

TURN sequence

1. Using cards from the top of the main deck, refill the Line-Up to 5 cards. The active player reads each Mayhem as it enters the Line-Up. After each one has been resolved, replace it.
2. “Start of turn” effects happen now.
3. In any order, you may take the following game actions, as long as they are available:
 - a) Play a card from your hand, accumulating any Power from that card.
 - b) Buy a card with cost equal to or less than your current Power, immediately placing it into your discard pile. (Any leftover Power remains for potential additional card buying this turn.)
 - c) Use an Activate ability ✨ on a card you control.

NOTE: With simpler cards (such as a **Glyph** or **Fizzle**), you can usually fudge it and play them from your hand all at once, but as your deck gains more **ATTACKS** and advanced abilities, you’ll find it can matter which order you play your cards in.

END OF TURN

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Draw 5 cards from your deck.
6. If the top card of the Legendary Devil stack is face down, flip it face up and resolve the new Legendary Devil’s **GROUP ATTACK**.
7. The next player starts their turn.

Do not shuffle your discard pile and make it your new deck just because you have no cards in your deck. Wait until you must draw, play, discard, or reveal a card from your deck. Then shuffle your discard pile, and it becomes your new deck.

END OF GAME

The game ends during a player’s end of turn if any of the following conditions are met:

- There are not enough cards in the main deck to refill the Line-Up.
- The Dead Wizard Token stack is empty.
- The Legendary Devil stack is empty.

Return all **ONGOING** cards you have in play, all cards in your hand, and all cards in your discard pile to your deck. Then, players total up the Victory Points ★ on cards in their deck. Dead Wizard Tokens and **Burning Limp Wand** cards you own will subtract Victory Points (VP) from your total.

The player with the highest VP total is the new Annihilageddon Tournament Champion! In case of a tie, the tied player with more Legend cards wins. If there is still a tie, the tied player with the fewest Dead and Damned Wizard Tokens wins.



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1

2

1

2

A two-panel comic strip. Panel 1 shows a man with a long nose and a woman with a large belly being attacked by a red devil. Panel 2 shows the devil laughing and holding a pentagram.

A two-panel comic strip. Panel 1 shows a man with a long nose and a woman with a large belly being attacked by a red devil. Panel 2 shows the devil laughing maniacally.

A two-panel comic strip. Panel 1 shows a man with a long nose and a woman with a large belly being attacked by a red devil. Panel 2 shows the devil laughing maniacally.

OVERVIEW

The annual Annihilageddon Tournament has gone to hell, and it has brought back Demons and Devils to party! And by party, we mean they'll disembowel you and your friends and have their way with your sexy corpses! Not even the ground erupting with fire and lava has halted the loads of gullible Wizards from fucked-up realms from congregating in the battle pit to prove their mastery over the Glyph magics. Gain Demon-possessed cards to grow your deck and fuck your opponents over by subjugating Legendary Devils before they do!

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332 Game Cards

30 Glyph Starter Cards
15 Fizzle Starter Cards
5 Satanic Wand Starter Cards
5 Satanic Glyph Starter Cards
5 Little Pot o' Gold Starter Cards
1 Lucky's Lucky Wand Starter Card
1 Enslave-'Em-All Ball Starter Card
26 Mayhem Cards
106 Treasure, Creature, Wizard, Location, and Spell Cards

18 Satan's Taint Cards
49 Demon Cards
15 Legendary Devil Cards
16 Wild Magic Cards
16 Burning Limp Wand Cards
14 Familiar Cards
10 Spellbook Cards

Everything Else!

10 Oversized Wizards
(Compatible with Previous *Epic Spell Wars* Card Games!)
42 Dead Wizard Tokens
5 Hit Point Tokens
10 Damned Wizard Tokens

4 Hot Hot Goo Tiles
1 Satan's Salute Standee
15 Beelze-Butthole Tiles
1 Rulebook
1 So You Want to Be Satan: A Guide to Being Evil

SETUP

1. Oversized Wizards and Starting Decks

Each oversized Wizard in the game has a corresponding Familiar and Spellbook.

Each player is dealt 2 random Wizard Ability Tiles and 2 random sets of Familiar and Spellbook cards (each set should be for the same oversized Wizard). Choose 1 tile and 1 Familiar-Spellbook set, then place them text-side down in front of you. Place the other tiles and Familiar-Spellbook sets back in the box. Take the oversized Wizard that corresponds to your Familiar and Spellbook.

NOTE: Promo Familiars and Spellbooks allow you to play as popular Wizards from various *Epic Spell Wars* spellcrafting and **ANNIHILAGEDDON** card games. If you don't have the named oversized Wizard or are missing a Familiar or Spellbook, you may mix and match your oversized Wizard, Familiar, and Spellbook.

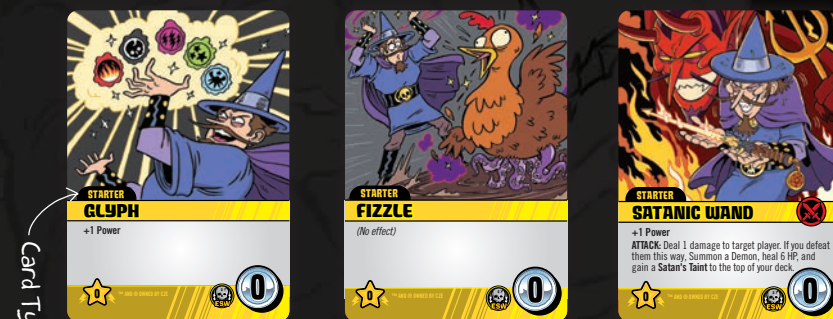
Place the Familiar and Spellbook you chose face up under your Wizard card. It's best to have the text and cost visible so you and your foes can see your card. Your Familiar and Spellbook are special cards that only you may buy during the game. Flip your Wizard Ability Tile text-side up and place it on or next to your Wizard card. Your Ability Tile gives you a strategic advantage of some sort.

Lastly, grab a small skull Hit Point Token and place it on the 20 on your Wizard card. Each Wizard starts the game at 20 HP.

Each player begins with a starting deck of 6 **Glyph** cards, 1 **Satanic Wand** card, and 3 **Fizzle** cards. You will use your **Glyph** and **Satanic Wand** cards to buy more powerful cards to add to your deck, improving it as the game goes on. **Fizzle** cards don't do anything for you when drawn or played, so it's best to get rid of them as soon as possible (more on how to do that later).

NOTE: In games where the players decide to exclude Satan (which is totally fine!), players are encouraged to replace 1 of their 6 starting Glyphs with a Satanic Glyph if the players still want Demons to be part of the action!

TYPES of CARDS



Card Type

STARTER CARDS



Card Name

Set 3 Tag

Victory Points

Cost

WIZARD

CREATURE

SPELL



TREASURE



MAYHEM



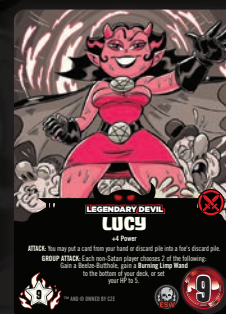
FAMILIAR



LOCATION



SPELLBOOK



LEGENDARY DEVIL



DEMON



SATAN'S TAINT

ATTACK Icon

DEFENSE Icon

Location Icon

2. The Main Deck

Most of the cards that you will add to your deck as the game progresses come from the main deck. Shuffle the main deck and place it in the middle of the table. Non-Legend, Creature, Spell, Treasure, Location, 4 specific Familiars, and Mayhem cards are shuffled into the main deck. (There are cards that are gained with an Ability Tile or card that are not shuffled into the main deck: **Little Pot o’ Gold** and **Lil’ Buddies**.)
NOTE: While Familiar cards typically don’t go in the main deck, the **Adam** and **Steve** Familiar cards are an exception. All 4 cards (2 copies of each) ARE shuffled into the main deck.

3. The Legendary Devil Stack

The depths of hell are stacked with the most skilled tormentors of the **Epic Spell Wars** realm. Defend against their GROUP ATTACKS and you may survive long enough to defeat them. Pay their pricey toll to focus their persecution towards your opponents and leave you the fuck out of it. The more players in the game, the fewer Legendary Devils are used. This chart shows how many we recommend you to use, but feel free to do what’s most fun for you!

Hell’s Pulsating Asshole is always added to the top of the Legendary Devil stack, and **Asmodeus** is always added to the bottom of the Legendary Devil stack.

- 2 Players = 8 Additional Legendary Devils
- 3 Players = 7 Additional Legendary Devils
- 4 Players = 6 Additional Legendary Devils
- 5 Players = 5 Additional Legendary Devils



4. The Line-Up

After shuffling the main deck, place the top 5 cards into the Line-Up. Place each Mayhem that appears in this initial Line-Up into a space that will be the destroyed pile for the game. These Mayhems are NOT resolved. Replace each Mayhem that you remove this way until there are no Mayhems in the Line-Up.

5. The Demon and Satan’s Taint Decks

Shuffle the Demon deck and place it above the main deck. Because the Demons are not bought with Power, do not reveal the top card of the Demon deck, as they will be gained through other means.

Then, shuffle the Satan’s Taint deck and place it near the Demon deck. Like the Demon deck, Satan’s Taints cannot be bought with Power, so keep them face down.

6. The Stacks

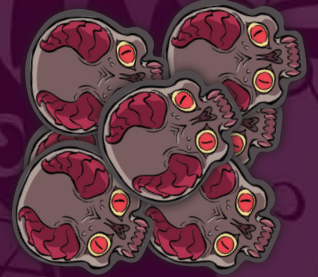
Next, place the **Wild Magic**, **Legendary Devil**, and **Burning Limp Wand** stacks at the end of the Line-Up. You may want to turn these stacks perpendicular to the Line-Up so that everyone can reach them. You will use all 16 **Wild Magics** and all 16 **Burning Limp Wands** each game. **Wild Magics** are always available to be bought during your turn. **Burning Limp Wands** are never bought; they are gained only through unfriendly card effects. The main deck, Demon deck, Satan’s Taint deck, Legendary Devil stack, **Wild Magic** stack, and **Burning Limp Wand** stack are not part of the Line-Up.

Next, mix up the Dead Wizard Tokens. Randomly select 5 per player in the game and place them into a facedown stack next to the Legendary Devil stack. Remove the remaining tokens from the game without looking at them.

Lastly, mix up all the Damned Wizard Tokens and place them in a facedown stack on the other side of the Legendary Devil stack.

NOTE: You may increase or decrease the exact number of Dead Wizard Tokens and Legends to affect game duration slightly. For example, while 8 Legendary Devils and 5 DWTs per player is a standard 4-player game, you can increase both by 50% (12 Legendary Devils and 8 DWTs per player) for an extended version of the game (not for the faint of heart or short on time).

THE STACKS



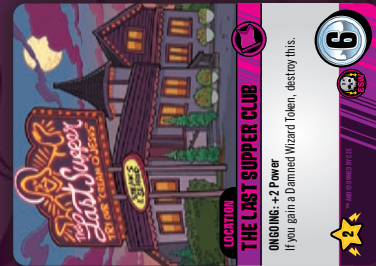
SATAN’S TAINT DECK



DEMON DECK



THE LINE-UP



Once you have arranged the main deck, Line-Up, Demon deck, Satan’s Taint deck, and the stacks, it will look something like the above. Your opening cards in each Line-Up will vary.

GAMEPLAY

We suggest a player take on the Satan role if there are at least **3 players**. But, it's your game... do what you want, see if we fucking care.

If there is a Satan player, they go first (and give them **So You Want to Be Satan: A Guide to Being Evil**).

If no player possesses the massive sack or vag to play as Satan, first replace your pathetic group of “friends,” then swap out 1 of each player's starting hand **Glyphs** with a **Satanic Glyph**. The most demonic player goes first. Each player begins by shuffling their deck and drawing 5 cards. Players take turns in clockwise order. You take your turn by playing cards from your hand face up for all players to see. This generates Power (the “currency” of the game) and other effects.

Each turn, you may buy cards from the Line-Up, the Legendary Devil stack, your Familiar, your Spellbook, and/or the **Wild Magic** stack to improve your deck. Cards you buy or gain are always immediately placed into your discard pile, unless you are instructed otherwise. Discard piles are always face up. Soon they'll be shuffled into your deck, and then you'll be drawing these newer, more powerful cards into your hand so you can play them. Buying powerful cards builds up the effectiveness of your deck. That's why it's called a “deck-building game.”

You can buy any number of available cards with combined cost less than or equal to the amount of Power you have for the turn. For example, your **Glyph** cards each give you **+1 Power**. If you draw 4 of them and no other cards with any Power bonuses, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even 2 cards each with cost 2, assuming these options are available. **Wild Magic** cards are (usually) available if the cards in the Line-Up are too expensive, and you may buy more than 1 during your turn if you wish. You may simply end your turn if you cannot buy or do not wish to buy any cards.

Order of Playing Your Cards

On your turn, you get to play the cards in your hand in the order of your choice. When you play a card, its game text resolves immediately. When you play a card that has an Activate icon ✨, instead of resolving all of the card's game text immediately, the card's Activate ability may be resolved at any time during your turn, once.

When you have played all the cards you wish to play at that time, total up the Power you have accumulated and buy what you wish to buy from the Line-Up or the **Wild Magic** stack. You do not have to play all of the cards in your hand before you start making purchases if you don't wish to. You may play additional cards even after making purchases.

Turn Sequence

- Using cards from the top of the main deck, refill the Line-Up to 5 cards. The active player reads each Mayhem as it enters the Line-Up. After each one has been resolved, replace it.
- “Start of turn” effects happen now.
- In any order, you may take the following game actions, as long as they are available:
 - Play a card from your hand, accumulating any Power from that card.
 - Buy a card with cost equal to or less than your current Power, immediately placing it into your discard pile. (Any leftover Power remains for potential additional card buying this turn.)
 - Use an Activate ability ✨ on a card you control.

NOTE: With simpler cards (such as a **Glyph** or **Fizzle**), you can usually fudge it and play them from your hand all at once, but as your deck gains more **ATTACKS** and advanced abilities, you'll find it can matter which order you play your cards.



Activate Icon

End of Turn

- Announce that you are ending your turn. Your turn is now over.
- Place any cards remaining in your hand into your discard pile.
- Resolve any “at the end of your turn” effects.
- Place all the cards you played into your discard pile. Any unspent Power is lost.
- Draw 5 cards from your deck.
- If the top card of the Legendary Devil stack is face down, flip it face up and resolve the new Legendary Devil's **GROUP ATTACK**.
- The next player starts their turn.

Sample Turn Sequence

After shuffling your starting cards, you draw a hand comprised of 4 **Glyphs** and 1 **Fizzle**. You can play the 4 **Glyphs**, generating a total of 4 Power. This is sufficient to purchase **The Hive** from the Line-Up. Once purchased, place it in your discard pile. The **Fizzle** card does not provide any additional Power. After playing all your cards and spending the generated Power, your turn ends.



END OF GAME

The game ends during a player's end of turn if any of the following conditions are met:

- There are not enough cards in the main deck to fill the Line-Up.
- The Dead Wizard Token stack is empty.
- The Legendary Devil stack is empty.

Return all **ONGOING** cards you have in play, all cards in your hand, and all cards in your discard pile to your deck. Then, players total up the Victory Points ✨ on cards in their deck. Dead Wizard Tokens and **Burning Limp Wand** cards you own will subtract Victory Points (VP) from your total.

The player with the highest VP total is the new Annihilageddon Tournament Champion! In case of a tie, the tied player with more Legendary Devil cards wins. If there is still a tie, the tied player with the fewest Dead Wizard Tokens wins.

ADDITIONAL RULES

Oversized Wizards, Familiars, and Spellbooks

The oversized Wizard you play as comes with a Familiar and a Spellbook card. Those Familiar and Spellbook cards are placed face up under your Wizard card, but leave their text and cost visible, so you can plan for it. Many Familiars and Spellbooks will guide you towards a certain strategy. For example, a Familiar might reward you for having high cost cards in your deck, or a Spellbook may reward you for paying HP. Some Familiars feature an ATTACK, and they all have a DEFENSE ability. Spellbooks always feature an ONGOING ability, and their costs are tailored to their effect.

Remember: You have the option to use your Power to purchase either your personal Familiar or a Spellbook. While Spellbooks come with variable costs, Familiars can always be acquired for a cost of 6. Once gained, Familiars and Spellbooks go to your discard pile as usual. If you don't buy your Familiar or Spellbook at some point during the game, you do not include that card in your Victory Point tally at the end of the game.

Note that your oversized Wizard does not count as a "Wizard" you control.



ATTACKS and DEFENSES

ATTACK cards have a . DEFENSE cards have a . These icons allow you to quickly identify these cards in the Line-Up and in your hand.

When you play a card with an ATTACK ability, each affected player has an opportunity to avoid the ATTACK with a card that has a DEFENSE ability. A player using a DEFENSE card's ability negates the ATTACK only for that defending player. A player may only utilize 1 DEFENSE card per ATTACK. If a player doesn't avoid the ATTACK, they are immediately affected by the ATTACK text. However, if the ATTACK requires interaction among the players (like passing cards), the ATTACK won't resolve against any players until each player has had a chance to avoid it.

Avoiding an ATTACK does not negate any other abilities (like +2 Power) of the card.

Some ATTACK cards require you to choose a target. This choice is completely up to the person playing the ATTACK. It is not random. Only the target (the player you choose to ATTACK) may avoid the ATTACK.

Some cards are a combination ATTACK/DEFENSE card, but you'll only get to use it one way or the other when you find it in your hand. If you are attacked, you may utilize it as a DEFENSE.

If you do not utilize your card as a DEFENSE, you may play it during your turn. The DEFENSE text will not happen in this case; only the text above the DEFENSE happens. Same goes for any DEFENSE card; you only read the DEFENSE text if you use it to avoid an ATTACK.

Legendary Devils

When you have accumulated enough Power in a turn, you can choose to defeat the current Legendary Devil. If you do, place it into your discard pile, unless instructed otherwise. The next card in the Legendary Devil stack remains face down until your turn is over, so a player may defeat only 1 Legendary Devil per turn. Legendary Devils range in cost from 8 to 12, and their stack is randomized at the start of each game, so check the stack for the current Legendary Devil's cost. When a new Legendary Devil appears on the stack, its GROUP ATTACK resolves immediately against each player in the game. Each player with a DEFENSE card may defend against the ATTACK. The ATTACK will resolve against any players who do not defend themselves. Resolve the ATTACK in player order, starting with the player who is about to take their turn. These ATTACKS do not happen during any player's turn.



NOTE: The Legendary Devil stack always begins with **Hell's Pulsating Asshole** and ends with **Asmodeus**.

Legendary Devil Cards in Your Deck

Like any other card you acquire, a defeated Legendary Devil will aid you in your future turns. When you play a Legendary Devil from your hand, the text at the top of the text box is the relevant text. The GROUP ATTACK is no longer applicable.

Shuffling Your Deck

You don't shuffle your discard pile and make it your new deck as soon as you run out of cards. However, at any point during the game if there are no cards in your deck and you need to draw, play, discard, or reveal a card from your deck, immediately shuffle your discard pile, and it becomes your new deck.

ONGOING

Several cards in this set have the keyword ONGOING, especially Locations. When you buy or gain a card with ONGOING, it goes to your discard pile just like any other card. However, when you later draw and play an ONGOING card, it will remain in play in front of you for the rest of the game... or until an ATTACK effect that targets ONGOING cards makes you place it into your discard pile.

An ONGOING card in front of you (that you control) counts as "in play," just like any card you played during your turn. It counts as "played" only on the turn in which it entered play. ONGOING cards give you special abilities turn after turn while they remain in play. Some ONGOING cards require you to destroy them to trigger their abilities, while others happen when you play certain cards or take a specific action.

An "ONGOING" card is any card with the bold keyword ONGOING in its text box. You can have any number of ONGOING cards in play at once. ONGOING cards have a  to help remind you to leave them in play.

Discarding Cards

When a card tells you to "discard" a card, it means from your hand as the default. However, a card may tell you to discard a card from another place, such as the top of your deck. Cards that are discarded this way count as being "discarded."



Destroying Cards

Some cards have an ability that allows you to destroy a card from your hand, your deck, or even the Line-Up. When you destroy a card, place it into a face-up pile of destroyed cards anywhere away from the play area, removing it from your deck and the game. You will often get to choose which of your cards to destroy. Destroying Fizzle and Burning Limp Wand cards and other Starter cards will improve your deck greatly, by increasing how often you draw your more powerful cards! If Burning Limp Wand cards are destroyed, they go back to their stack.



Gaining Cards

When a card tells a player to gain a particular card or a card of your choice, that card is taken and immediately placed in that player's discard pile at no additional cost, unless otherwise directed by the card. If a card tells to you gain a card with a specific name, card type, or cost and there are none available, you simply don't gain the card.

Note that if you gain a Mayhem, it is destroyed instead (without being resolved), and you don't get another card.



Resolving Card Abilities

If a card's ability affects multiple players, and the order matters (for example, an ATTACK that has each of 3 foes gain a Burning Limp Wand, with only 2 Burning Limp Wands remaining in the stack), resolve that ability for each affected player in clockwise order, starting from the player who played the ability, or whose turn it is in the case of a Mayhem effect.

When you play a card that triggers another effect, like from your Wizard Ability Tile or a Location you control, fully resolve the card you are playing before resolving any secondary effects triggered by your card play.

Own vs. Control

You control cards that you have played and are in play or that are in front of you on an ONGOING basis (including the standee and Dead Wizard Tokens). You do not control cards in your hand, deck, or discard pile. You own cards that you have bought or gained, whether they are in play, being played, in your hand, deck, or discard pile.



Wild Magic

These cards are available to be purchased at a cost of 3 Power each during your turn, and you may buy as many as you can pay for during your turn.

When you play a Wild Magic card, you must immediately make a decision: Do you want to use it for +2 Power or would you rather take your chances and play the top card of a foe's deck? The card you play goes to their discard pile after you play it, so this might be a nice way to deny them access to a good card in their deck. Note that if the card you play off their deck has the keyword ONGOING, you become its new owner and it remains in play in front of you as if you have played it from your hand!

BURNING LIMP WAND

Some cards force players to gain a **Burning Limp Wand**. If this happens, the **Burning Limp Wand** cards are usually placed in that player's discard pile, effectively adding them to that player's deck. They can be destroyed when played if you pay 4 HP. You may only pay HP you have and you cannot go to 0 HP in this way. These cards can be played or kept in your hand and discarded at the end of your turn. At the end of the game, each **Burning Limp Wand** in your deck subtracts 2 Victory Points from your VP total, so ideally you'll destroy them at some point! If the **Burning Limp Wand** stack runs out, effects that would cause a player to gain a **Burning Limp Wand** do not do so, but any other effects those cards have still resolve as usual. A player may still play a DEFENSE to avoid an ATTACK, even when there are no **Burning Limp Wands** available to be gained. Note that **Burning Limp Wands** have no card type. If you are instructed to discard certain card types, **Burning Limp Wands** are unaffected.

When a **Burning Limp Wand** is destroyed, place it back on the **Burning Limp Wand** stack.

MAYHEM

Mayhem cards are like little mini-events that take place during the game. Mayhems are shuffled into the main deck at the start of the game. When a Mayhem enters a Line-Up, temporarily suspend refilling the Line-Up until the current Mayhem has been fully resolved.

Most Mayhem cards are ATTACKS that players may avoid using DEFENSE cards as usual. However, several Mayhem cards are not ATTACKS, and those cannot be avoided. When a Mayhem ATTACK occurs, the active player must be the first player to utilize a DEFENSE, or not. Continue clockwise from the active player until each player has had a chance to avoid it or not. Then resolve the Mayhem in clockwise order from the active player. If a player avoids a Mayhem ATTACK, they do not participate in the ATTACK text in any way. For example, if a Mayhem requires each player to pass a card to the player on their left, a player who avoids the ATTACK does not pass or gain a card. Any DEFENSE text that would affect the "attacker" does nothing.

Once the Mayhem has been fully resolved, place it in the destroyed pile. Then replace the Mayhem by adding the top card of the main deck to the Line-Up.

If a player "declines to participate" in a Mayhem (only allowable due to a card effect), that player automatically avoids the ATTACK (if any), does not perform any actions the Mayhem requires, and will not pass/gain/discard/etc. any cards.

If a player needs to gain a card from the main deck and a Mayhem is revealed, that Mayhem is destroyed. The player does not interact with that Mayhem and does not reveal a replacement card. Players may never buy or gain Mayhem cards.

DEAD WIZARD TOKENS

When your Hit Points go below 1, you die. Excess damage does nothing. But dying isn't the end of the line in the world of *Epic Spell Wars*! It just starts a new chapter in your march toward another inevitable death. Once you are dead, you gain a random Dead Wizard Token (DWT). You then control that DWT. Flip it so the text side can be seen by all players and place it next to your oversized Wizard card, then reset your Hit Points to 20, unless an effect says otherwise.



Some Dead Wizard Tokens have an ONGOING ability. This means the effect will last for the rest of the game, unless you are incredibly lucky and manage to get rid of it. Some card effects might allow this. If a DWT does not have ONGOING text, the effect happens immediately, or at the end of the game in the case of Victory Point modifiers. For example, if a DWT you gain reads, "The player that defeated you may destroy 1 of their Dead or Damned Wizard Tokens," this happens just once, right when the DWT is gained.

Some Dead Wizard Tokens represent the 7 Deadly Sins: **ENVY, GLUTTONY, GREED, LUST, PRIDE, SLOTH, and WRATH**. When you gain a 7 Deadly Sins DWT with text that matches another DWT you own, you only resolve the qualifying portion of the text. For example, the PRIDE DWT reads, "Discard a card, or 3 cards if you have another PRIDE." When you gain your first PRIDE, you discard a card, but if you already own another PRIDE DWT, you discard 3 cards instead. There are three copies of each deadly sin DWT.

As seen on the skull side, Dead Wizard Tokens subtract 3 from your Victory Point total at the end of the game. A player may die any number of times during a game.

If the DWT stack runs out, the game ends at the end of that turn and players count VPs to see who wins. Reminder: The number of DWTs that start the game in the stack is 5 per player.

DAMNED WIZARD TOKENS

An alternative to the Dead Wizard Token, a Damned Wizard Token is an unholy upgrade to the death penalty. Whereas Dead Wizard Tokens ride the line of unfair punishments, Damned Wizard Tokens lean into it and bring the worst! Damned Wizard Tokens count toward your total Dead Wizard Token count for cards and abilities, but cannot be targeted as a Dead Wizard Token. Damned Wizard Tokens are not a part of the Dead Wizard Token stack, nor does the game end if there are no Damned Wizard Tokens.

SATAN'S SALUTE STANDEE

When you kill a foe, you get the Satan's Salute Standee. Place it in front of yourself. You get to take advantage of the text on it turn after turn until someone wrestles it away from you. While you control the standee, once during each of your turns, you may destroy a card in your hand or discard pile.

Note that you do not gain the Satan's Salute Standee if you kill yourself, and no one gains it if a Mayhem or other card in the Line-Up kills a player. If a foe plays a Mayhem (through a card effect), that foe is the source of that damage and can earn the standee for killing you.

NOTE: Like some Dead Wizard Tokens, the Standee is technically an "ONGOING" effect, which may become relevant.

BEELZE-BUTTHOLE TILES

Cards and Dead and Damned Wizard Token effects can give you a Beelze-Butthole Tile. Players who are beset upon with Beelze-Buttholes gain the tile and place it over the highest row of their oversized Wizard's HP, reducing their maximum HP. Players with a Beelze-Butthole Tile:

- Can only have 5 Beelze-Buttholes.
- Can only have their Beelze-Butthole Tiles removed by specific card and token effects.



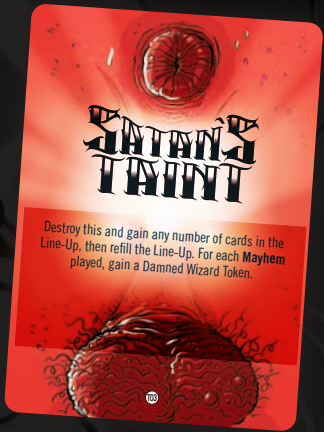
DEMON

Satan’s army of disloyal Demons will work for anyone. A Demon is an ONGOING card that is destroyed when its owner dies. Destroyed Demons are put into their own destroyed pile. You may have any number of Demons in play. Demons do not have HP and cannot be the target of an ATTACK that deals damage.

When a card or effect instructs a player to Summon a Demon, that player reveals the top card of the Demon deck and puts it into play immediately.

SATAN’S TAINT

Halfway between Satan’s pleasure regions lies a mixture of ill-gotten fortunes and throbbing anguish. These cards contain powerful effects that may come with a wicked price, while others are straight up evil. **Satan’s Taints** are gained through card and token effects and cannot be purchased with Power. When gained, a **Satan’s Taint** is put into the player’s discard pile, unless otherwise instructed. Similar to **Burning Limp Wands**, a player cannot refuse to gain a **Satan’s Taint**.



ABILITY TILE CARDS

3 of the Ability Tiles provide additional cards to access when you select a tile. These cards can either replace a Starter card, or are set aside for later use. Cards for Ability Tiles that are not selected at the start of the game are removed from the game. Only the owner of the tile may access their associated cards.



PLAYING AGAINST SATAN

Satan is playing their own game (and has their own rulebook... **So You Want to Be Satan: A Guide to Being Evil!**) and will attempt to divide the Wizards to distract them from their hellish plans. Since Satan does not buy cards in the Line-Up, you can assume that the Line-Up may remain the same during their turn, but they have other ways of interfering. Satan will attempt to negotiate with players for a mutual benefit, but their actions are not held to any rules or code of honor. Will you Wizards band together to take down the great evil, or will you throw each other to the three-headed wolf to gain that sweet, sweet trophy?

SPECIFIC CARD CLARIFICATIONS

Healing: Some card effects allow you to “heal,” which means gaining HP. You do not need to be below 20 HP to heal. Your maximum HP is 25. You may still play card effects that would heal you past 25, and they are still considered to have healed you, but the healing portion stops at 25.

Targeting a foe/player: When you see the word “target,” you are being asked to choose whom you wish to be the recipient of that card’s effect. A “foe” is an opponent. A “player” may be any Wizard, even you.

Activate Icon ✨: A card with this icon does not resolve all of its card text when it is played. Instead, you may use the text directly after the Activate icon ✨ at any time during your turn, once. Any text prior to an Activate icon ✨ is still resolved at the moment the card is played. If a player ends their turn without using an Activate ability, it is wasted.

Spending HP: You cannot spend HP that you don’t have. You must have at least the minimum HP to use the following card abilities: A Spellbook, NOT a Nudie Mag, Burning Limp Wand, Crippling Anxiety, Demon Dom-ing, Lil’ Shiva, Satanic Glyph, Token’s Dispensary of the Damned, and Totally-NOT-Evil Children.

Damned Wizard Tokens: They count towards your total of Dead Wizard Tokens for cards like Afterlife Civil Servant, Brood Crone of the Berg, Cannibal Conjuror, He Who Has Risen!, Reverend Heigh Steria, and Tiki Trader Sammy.

Asmodeus: When playing this card, you must already have generated the necessary Power to pay for it. Once this card is played, you cannot use additional cards or effects to generate more Power to be used by this card.

Brood Crone of the Berg: This card only counts your Dead Wizard Tokens when generating Power. You do not draw a card for each of your Dead Wizard Tokens.

Covid 19-52: This is not an ATTACK and cannot be avoided.

Good Pussy, Bad Kitty: The targeted foe must decide if they will avoid the ATTACK *before* you announce whether you will draw a card or if that foe loses 10 HP.

He Who Has Risen!: If you gain this without purchasing it with Power, you still die. You will receive a Dead Wizard Token, but you do not gain the Satan Salute Standee, as that requires the killing of a foe.

Hottsy Hellfire: Satan can still avoid this ATTACK with a DEFENSE.

Mayhem 3H, 3R: A player with 5 Beelze-Buttholes cannot gain another, but they may still benefit from the rest of the Mayhem.

Mayhem 3I: When the Legendary Devil that this covers is gained, destroy this.

Mayhem 3J: The Legendary Devil is revealed before the main Line-Up is refilled.

Reverend Heigh Steria: Turning a DWT face down ignores its ONGOING ability and its *Deadly Sin* type is no longer available. A DWT that has already been resolved is unaffected. You cannot turn a Damned Wizard Token over with this card. A facedown DWT is still worth -3 VP.

Rod Snatcher: A Wand card is a card with “Wand” in its title, like Malfunctioning Wand, Hot Rod’s Hot Rod Wand, The Rerun Rewind Re-Wand, Best Friend’s Wand, Wormy the Wand, Bixby’s Wand, and Viagrus Wand Lengthener.

Satanic Wand: You may target yourself if you wish. If you kill yourself with this damage, Summon a Demon, heal 6 HP, and gain a Satan’s Taint to the top of your deck as if you had killed a foe. You will receive a Dead Wizard Token, but you do not gain the Satan’s Salute Standee, as that requires the killing of a foe.

The Glyph-o-Matic-a-Tronic: A Glyph card is a card with “Glyph” in its title, like a Starter Glyph or Satanic Glyph.

The ONE Cock RING: Only your ATTACK Wands are affected by the +3 damage.

The Shitty Kitty: If there are no other non-Satan foes, any Creatures remain in the Line-Up.

Adam & Steve: These are main deck cards and not Familiars that can be selected from “outside the game,” unless they have been previously destroyed.

Bomb on Board: If a player’s maximum HP is reduced by Beelze-Buttholes to below 10, their HP is set to their maximum HP value.



Chilling Tales: If a card with negative VP is placed under this, its negative VP value is also doubled.

Pusses!: You may avoid your own ATTACK with another DEFENSE.

The Bomb Boys: If you have exactly 10 HP, you do both: Heal 10 HP and deal 10 damage.

The Family Tree: When you exchange a DWT, replace it face down and mix it in with the remaining DWTs.

The Wet Dream: If you do not shout the phrase, nothing happens.

DEMONS & SATAN’S TAINTS

Hornessa Horror Hole, Ratnich the Hoarder, Sexina Succubi, Spike the Possessor, Stratego VonSchemer, Vive La Satanists, and Womb of Wrath: These cards count as Demons you control and can be targeted by their own ability.

I.T. Infernal Technician: If a foe has no DEFENSE cards, they don’t have to “prove it” by revealing their hand. No cheating!

Satan’s Taint T02: When selecting a player to draw cards with, any player has the option to mislead you about their choice, potentially resulting in you receiving a Damned Wizard Token.

The Dirty Diablos!: If 2 or more players are tied for the highest HP, the ATTACK affects all of those players.



DEAD AND DAMNED WIZARD TOKEN CLARIFICATIONS

SLOTH: If you gained this during your turn, you may still finish your current turn.

GREED: You cannot accept Satan’s cards.

DWT 11, 22: This has a total of -6 VP when face up.

DWT 14, 20, 23: If there are no Damned Wizard Tokens to gain, you still destroy this DWT.

DWT17: You may choose which **7 Deadly Sin** to copy.

DWT18: The Familiar can also be from another ANNIHILAGEDDON game.

DAM3: This has a total of -10 VP when face up

TILE CLARIFICATIONS

“At the start of your first turn, gain 2 Dead Wizard Tokens from outside the game.

END OF GAME: Destroy 2 Dead Wizard Tokens.”: The DWTs should be taken from the remaining DWTs, not randomly selected at the start of the game. If your group agrees, you may also gain DWTs from another **ANNIHILAGEDDON** game.

“You pay 2 less to buy Familiars.

When you gain a Familiar, you may put it on top of your deck.”: This can be used when you gain Adam or Steve from the main deck.

“Replace 1 of your Starter Glyphs with **Lucky’s Lucky Wand.**” and “Replace 1 of your Starter Glyphs with **Enslave-’em-All Ball.**”: Your replaced Starter Glyph is removed from the game.

Hot Hot Goo Standee: See Rod Snatcher’s clarification for a list of Wands affected by this tile. You do not control and own the tile when it is assigned to a foe, the foe does.

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