yadda).

Monster Stack

Deck   Ally Cards   Character Card   Item Cards
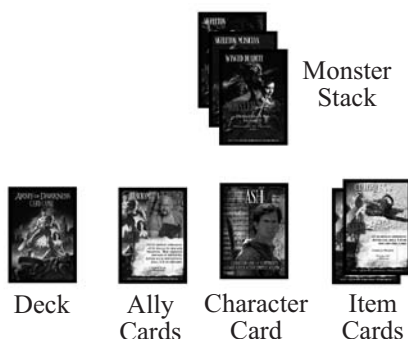
TURN SEQUENCE

During his turn, each player performs the following steps in order.

1. Draw a card from the draw pile.
2. Play one card from his hand.
3. Attack something (how *Army of Darkness*!).

Once these three steps are completed, play passes to the right.

DRAW A CARD

This action must be performed at the beginning of each player's turn. It's not hard and it gets you cool new cards to play with. When you draw the last card in the draw pile, shuffle the discard pile and form a new draw pile.

PLAY A CARD

This is another action that must be performed. If you can't play a card that's meaningful in any way, or just plain don't want to play a card, discard a card. In other words . . .

The playing of a card shalt happen after the drawing of a card. Thou shalt not proceed unto the playing of a card until thou hast drawn a card, and the playing of a card shalt follow the drawing of a card. Thou shalt not commence to attacking until thou hast first drawn a card and then anon played a card. The number of the card to be drawn and played is one. Two or zero shalt not be played nor drawn. Got it?

ATTACK SOMETHING

If you have any monsters in the pile in front of your character, you must attack something. Otherwise, you need not attack, but far be it from us to deny an *AoD* player the opportunity to attack if they want. You may attack the top monster in your pile, the top monster in any other pile, or another character.

Each monster requires a certain total to be defeated. Roll a die, add your bonuses, apply any penalties, and determine the result.

If the die roll as modified is equal to, or greater than, the total needed to defeat the monster, you stomped that sucker. Also, a roll of six always wins. Draw a number of cards equal to the monster's Victory rating. If any Items or Allies are among those cards, put them in play next to your character. Other cards are discarded. Then discard the monster card.

If the die roll as modified is less than the total needed to defeat the monster, that sucker stomped you. Also, a roll of one always loses. Choose a card from your hand and discard it. The monster stays on the top of the pile, leering at you smugly.

If you attack a character, you need an 8+ to defeat him. If you succeed, the target discards a card. If you fail, you discard a card. Now we're getting up close and personal. Usually good guys only attack bad guys but we don't want to get judgmental here. You do what you gotta do to win or have fun, right?

No matter who or what you attack, you may have to roll to keep certain cards after all the blood has been spilt. Do that after the carnage is over.

HEALTH

So, you're drawing a card and playing a card each turn. You're breaking even there. But if you get dea-dite-dusted, you lose a card. So the more you lose, the smaller your hand becomes. No biggie, right?

Wrong. The number of cards in your hand represents your health. When you run out (whether from a discard after a defeat or from playing your last card out of turn), you change. Good guys turn evil. Bad guys turn good. Turned characters switch their victory conditions. It's just so confusing sometimes, eh?

After discarding or playing your last card, immediately flip your character over to his or her new alignment and draw your hand back up to five cards.

ITEM CARDS

Item cards may be played to the side of your character card and their effects take effect immediately. A character may use only one weapon and one other Item at a time so pile the extra ones under the ones that are being used. The items face up and on top are the active ones. The ones underneath in the pile(s) are inactive. No modifiers or effects apply to inactive cards, and inactive cards provide no modifiers or effects.

You may switch between stacked Item cards at any time. You may, but need not, use an Item (if you are looking to lose a combat to . . . say . . . discard your last card and turn evil, you probably don't want to be behind the wheel of a death coaster).

Certain Item cards require a roll after they are used. Resolve all the effects of the Item use before making that roll. Success means you retain the card; failure is described on the card.

ALLY CARDS

Ally cards may be played to the side of your character card (we suggest you put them on the opposite side from your Items but we're neat freaks that way). They too start helping right away. A character may only use one Ally at a time, so stack up those bodies. Again, the Ally on top and usable is active. The ones underneath in the pile are inactive. No modifiers or advantages apply to inactive cards, and inactive cards provide no modifiers or advantages.

You may switch between stacked Ally cards at any time. You may, but need not, use an Ally.

All Ally cards require a roll after they are used to prevent a discard. Allies need not be used to prevent a discard; you can take the hit like a man instead. If the roll is a success retain the card; failure discards the card.

Arthur's bonus applies even to Allies who don't provide a bonus otherwise. For example, Arthur gains a +1 bonus for having the Peasants Ally even if the mud-muckers don't give any bonus on their own. Further, if Arthur gains more than one Ally (via the Goldtooth Ally card), each ally is enhanced and the bonuses are added together.

Allies may not be equipped with items. The Archer Captain is more effective when the character allied with him wields a crossbow.

MONSTER CARDS

Monster cards may be played on top of your character's pile or on top of another character's pile. The new Monster should cover all the previously played Monsters in that pile. Only the top monster in any pile may be attacked. The others got to get in line for their butt-busting.

Monster card stacks may not be reordered. They get cranky when they lose their place in line.

Monster cards have a Victory rating. That's the number of cards you draw after you defeat that nasty. If any of those cards are Items or Allies, play them next to your character (discard the rest). Treasure is good!

Many monsters are unaffected by certain cards. This means that advantages of those cards are ineffective. Also, bonuses granted by those cards are not included in any attack roll. Modifiers to those bonuses (such as those provided by character abilities) are also not included. For example, Henry's +1 bonus to

using swords would not apply if he attacks a sword-immune monster. Of course, he could switch to a non-sword, non-complex weapon at any time and regain both the weapon bonus and his character modifier.

EVENT CARDS

Event card are played and take effect. Then they are discarded. Except when they are not.

OPTIONAL RULES

For more chaotic play, match the danger and the benefits of the monsters. Instead of discarding one card after being defeated by a monster, discard a number of cards equal to the monsters Victory rating, to a minimum of one. Alignments should be shifting all over the place under this rule.

Also for added chaos, discard a card at random when defeated by an opponent instead of discarding a card of your choice. A hybrid can be used if the random discard is only used when defeated by another character.

To make all aspects of the game more difficult (and increase playing time), only allow a character to shift active Items or Allies after his card draw and before his card play.

Again making the game more difficult, try discarding all Allies when a character shifts alignment.

To make battling characters more "in your face," have the winner take a card at random from the loser and add it to his hand. Now you have an incentive to go picking fights with the other big dogs in the yard.

CREDITS

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www.edenstudios.net