

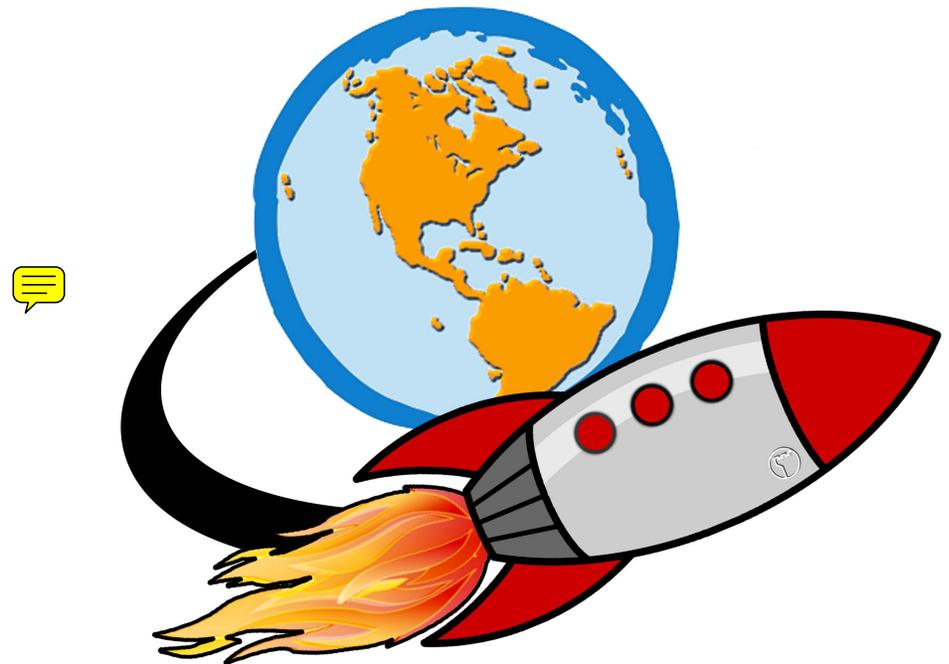


Turn summary

- Step 1:** *You* refill your hand up to your hand size, which may include *one* rocketship component of your choice from the Scrapyard. You may discard your current hand before refilling it, but if you do, the only action you may take in step 3 is to play rocketship cards.
- Step 2:** *You* trade cards from in play or hand (using randomizer value or color) with one player. Instead of trading with a player, you may trade a card from your hand to the discards (rocketship bits to Scrapyard), then draw a card from the deck or take a Scrapyard card.
- Step 3:** *You* put cards in play in front of your nation and may begin or modify a rocketship. Any card with two or more nations *not* being played counts as a wild card. *Any player* may use cards in front of their nation or play cards from their hand.
- Step 4:** *Anyone* may try to launch any viable rocketship. Chance of successful launch is based on rocket engine type and quantity. If the top card of the deck has the listed random value or less, the launch is a success, otherwise it crashes. All launched or crashed rocketship components go to the Scrapyard. Keep track of any Victory Points you have gained.



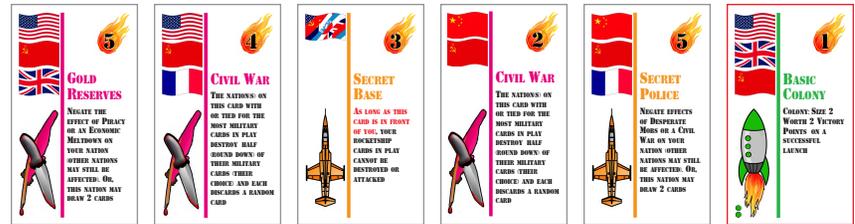
END OF DAYS™





Example of play

Here's a simple turn. It is the USA's turn and they have the following setup:



↑ Their hand: ————— ↓ draw ↓



↑ Their nation: — play ↑ Launch site 1: — play

Step 1: USA has 5 cards in hand, draws (the **Basic Colony** card) up to the USA's hand limit of 6.

Step 2: USA can't use the **Civil War** or **Secret Police** in their hand, and tries to trade, offering an 'orange card' to France or a 'orange or purple card' to the USSR. Neither takes the USA up on the offer. Trading ends.

Step 3: USA puts two cards into play, a **Secret Base** in front of their nation, and a **Basic Colony** at their first launch site. This gives them a launchable rocketship. Knowing that the USA can now launch, any player can try to mess with it. After a bit of inter-player bickering, the USSR uses an **Espionage** card to destroy the Secret Base and then France uses a **Piracy**, which steals the USA's **Basic Colony**.

Step 4: The USA no longer has a viable rocketship, and cannot attempt to launch. The USA's turn ends.

End of Days™ v1.0

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Strategy

It's the end of the world. *And nice guys finish last.* You are going to have to get your hands dirty if you plan to win. There are 20 Rockets, 13 Habitat and 12 Colony modules in the game. There *will* be competition for them. So, there is a good chance you'll have to trade for them, steal them or blow them up to keep other nations from using them, and this will often mean Sanctioning yourself. It's either that or wave good-bye from the ground as your rivals moon you through their portholes as they head for a new life on Mars.

If you are in the lead, sabotage enemy rockets. If you are behind, get a viable rocket by any means possible. You have no friends, only enemies and potential enemies. Goad other players into attacking someone else's rocket in hopes of making them use up cards they might otherwise use to attack *your* rockets.

Trash talk

It's the Cold War. Use inflammatory rhetoric and bad accents whenever possible. Terms like 'Commie bastard' and 'Capitalist pig' are especially useful. Beat a shoe against the table and say 'We will bury you!' If you have a successful launch, gloat from orbit.

Doomsday Scenario

Date: 1966

The height of the Cold War, the early days of the Space Race. International astronomers discover a massive asteroid hurtling towards the inner solar system...and an eventual, inevitable collision with Earth.

Your job:

1. Build rockets to get a chosen few of your people safely to Mars
2. Sabotage the projects of your enemies
3. Do not start a cycle of retribution that results in the extinction of humanity

What you get

End of Days is the rules and the cards. That's it. There are 120 cards in the deck, plus 7 nation cards, 2 rule reference cards and 1 turn marker. **End of Days** can be played with 2 to 7 players, but it plays best with 3 to 6. Now, on to the rules!





The Cards

End of Days is fast to play and easy to learn. Most of what you need to know is on the cards, but the cards have some basic info and cues that you need to know.

Nation cards:

Each player represents a nation. You have a 'hand size', which is what you refill your hand to on your turn, a 'nation size', which is how many non-rocketship cards you can have in play, and 'rockets', which is how many rockets you can be building at one time.

Example: The United States has a hand size of 6 (they refill their hand up to 6 cards each turn), a nation size of 6 (they can have no more than 6 non-rocketship cards in play) and can be working on up to 3 rocketships in separate construction projects (each of which might have up to 3 different types of rocketship modules involved).

Note: If a rule refers to 'cards in play', it means the total of *all* card types in play in front of a player. If a rule refers to a specific card type, it will be mentioned, like 'military' cards.

UNITED STATES

HAND SIZE 6

NATION SIZE 6

ROCKETS IN PLAY 3



If the value of the card revealed is **more** than your rocket's liftoff chance, well, your rocketship was fueled with fail. It blows up on launch, goes off course, has a life support failure, or crashes into Mars in a giant fireball. *Oops.* All other players get the warm glow of schadenfreude. Discard all the modules of the failed ship (to the Scrapyard). Whether successful or not, put the revealed card from the deck into the discards (or Scrapyard if it was a rocketship component).

Whether or not a launch was successful, all rocketship components go to a separate discard pile called the Scrapyard, which players may rummage through as part of refilling their hand in step 1.

End of the round

After each player has taken a turn, the first player rotates the turn marker to the next turn (or flips it over as needed), and the turn sequence repeats.

End of the game

When the 'Last turn!' is the current turn, the game ends when the last player has taken their turn. Any rocketship still on the ground at the end of the game will be destroyed when the Earth is. After the last player's last turn, whoever has the highest score (if any!) is the winner. It is possible players can be tied for victory. It is also possible that the game ends with humanity being completely wiped out!



Military/espionage: These are how you defend your rocket and attack the rockets of others. Keep an eye on Sanction cards (grey bar at bottom). Whenever you **use** a Sanction card, do not put it in the discards. Instead, flip it over. It still occupies a spot in front of your nation, but it has no effect. **You cannot get rid of it except by card effects that say to discard face-down Sanction cards.** A Sanction card still sanctions a player even if negated (it's the thought that counts).

- Launch:** Any player with a viable rocketship at this time may try to launch it. You do not have to use all rocket components at a particular launch site, and leftovers can be part of a new rocket built at that site. No one can play cards from their hand or use **Military** or **Espionage** cards in play in this step. In order to be launchable, a rocketship can only use components that were at that construction site when you announce the launch.

Find the liftoff chance of your rocketship using the **best** chance for your rocketship's configuration, then reveal the top card of the deck. If the value of that card is equal or less than your rocketship's liftoff chance, your rocketship gets off the ground and (eventually) gets to Mars in one piece. You get Victory Points equal to the modules in the rocketship that grant or modify them. Some modules **can** affect the Victory Points of **other** players.

All other cards share some common traits.

Flag: A nation may only play or put in front of them cards that have their flag on it. The stripey flag is a wild card, and any nation can play them. **In addition,** some cards will also state that they can only be played *against* a nation whose flag is on the card. *If your nation isn't on the card, you probably can't use it.*

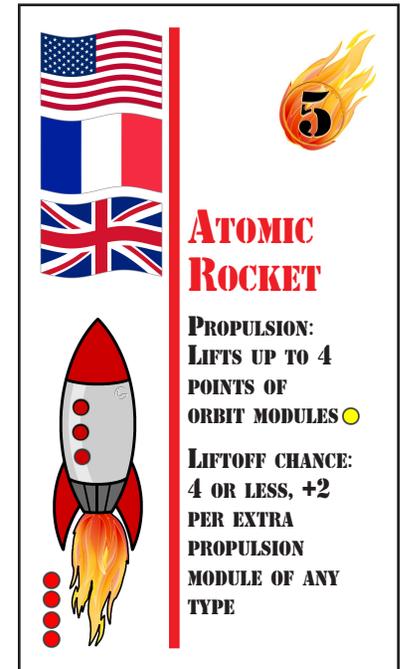
Note that the flags for the Soviet Union and the People's Republic of China have similar color schemes. Check your cards if you play one of these nations.

Color: All cards have a color code and icon. Rocket components have a rocket, **military** cards have a jet, and **spy/diplomacy** cards have a pen and dagger. The color code is also used for trade purposes.

Red - Propulsion module
Yellow - Orbit modules
Green - Colony modules

Orange - Military
Purple - Spy/Diplomacy
 Grey bar - Sanction

Value: All cards have a number in the upper right corner. This is used for trade purposes and random number generation.





Before we go any further!

End of Days has a few keywords to remember:

Scrapyard: A special discard pile just for rocketship bits.

Destroy: Take whatever card in play is being targeted and put it in the discard pile or Scrapyard.

Negate: Counter the effects of a card as it is being used. This can affect the card as a whole, or just the part that is affecting you.

Attack: After determining what is being attacked, reveal (and then discard) the top card of the deck for each attack. If its value number is 4 or more, you destroy the target (as for the **Destroy** keyword).

When you use a card to attack, negate or destroy something, it is used up and goes to the discards. **Cards that do anything active are used up in the process.**

Timing!

End of Days has a simple rule about how cards interact with each other. The only time cards can be used is in step 3 of the turn. When someone plays a card or uses a card in play, **everything stops until that card has resolved.** The only thing other players can do is to play a card that Negates the card being used, and this must be done **before** that card has done anything like check to see if an attack was successful. If there is a question of who declared a card first, start with the current player and go clockwise to see which goes first.



You can only have as many **military** or **espionage** cards in front of your nation as your nation size. If your nation is full, you have to use or discard a card from in front of your nation to make room.

Hint: Cards in play in front of you is a way to empty your hand so you can draw more cards, and to show your enemies certain cards to act as a deterrent.

Free-for-all continues until people run out of steam, the current player done putting cards in play and all players finish using cards in play or from their hand.

Building a rocketship: A nation can be building one or more rocketships. Rocketship cards are separate from cards in front of a nation and **do not count towards your nation limit.** Each rocket under construction is separate and once a module is laid down, it cannot be moved to a different one of your rocketships. You **can** trade modules in play with another player, and they can be transferred to any of your rocket projects.

Rocketship modules can be built in any order, and **a rocket can have more than one of each module type.** It takes at least one **propulsion**, **orbit** and **colony** module to have a rocket you can launch, with **propulsion** module(s) with a total rating equal or greater than the **orbit** module(s), and **orbit** modules with a total rating equal or greater than your **colony** module(s). Think **red** \geq **yellow** \geq **green**.



3. **Free for all:** The only time a player can put cards from their hand into play is on this step on *their* turn. But, *anyone* can play **military** and **espionage** cards from their hand or use such cards that are already in play in front of their nation. The most important thing to remember about this step is that the current player always has priority. They always have a chance to put cards from their hand into play before anyone else can use cards, and after they do so, they have first shot at using these cards or playing card effects directly from their hand. Aside from that, the normal timing rules apply.

Some cards can only be used if they are in front of you, and some can only be played from your hand, so read the card! Remember that you can only play a card from your hand if it matches your nation, has a wild card flag or counts as a wild card. In addition to the wild card flag, a card with two or more nations that are *not being played* counts as having a wild card flag. So, if the USSR and China are not in the game, a card with both these nations on it counts as a wild card. It might help if you put the nations *not* in play where everyone can see them.

Note: You can use any card in front of you, even if it does not have your flag on it. So, a player can trade you a card that *they* put in play, and once it is in front of you, you *can* use it!



Example: If someone uses a Nuclear Missile on you, you may *not* respond by launching a Nuclear Missile back at them. Their Nuclear Missile has its full effect, and *then* you get to respond. You could, however, respond to a Nuclear Missile with an Anti-missile, since the Anti-missile says that it *negates* a Nuclear Missile.

If a card does multiple things, like 'Attack 3 targets', you do each thing separately, and the targets of later actions can be adjusted because of the results of prior actions. A card can be conditional.

Example: The Nuclear Missile can attack up to three cards, but the attacks cannot be split between multiple rocket projects. With those three attacks, you could attack a target, and if not successful, attack that target again or decide to attack a different target.

If a card has conditional terms on it, like 'do X unless someone does Y', then any Y conditions must be *completely* met to avoid the X.

Example: If a card says to destroy something 'unless that player gives you 2 cards', and they only have 1 card, then you get to destroy something.





Starting the game

Separate out the Nation cards, the turn marker and one Kerosene Rocket, one Basic Habitat and one Basic Colony with the wild card flag. Shuffle up the rest of the cards. Use any method you like to determine who chooses their nation first. Deal each player a number of cards equal to their hand size. Put the three rocketship components out as a starting Scrapyard.

The player who chose their nation last goes first, and play goes clockwise. Put the turn marker in front of the first player with 'Turn 1' at the top. Each time play passes to this player, rotate or flip it to the next turn.

Turn Sequence

Each player's turn has up to 4 steps:

1. Refill hand
2. Trade
3. Free for all
4. Launch!

1. **Refill hand:** If the number of cards in your hand is less than your hand size, draw cards from the deck to refill your hand up to your hand size. If there is a Scrapyard, you may take *one* card of your choice from it as part of refilling your hand. You may discard your hand before drawing, but if you do so, you may not play anything but rocket components in step 3. If the deck runs out, shuffle the discards *and* the Scrapyard together and reuse them.

2. **Trade:** Trade is *very* important, and has a few rules:

- a. You may make only **one** trade on your turn, but a trade with a Nation can be for more than one card. You **can** make several offers and see who offers you the best deal.
- b. You can trade cards in play and/or cards in hand with other Nations, or you may trade one card from your hand to the discards (rocketship bits to the Scrapyard), in exchange for a random deck draw or card of your choice from the Scrapyard.
- c. Only cards in play are known during a trade. All cards in hand are traded only by quantity, **total** value (number in upper right), **and/or** color(s). **Failing to do so invalidates the offer and that player may not trade for the rest of the turn.** You may not hint at what cards are or otherwise try to specify exactly what a card in your hand is for trade purposes.
- d. It is assumed that any card you trade can be used by that player. A trade is only valid if this is the case. So, check any cards you just got in a trade.
- e. **You cannot lie.** What you trade has to be what you say you are trading.
- f. Cards traded stay in the zone they were traded from. Cards in hand go to the other player's hand. Cards in play go to in front of the other player (cards from the Scrapyard or deck go to hand).

