DEATH RAY™
RULES

2-6 Players • Ages 8 to Adult

CONTENTS:

(95 Cards Total)
52 Item Cards (purple backs) including: 13 Chemical, 13 Electric, 13 Fire, 13 Ice
30 Target Cards (yellow backs)
6 Character/Combo Cards (green)
6 Health Cards (white) (used only for EXTENDED PLAY: HEALTH MODE)
1 Information Card

OBJECTIVE:

A shop has opened, supplying Evil Geniuses with the resources capable of building unstoppable weapons. Blast away the competition by assembling the most powerful weapon, and become the last villain left to take over the world!

SET UP:

1. Separate the Target Cards, Character/Combo Cards, Item Cards, and Health Cards. Players choose which character they want to play as, taking the respective Character/Combo Card. Each player then takes Target Cards depicting each of the opposing player's characters. Set the remaining Target and Character/Combo Cards aside.

2. Shuffle the deck of Item Cards. Deal 5 cards to each player from the top of the deck.
NOTE: Players can have a maximum of 5 cards in their hand.

3. Place the deck in the middle of the play space. This deck will act as the SHOP.

4. Fill the SHOP's inventory by placing 3 cards, from the top of the deck, around the deck: one to the right of it (position 1), one above it (position 2) and one to the left of it (position 3) as shown in the figure to the right The area below the deck is reserved for the STOCKPILE.

POSITION 2

POSITION 3

SHOP DECK

POSITION 1

STOCKPILE

1
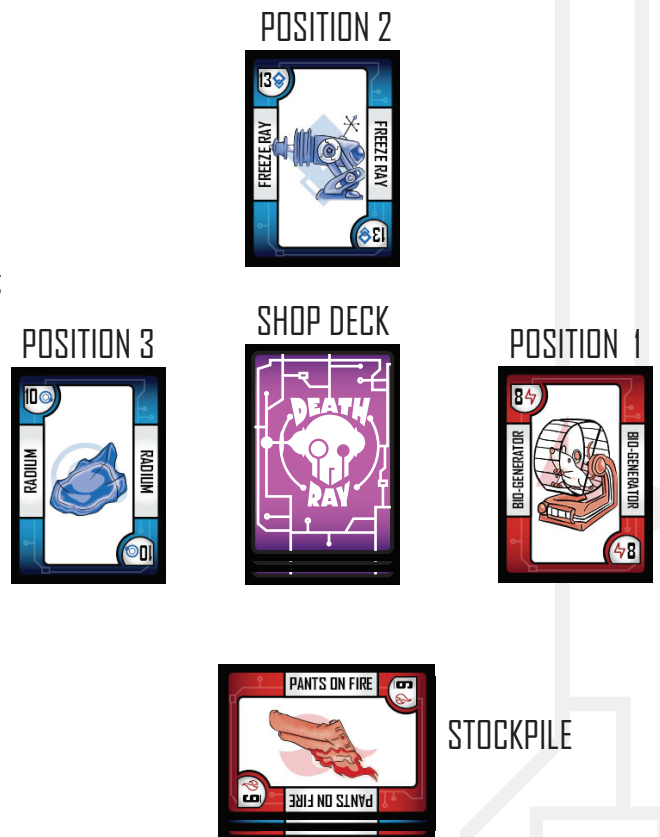
PLAY OVERVIEW

Play is divided into 2 phases: Collection Phase and Battle Phase. In the Collection Phase, players attempt to collect the items required to build a weapon listed on their Character/Combo Card. In the Battle Phase, players assemble weapons with their collected items, and attack opponents.

The first Collection Phase lasts 1 round (a round is 1 turn per player), the second lasts 2 rounds, the third lasts 3 rounds, and every Collection Phase afterwards lasts 3 rounds. Each Collection Phase is followed by a Battle Phase.

Each Collection Phase starts with a different player than the one before it (rotated clockwise).
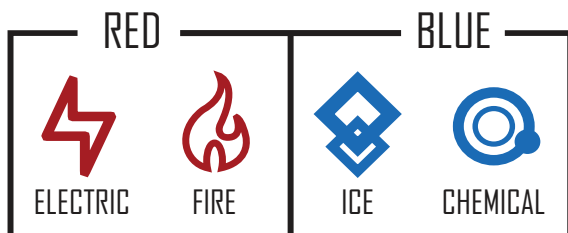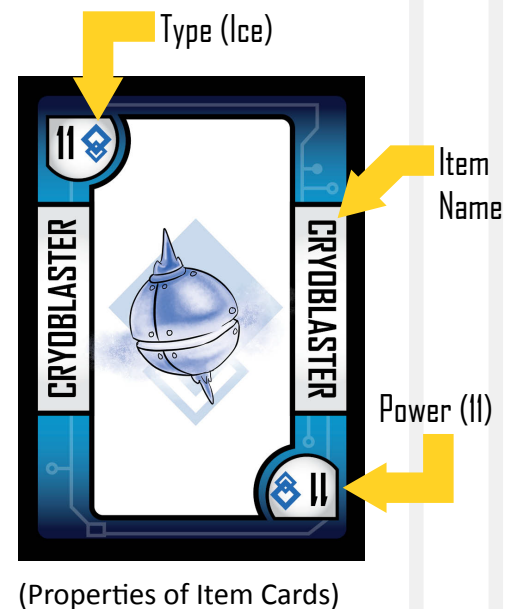
COLLECTION PHASE

1. The first Collection Phase starts with the oldest player, and play rotates clockwise. Subsequent Collection Phases start with the next clockwise player (that is still in the game).

2. During any point within a players turn, they may buy cards from the SHOP's Inventory using the cards in their hand (see SHOP).

3. Additionally, a player may perform any and all of the following actions ONCE per turn:

    a. **Rob the Stockpile-** Take any number of cards from the TOP of the STOCKPILE without exceeding your hand's 5 card limit. **NOTE: This action (a) must be done first, and cannot be performed after another action.**

    b. **Blind Buying-** Place a card with a power of 6 or higher on top of the STOCKPILE to purchase the facedown card from the top of the SHOP deck.

    c. **Steal-** Place 2 cards from your hand atop the STOCKPILE to steal 1 card from a player (choose from concealed hand).

    d. **Buy from Stockpile-** Place 2 cards from your hand atop the STOCKPILE to search through and take 1 card from the STOCKPILE.

    e. **Donate-** Discard any number of cards from your hand to the STOCKPILE.

Type (Ice)

Item Name

Power (11)

(Properties of Item Cards)

RED — BLUE

ELECTRIC   FIRE   ICE   CHEMICAL

(Item Types)

To signify the end of their turn, players MUST rotate the shop (see SHOP ROTATION).

COMBO CARDS

In order to build weapons, players must hold a specific combination of cards in their hand. The possible combos are listed on the back of every player's Character/Combo Card (green), along with a number representing that weapon's level. If players complete any ONE of the several combinations under the weapon, they are able to create that weapon.

"Type" refers to the symbol on the card (Electric, Chemical, Ice, or Fire). Electric and Fire cards are red, and Chemical and Ice cards are blue. "Power" refers to the number on the card. "Sequential"

WEATHER WARPER

BUBBLE CANON

MR. BIGGS

1. BASIC WEAPON	
One Item	
2. BUBBLE CANNON	
5 Even Power	5 Odd Power	5 Blue	
5 Red	2 Equal Power	3 Same Type	
3 Sequential Power	
3. WEATHER WARPER	
3 Equal Power	4 Sequential Power	
4 Same Type	
4. MIND BOMBER	
5 Sequential Power	5 Same Type	
5. BLACK-HOLE BLASTER	
4 Equal Power	5 Same Type Sequential Power	
6. DEATH RAY	
4 13-Power	
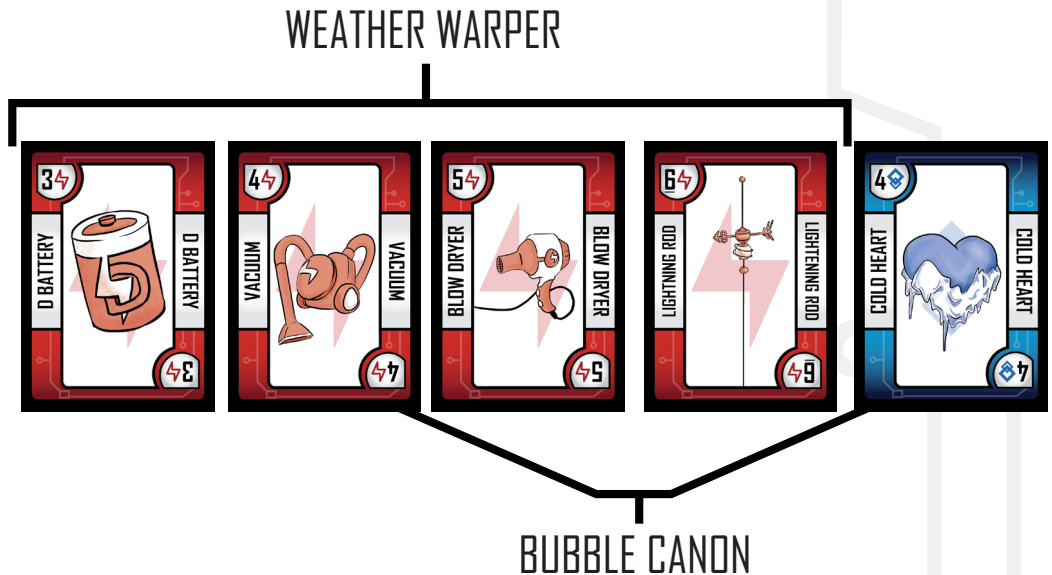
means that powers of the items follow a chronological order (ex. 1,2,3,4,5).

In the example figure above, Mr. Biggs can build a Weather Warper (level 3) because he has 4 cards of sequential power, or a Bubble Canon (level 2) because he has two cards of equal power. In making his decision on which to construct, he should consider what combinations his opponents might have, and which cards he would like to keep as he goes into the next Collection Phase.

SHOP

On a players turn they may choose to purchase any number of Items from the SHOP's inventory. To do so, players must use Items from their own hand whose combined power is equal to or greater than the power of the Items being purchased. A Item's power acts also as its value.

For example, to buy Uranium (9 power), a player could use a Flamethrower (10 power).
NOTE: Excess power from the difference between the purchased item's power and the power of the item being used to purchase it cannot be saved as credit to use later.

Alternatively, a player could use a Cold Heart (4 power) and a Blow Dryer (5 power) to purchase the Uranium OR could instead use it to buy a Lightning Rod (6 power) and Fireworks (3 power). If a player wanted to purchase the Cold Heart AND Blow Dryer from the shop, they could do so by using Uranium if they had it in their hand.

There is no limit to the number of times a player may purchase Items in the SHOP's Inventory during their turn. All Item Cards used to purchase from the SHOP are placed at the top of the STOCKPILE deck.

Additionally, a player may place a card with a power of 6 or higher atop the STOCKPILE to purchase the card that is face down on top of the SHOP's deck ONCE per turn.

The inventory positions of purchased items remain empty until the end of the players turn when the SHOP is rotated (see SHOP ROTATION).

If at any time the SHOP deck becomes empty, shuffle the STOCKPILE deck and place it face-down in the SHOP
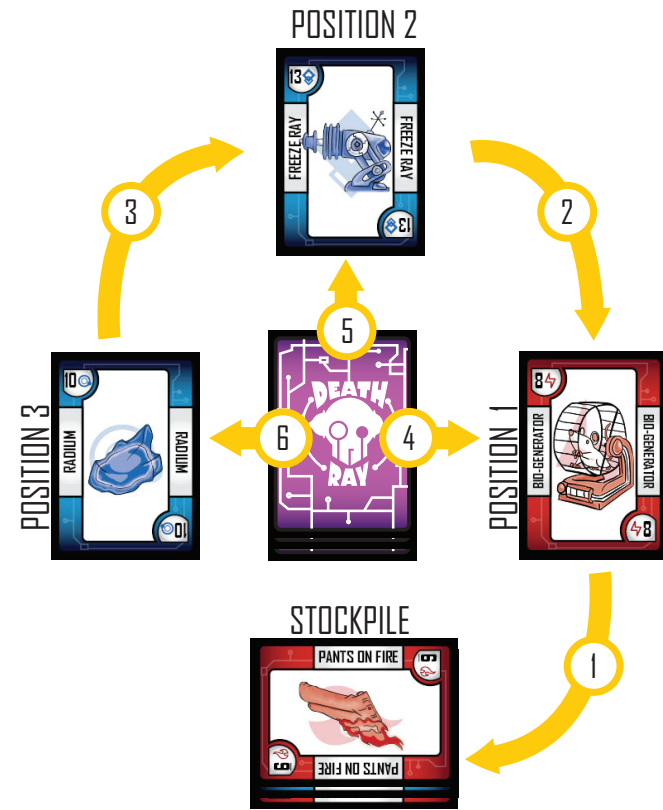
POSITION 2

FREEZE RAY

3 ← 2

POSITION 3
RADIUM

5

6 — DEATH RAY — 4

POSITION 1
BIO-GENERATOR

STOCKPILE
PANTS ON FIRE

1

space. This will act as the new SHOP.

SHOP ROTATION

At the end of their turn, players MUST rotate the cards in the SHOP clockwise. Do this by rotating the card from position 1 into the STOCKPILE, the card in position 2 into position 1, the card in position 3 into position 2, and the card from the top of the SHOP face-up into position 3, as shown in the figure to the left (The numbers in the figure show the order in which cards are rotated).

The SHOP must always have its 3 inventory positions filled at the start of a player's turn.

For example, if at the end of a players turn, there are no cards in position 1 or 2, rotate the card in position 3 to position 1, and draw two cards from the top of the SHOP to fill the empty Inventory spaces, placing cards in lowest available position first (in this case: position 2, then position 3). As another example, if there are no cards in position 1 or 3, rotate the card in position 2 to position 1, and fill positions 2 and then 3 with cards from the top of the SHOP.

NOTE: A card ONLY gets rotated into the STOCKPILE if there is a card in position 1 when a player is rotating the shop.

STOCKPILE

Item Cards moved into the STOCKPILE remain face up in the STOCKPILE deck. When cards are used for purchasing (see SHOP section), rotated from the SHOP's inventory position 1 (see SHOP ROTATION), discarded, or used to steal, they are discarded into the STOCKPILE face-up in the same order they are used. If cards are used at the same time, for example to steal from another player (requires 2 cards), the player stealing decides the order he wishes to place the cards atop the STOCKPILE.

At the beginning of a players turn, before any other actions are taken, they may take up to 5 cards from the top of the STOCKPILE (as long as they don't exceed the 5 card hand limit).

Additionally, players can place two cards atop the shop in order to search through the STOCKPILE for an Item. **NOTE: This is the ONLY time players are allowed to look through the cards in the STOCKPILE.**

BATTLE PHASE

At the end of the Collection Phase, players assemble the items they've collected into weapons and battle! In unison, players reveal ONLY the cards they are using to create their weapon along with the Target Card that represents the player they are attacking. Lay down all of the aforementioned cards face-up in the play space in front of you. Additionally, players should hold up the number of fingers equal to the level of the weapon they are attacking with. If you have a Death Ray (level 6), raise your fist in the air instead!

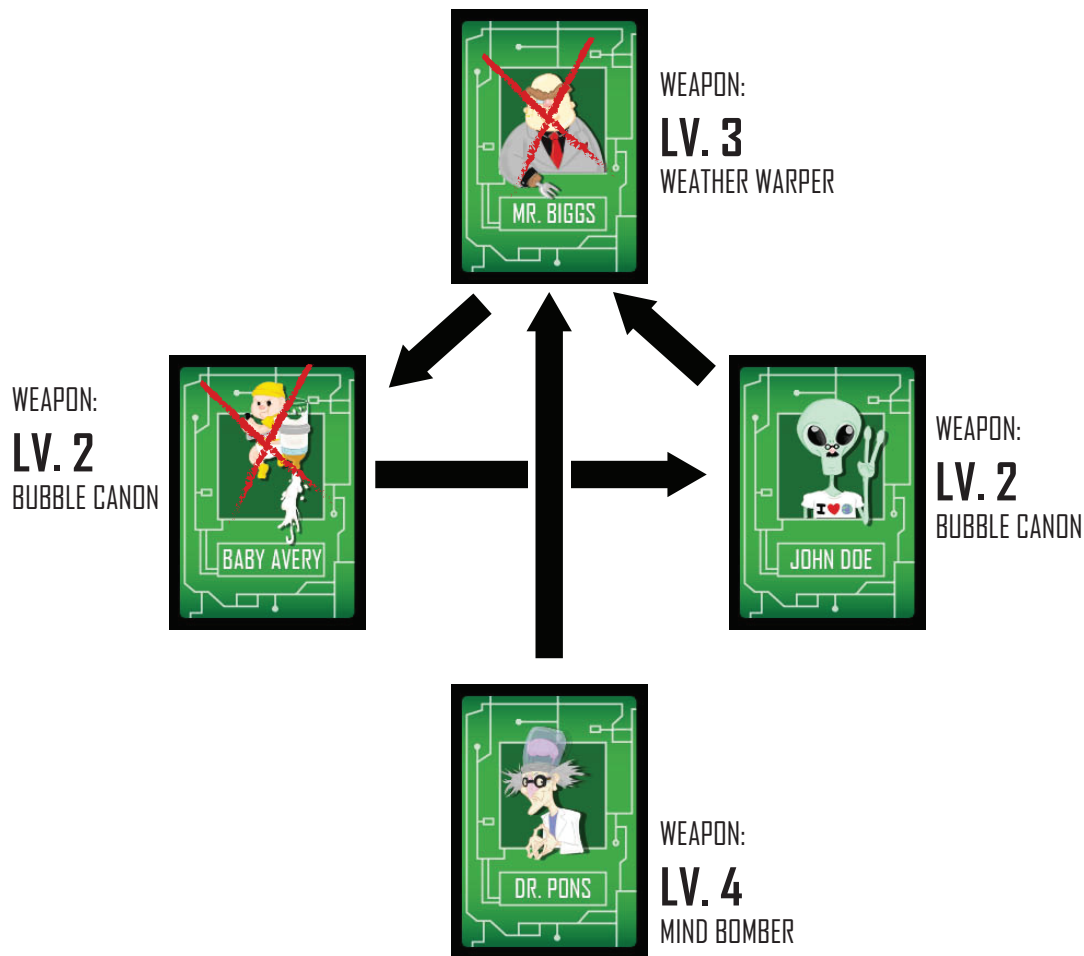**If a player builds a Death Ray, they obliterate all of their opponents instantly, and win the game!**

If no player has built a Death Ray, and you are being attacked by a player whose weapon is a higher level than your own, you are obliterated, and are out of the game.

If you are being attacked by a player whose weapon is a lower or equal level to your own, you are safe from that attack.

Attacks occur simultaneously. Therefore all players who are being attacked by a weapon whose level is higher than their own are destroyed, even if the player attacking them is also being destroyed.

NOTE: If two or more players share the same target, each attack is calculated separately (do not combine the attacking players' weapon levels).

In the example represented by the figure below, Mr. Biggs is destroyed because Dr. Pons is attacking him with a Lv. 4 Mind Bomber, which is more powerful than Mr. Biggs' weapon. Still, Mr.Biggs obliterates Baby Avery,

WEAPON:
LV. 3
WEATHER WARPER
MR. BIGGS

WEAPON:
LV. 2
BUBBLE CANON
BABY AVERY

WEAPON:
LV. 2
BUBBLE CANON
JOHN DOE

WEAPON:
LV. 4
MIND BOMBER
DR. PONS

who he is attacking. Because Baby Avery is attacking John Doe with an equal level weapon, John Doe is safe. Additionally, Mr. Biggs was unaffected by John Doe's attack, because John Doe's weapon was weaker than that of Mr. Biggs. Mr. Biggs death was only resultant of Dr. Pons' attack.

At the end of a Battle Phase, players who are out of the game discard all of their cards into the STOCKPILE deck. Players who survived the Battle Phase discard ONLY the cards used to create the weapon they attacked with, placing them into the STOCKPILE. The cards remaining in a players hand are kept, and can be used in subsequent phases. The STOCKPILE deck is then shuffled, and placed face up in its original position.

Players then continue into the next Collection Phase, which lasts more turns (up to 3) and starts with a different player than the one before it, rotated clockwise (see Collection Phase).

END GAME

The last player standing wins! Congratulations, there is no one in the way of your world domination!

EXTENDED PLAY: HEALTH MODE

Health mode is the best way to play for 2-players OR to extend any game of Death Ray!

In this mode, all of the previous rules are the same except for the following changes to the Battle Phase:

• Each player has Health Points (HP). The HP of each player is determined by the number of players, 3HP for 2 or 3 players, and 2HP for 4, 5, or 6 players.

• When being attacked by a weapon of a higher level than their own, a player takes damage from the attack instead of being destroyed automatically. The damage dealt by an attack is equal to the difference between the level of the attacking player's weapon and your own weapon. For instance, if Baby Avery has a level 3 weapon and Mr. Biggs has a level 2 weapon, and they are attacking each other, Mr. Biggs would take 1 damage, and Baby Avery would take no damage. Therefore, if Mr. Biggs had 3 Health Points before the attack, he would have 2 Health Points remaining.

• When a player drops to 0 Health Points, they are obliterated and are out of the game.

NOTE: Building a Death Ray, still results in the immediate extermination of all opponents!

To keep track of player health, lay the Health Points card horizontally and, using your Character/Combo Card, cover the hearts equal to the amount of damage you have taken, as shown in the figure below.

2HP REMAINING
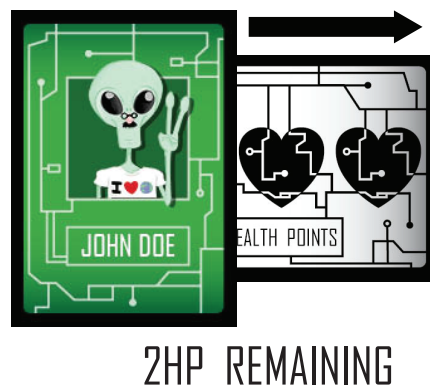
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