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PR. EVIL

RULES OF PLAY



MISSION GUIDE

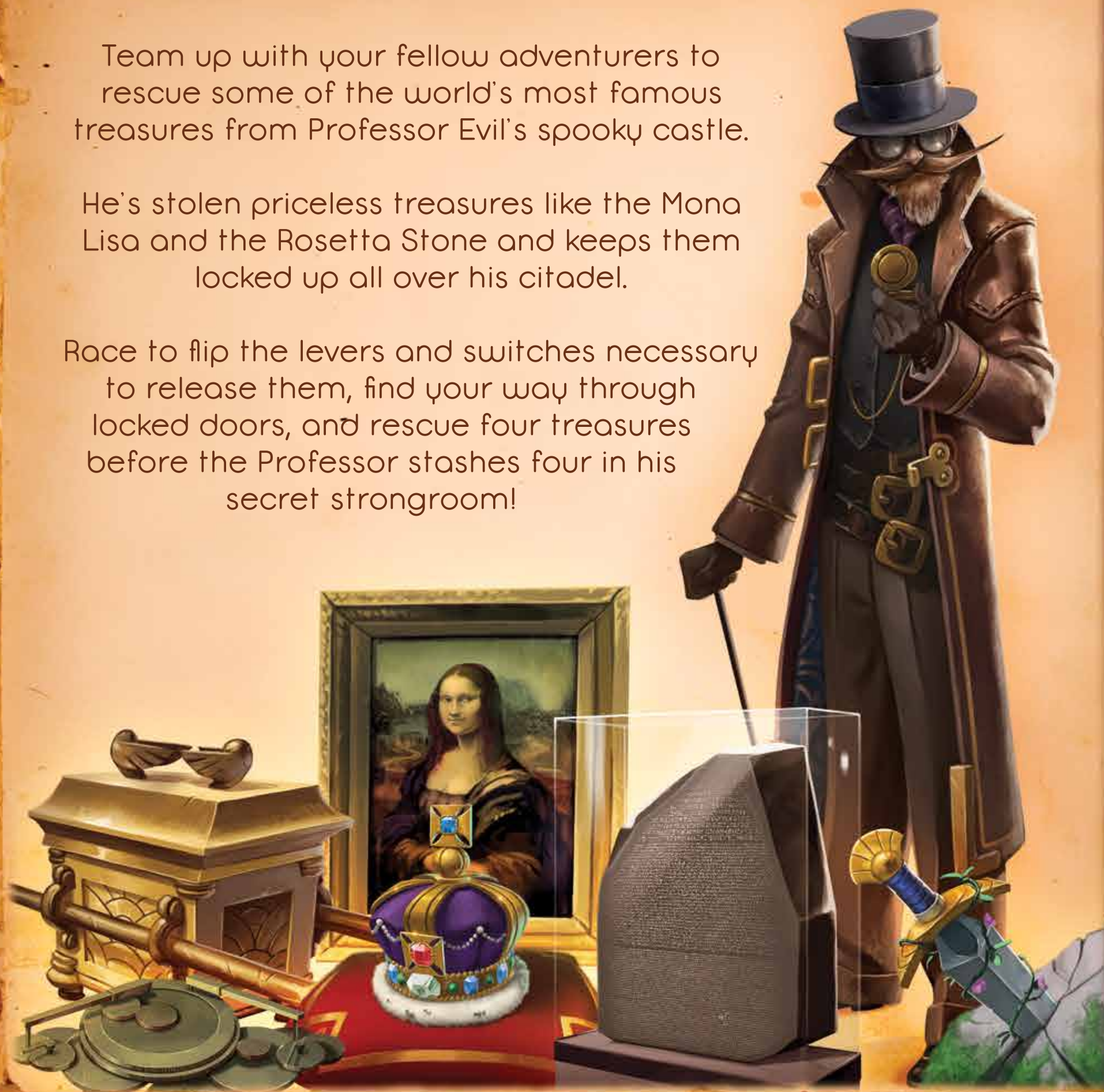
**TRAPS & SWITCHES HANDBOOK
MASTER CLOCKWORK MANUAL**

THE CITADEL OF TIME

Team up with your fellow adventurers to rescue some of the world's most famous treasures from Professor Evil's spooky castle.

He's stolen priceless treasures like the Mona Lisa and the Rosetta Stone and keeps them locked up all over his citadel.

Race to flip the levers and switches necessary to release them, find your way through locked doors, and rescue four treasures before the Professor stashes four in his secret strongroom!



GAME COMPONENTS



- A 1 game board showing the castle and the main clock
- B 5 character tiles
 - 42 cards:
 - C 30 action cards [5 decks of 6 cards]
 - D 12 room cards
 - 6 standees:
 - E 5 character standees
 - Nathan Goodspeed, Master of Movements
 - Edward Wyre, Lord of the Gears
 - Irene Elder, Queen of Time
 - Leroy Johnson, Ruler of Switches
 - Destiny Bradshaw, Mistress of Randomness
 - F 1 black Professor Evil standee

- 7 markers:
 - G 6 treasure markers [2 red, 2 green, 2 blue]
 - H 1 clock marker
 - I 18 locked doors
 - J 18 treasure tiles
 - K 12 switch tiles
 - L 3 dice [Professor, Color and Clock dice]

SETUP



PREPARING THE BOARD

- Place the game board in the middle of the play area.
- Put the Professor Evil standee in the Laboratory **1** and the clock marker on the space marked XII of the main clock. **2**
- Place a locked door on each of the 18 doorways. **3**

PREPARING THE SWITCHES

- Shuffle the 12 room cards in a pile, face down: this is the room deck. Place it face down next to the board. **4**
- Shuffle the 12 switch tiles and put them in a stack.
- Draw the first 6 room cards of the deck and place 1 switch tile in each room, with the OFF side face up. These switches are deactivated. **5**
- Draw the last 6 room cards of the deck and place 1 switch tile in each room, with their active side face up. These switches are operational. **6**

THE CASTLE IS PROTECTED BY:



PLACING TREASURES



For your first games, we recommend that you remove the treasures marked with 55 since these are particularly difficult to rescue.
For your next games, you can increase difficulty by adding these treasures. You can also remove the treasures marked 30.

Before starting the game, set up three treasure files as follows.

- Shuffle the treasure tiles and place them face down in a stack in the treasure space on the side of the board. **7**
- Reshuffle all 12 room cards, then place the deck face down on the side of the board.
- Flip the top room card face up, then reveal the top treasure and place it in this room.
- Place the **red** marker on the treasure tile. **8**
- Place the other **red** marker on the main clock of the board. To know where to place the red marker on the main clock, look at the number of minutes on the treasure tile and count clockwise **from the clock marker** (each space represents 5 minutes). **9**



The clock marker is on XII. Since the red treasure is a 45 minute treasure, it must be placed on space IX, 45 minutes after the current clock marker position.



After a few turns, the clock marker is on the IV space. You must now place a new 40 minute green treasure. You need to place the green treasure marker on the XII space, 40 minutes after its current position.

- Flip the next room card to place the next treasure (green), using the same process.
- Do it again for the third treasure (blue).
- **Do not** reshuffle the room cards to the deck.

Important:

At the beginning of the game, the clock marker is on its starting space (XII), but it will move forward as the game progresses. When setting up a treasure, always count clockwise from the **current** clock marker position.

CHOOSING A CHARACTER



Nathan Goodspeed is ready for action!

Each player chooses a character.

Place your character tile face down in front of you (the special power must not be visible, as it is not active for now).

Shuffle your action cards to form your action deck and place it face down next to your character mat.

Place your character's standee anywhere outside of the castle.

Put any unused character tiles, character standees and action cards back in the box.

HOW TO PLAY

Randomly decide who goes first. Play then continues clockwise. On your turn do the following things in order:

1. **Draw 2 cards:** Reveal the top 2 action cards of your deck.
2. **Take actions:** Take 3 actions and play 1 action card.
3. **Roll the dice:** Roll the dice to find out what the Professor does next, and how quickly time is running out!

At the end of your turn, pass the dice clockwise to the next player.

1. DRAW 2 CARDS

First, draw the top 2 action cards from your deck and look at them.

Read them to the other players, and then lay them face up.

When your deck is used up, shuffle all 6 of your action cards and place them face down to make a new deck.



Edward Wyre draws two action cards at the beginning of his turn.

2. TAKE ACTIONS

On your turn you may take up to 3 regular actions in the castle and may additionally use 1 of the action cards you revealed this turn.

The regular actions are: **move**, **unlock door**, **flip switch**, and **rescue treasure**. You may take three of these actions in any order, including taking the same action more than once.

At any time during your turn — before, between or after you take your regular actions — you may play **one of the two** action cards you drew at the start of your turn.

Read the card aloud to the other players and follow the instructions.

Afterwards, discard both action cards (for instance, play them face up at the bottom of your action deck).

- MOVE -

You can move into the castle from outside through the windows, into the Gallery, Library, and Ballroom. Moving from outside into the Gallery, Library, or Ballroom, or moving through an open doorway to an adjacent room, counts as one action.

However,

- You cannot move into the castle through the Entrance Hall. You're not actually *invited*.
- You cannot move into or through the room with the Professor.
- You cannot move through locked doors.
- You cannot move out of the castle, unless forced to.



You can enter the castle through any of these windows.

- UNLOCK DOOR -

If you use an action to unlock a door, remove a locked door marker from one of the three doorways of the room you are currently in, and put it aside.



Irene Elder spends an action to unlock this door, preparing the way for her partners.

- FLIP SWITCH -

Treasures are all protected by a series of traps. You must deactivate them by flipping OFF their switches.

If the switch in your current location is active, you can use an action to flip it OFF. Flip it over to its opposite side.

Note: In some instances, you might be able to flip a switch anywhere in the castle. This includes the room where the Professor is. In other words, the Professor does not prevent you from flipping the switch in his room.



Leroy Johnson spends an action to deactivate that LASER Switch.

- RESCUE TREASURE -

Each treasure shows 1, 2, or 3 different types of switch.

To rescue a treasure, all the switches of every type shown on the treasure must be OFF.

If you are in the same room as a treasure tile and all of the switches of all of the types shown on the tile are flipped OFF, you can use an action to rescue the treasure.

When you rescue a treasure,

- place the rescued treasure tile face-up in the 'Saved Treasures' space,
- **reactivate all of the switches depicted on that treasure,**
- recover the treasure markers.

After that, set up a new treasure by revealing the top treasure tile and Room card from the stack and deck beside the board. Place the treasure in the matching room, and then place the treasure markers from the previous treasure onto the tile and the main clock, just as you did during setup.

Example: The Crystal Skull is protected with 3 saws (grey), 1 datapad (blue), and 2 lasers (red). All of these switches must be turned OFF to access the treasure.



Once the treasure has been recovered, these 6 switches are immediately reactivated.

3. ROLL THE DICE

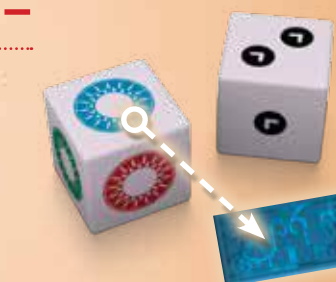
At the end of each player's turn, the Professor takes a turn. Pick up and roll all three dice.

- The combination of results of the white Professor and Color dice tells you what the Professor does next.
- The result of the black Clock die tells you whether to move the clock marker forwards one or two steps at the end of the turn.

- PROFESSOR & COLOR DICE: WALK -

If the Professor die shows 1, 2, or 3 chevrons, the Professor walks that number of steps through adjacent rooms in the castle. The Color die tells you which doors he moves through (see below).

On each step, move the Professor through the door in the Professor's current location matching the Color die. To identify that door, check the color of the carpet that is in front of it.



The Professor die shows 2 chevrons and the Color die is blue. The Professor therefore walks through 2 blue doors (identified by the blue carpet in front of them).



The Professor die shows 3 chevrons and the Color die is red. The Professor therefore walks through 3 red doors (identified by the red carpet in front of them). The first door was unlocked, so he locks it again. In the second room, the switch was off, so he turns it back on. Last not least, in the third room, Destiny Bradshaw must flee the castle: she places her standee back outside.

• Doors: "I'm pretty sure that door was closed."

Whenever the Professor moves through an open doorway, he locks it. Place a locked door marker, taken from the Professor's supply, on the doorway. The Professor can always move through locked doors. He's home, after all.

• Switches: "You can never rely on machines!"

If the Professor moves into a room with a switch that is OFF, he flips it to its active side.

• Characters: "Is anyone there?"

If the Professor moves into an occupied room, all of its occupants must flee the castle to avoid being found. Place these standees back outside the castle.

- PROFESSOR & COLOR DICE: SECRET PASSAGE -



If the Professor die shows the secret passage symbol, move the Professor immediately to the room with the treasure matching the Color die. Then, the Professor locks all doors of this room, flips the switch in this room to its active side, and chases off any character from that room (see above).

- PROFESSOR & COLOR DICE: TIME -

If the Professor die shows 5 or 10 minutes, the Professor does not move, but he gives you less time to rescue one of the treasures. The Color die shows you which treasure is affected.



Move the treasure marker of that color one step counterclockwise.



Move the treasure marker of that color two steps counterclockwise.

If a treasure marker ends up on the same space as the clock marker or even further, then it is lost (see Losing a Treasure).

- CLOCK DIE -



Finally, look at the black Clock die. If the die shows a single clock face, move the clock marker 1 step clockwise on the main clock to show that you are running out of time! If the die shows two clock faces, move the clock marker 2 steps clockwise instead.

If the clock marker ends up on the same space as a treasure marker or even further, then that treasure is lost (see Losing a Treasure).

CLOCK AND TREASURE MARKERS

- LOSING A TREASURE -

If the clock marker ever moves clockwise onto or past the same space as a treasure marker, or a treasure marker ever moves counterclockwise onto or past the same space as the clock marker, the Professor immediately stashes that treasure in his secret strongroom!

When this happens, immediately place the treasure tile matching the treasure marker on the side of the board next to the 'Lost Treasures' space, and remove the matching treasure markers from the main clock and board.

Then, set up a new treasure by revealing the top treasure tile and room card from the stack and deck on the side of the board. Place the treasure in the matching room, and place the treasure markers from the previous treasure onto the tile and the main clock, just as you did during setup.

- HAVING AN IDEA -

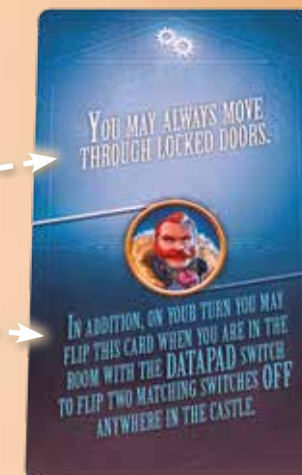
If the clock marker ever moves onto or past one of the "idea" icons (at the '15 minute' and '45' minute positions), one player will be allowed to flip their character tile UP to reveal the side with their special power. When this happens, the players can decide together which player's character tile gets flipped.



While a player's character tile is flipped up, that player gains two new powers:

- An ability that the player may use on all of their subsequent turns.
- A powerful action that they make take once on their turn by flipping his character tile down

When a player takes the powerful action he must flip his tile and so also loses the ability. However, the same tile may be flipped again later in the game if the clock marker moves onto or past one of the "idea" icons and the group decides to flip this tile.



Note about adjacent rooms: Before taking actions, Nathan Goodspeed can move to a room "adjacent" to the Professor. Rooms are considered **adjacent** when they are connected to each other by a doorway (whether the door is locked or not).

END OF TURN

At the end of your turn, pass all the dice clockwise to the next player.

END OF THE GAME



The players all win — and the Professor loses! — **if the players rescue 4 treasures before the Professor wins.**

The Professor wins — and all players lose! — **if the Professor stashes 4 treasures in his secret strongroom before the players rescue 4 of them.**

The Professor is defeated!