

# EVIL DEAD 2

THE OFFICIAL BOARD GAME™

v0.1 Note: Our rules are still being refined as we continue to playtest and balance throughout the campaign. However, we're excited to share a glimpse into our game, so we're releasing this early version. Thank you for your interest!

## GAME RULES

Hoping for a fun night in a woodsy cabin? Think again! The *Evil Dead 2™ Board Game* pits 2 to 6 players against an arcane evil-spewing portal—and each other. Players cooperate to gather pages of the Necronomicon Ex-Mortis to seal the portal before everyone gets a bad case of being dead. Since not even the battle of good and evil is a simple thing, players may also end up possessed! If a player turns Deadite, it's their goal to corrupt or kill the surviving humans. Meanwhile, those humans can attempt to save their cursed companions at a cost or take them out and hope they stay dead. Gather up a group for a groovy Deadite-killin' good time!

## SETTING UP

1. Place the **Cabin** in the center of the board and the **Basement** tiles to the side. Shuffle the rest of the tiles and place them around the **Cabin**; all **Forest/Trail** tiles should be **Forest** face up except for one **Trail**. The **Work Shed** should face with the walkway towards the **Cabin**. The placement of the **Trail**, **Car**, and **Work Shed** tiles will be randomized in setup.
2. Shuffle **Event** Cards and place face down in a deck; do the same for both **Item** Cards and **Ex-Mortis Pages**.
3. Each player selects a Character to control and sets their Health and Virtue dials to full. Players start in any square in the **Study**.

## WINNING

Players win the game once they collect all 9 unique **Ex-Mortis Pages** and bring them to the portal. Characters can become Deadites throughout the course of the game and, if they do, their goal changes. Deadite players work against human players and win if there are no living human players left; they lose if the human players win by closing the portal.

## TAKING TURNS

Each player's turn is comprised of three steps, always in the following order: **Event**, **Move**, **Action**. Once each player takes a turn, that's called a round. At the end of each round, all the Enemies take their turn.

### EVENT

- The player starts their turn by drawing an **Event** card which they must then immediately play.
- If a duplicate **Event** is played, then the second **Event** stays on the table and goes into effect as soon as the first is resolved.
- **Items** and **Ex-Mortis Pages** that appear on the board cannot occupy the same square as existing **Items** or **Ex-Mortis Pages**.

### MOVE




- All Characters can move up to two spaces in any direction or may choose to stay put.
- Characters cannot move through walls or barricades unless they have an Item that allows them to do so.
- Characters cannot pass through doorways diagonally; they must cross straight on.
- **Items** and **Ex-Mortis Pages** on the board may be picked up by moving over them, but Characters cannot stop to take an Action and then continue moving. A Character will pick up whatever is on their space before having to take any Action on that space, such as Attacking an Enemy.
- Human Characters can pass through spaces occupied by other human characters, but not enemies or Deadite Characters; enemies and Deadite characters can pass through spaces occupied by other enemies or Deadites characters, but not human Characters.
- No character or enemy may end their turn in the same space as another Character or enemy.

### ACTION

- After moving, the Player may make Actions as defined by an **Item** Card.
- **Items** may only be used on spaces adjacent or diagonal to the Character unless they have **Range**. Items with **Range** can target enemies up to X squares away, where X is the item's range value. When counting Range, you may **NOT** count diagonals.

- **Items** may be traded to and from adjacent Characters freely and Players may use **At-Will Items** on adjacent allies.
- If a Character ends a turn adjacent to an Enemy, they must fight that Enemy; if there's more than one, they have to fight all of them. If a Character ends diagonal to an Enemy, they may choose to fight them, but do not have to.
- The Player may also use **Ex-Mortis Pages** and **Deadite** abilities before ending the turn.
- There is no limit to the number of Actions a Player takes on their turn, given they're all viable Actions. However, any one specific Action may only be attempted once per turn unless otherwise noted.

## ATTACK

- Unarmed Characters deal 1 Health damage when they attack. A Character with a **Weapon** deals damage equal to that **Weapon's Attack**. A Character must attack an Enemy adjacent to them and can choose to attack an enemy diagonal to them, but only on their turn.
- An Enemy automatically attacks a Character that it moves adjacent to, even if the Enemy's move action isn't over.
- Rolling  [4-6] successfully deals damage against the Enemy,  [2-3] the Enemy damages the Character,  [1] the Enemy damages the Character and inflicts their Special Attack.
- Only one Attack (one roll of the die) is made per Enemy per turn, but there's no limit to the number of Attacks a single Character or Enemy can make towards new opponents in their range. Deadite Characters can still attack diagonally.
- When a Deadite Character and a Human Character attack each other, the Player of the human Character rolls and can apply whatever Items and Abilities may be appropriate.

## Enemy Turn

- Once each player has taken a turn, all Enemies take their actions.
- Each Enemy moves a number of spaces equal to their speed towards the closest human player, but cannot move diagonally or through walls or barriers.
- An Enemy automatically attacks the first human it moves adjacent to and will attack all humans it ends up adjacent to. Once an Enemy Attacks, it automatically stops moving and won't continue moving that turn.
- Deadite players still take their turn per usual and do not act on this turn.

## HEALTH & VIRTUE

- Characters have **Health** and **Virtue**, tracked by dials on their Character Card; enemies also have **Health**, but no **Virtue**. A Character starts with full **Health** and **Virtue**. Attacks and **Events** can cause damage against both these values and some **Items** and **Events** can restore them.
- Enemies' Health is tracked on their token dial. Once a Character or an Enemy runs out of **Health**, they die. If a Character runs out of **Virtue**, they become a Deadite.
- **Items** and **Events** that increase **Health** or **Virtue** can be used to increase a Character's current Health or Virtue above their normal maximum, but cannot increase either above 7.
- When a Character dies or becomes a Deadite, all of their **Items** and **Ex-Mortis Pages** are dropped and set to the side. Place a **Loot** token on the stack and the corresponding token on the board where the Character was. Any human Character may collect the **Loot** by traveling to the token on the board. If a Deadite Character gains any **Items** or **Ex-Mortis Pages** through **Events**, they instantly drop as **Loot** on that Character's current location.
- When a Character turns from Human to Deadite, they regain all of their **Health** back up to the Character's personal maximum. Deadite Characters do not have access to their Human Abilities and cannot use any Items. When a Character turns from Deadite to Human, they remain at whatever **Health** they had, but their **Virtue** restores to their personal maximum.

## ITEM CARDS

**Item** cards are **Weapons** and key items used to interact with the challenges and environment. Item cards are immediately played in front of the player; **Auto** cards are immediately equipped and available to use; **At-Will** cards can be used—and then discarded—immediately or on any later turn. A Character can hold up to two **Small Weapons** or one **Large Weapon**; there's no limit for **Special** items. A Character can only benefit from one **Weapon** at a time. If a player receives an item they cannot carry, they choose which one to keep and set the other aside and represent it on the board with a Loot Token.

When a Character dies or becomes a Deadite, all **Items** in their possession are set aside and represented on the board with a **Loot** Token in the space they were last in. **Items** can be freely traded between any two adjacent Characters on either player's turn. **Items** can be dropped for any reason as Loot items on the player's turn as well.




## EVENT CARDS

**Event** cards occur each turn throughout the game, adding challenges, twists, boons, or random effects. Each player must draw an **Event** card on their turn and it is played immediately. Some **Event** cards double as **Enemy** cards; the card is placed aside so the Enemy's stats are visible and the Enemy is represented by an appropriate Token.

## EX-MORTIS PAGES

There are 9 unique **Ex-Mortis Pages** that form one big picture. However, duplicates of these pages have been scattered throughout the cabin and grounds, some with greater frequency than others. The players must gather up one of each in order to close the portal. They also have other uses.

### SPELLS

Once a Character has 4 **Ex-Mortis pages** (duplicates included) in their possession, they gain access to certain **Spells**, listed below. To use a Spell as an Action on their turn, a Player may roll the Deadite Die: on a  [4-6], the Spell is successful; on a  [2-3], the Spell fails and the Character loses **1 Virtue**; on a  [1], the Character becomes a Deadite.

- **Resurrexit Infernum Mortuis** - Resurrect a dead Character as a Deadite from anywhere on the board; the Character comes back at the location of their death.
- **Reditum Lux** - Convert a Deadite Character into a Human Character; the two Characters must be in adjacent squares.
- **Ecferus Impetus** - Cast before making an attack on your turn. If successful, increase the next attack's damage by 2. If the Spell fails, you may not make any attacks this turn.

## CHARACTER CARDS

Each Character has a certain amount of Health and Virtue, as well as a Special Ability that makes playing as them a unique experience. Each Character also has a Deadite version on the back with its own Special Ability. All Characters start as humans and can turn into Deadites throughout the game, changing their abilities and goals.

If a Character becomes a Deadite, they get their full Health back. Deadites don't have Virtue. If a Deadite Character is turned back human, they keep the same amount of Health and their Virtue resets to full.

## LOCATIONS

### Work Shed/Car

The first time any Character enters the **Work Shed**, they may draw an **Item** Card; the Character must end their movement in the appropriate space to receive the **Item**. The **Chainsaw** can only be repaired in the **Work Shed**. The **Work Shed** door can also be barricaded with the **Boards** item.

The first time a Character ends their turn anywhere on the **Car** tile, they may draw an **Item** Card. The Character must end their movement in the appropriate space to receive the **Item**. There are no doors to barricade on this tile.

### Forest/Trail


There are many tiles with **Forest** on one side and **Trail** on the other; start play with only one **Trail** tile face up. Players can go to a **Trail** tile and restore their **Virtue** to full by restoring their hope of escape; after, flip the tile to **Forest**. Some **Event** cards will flip them back. The **Killer Tree** Enemy can only move across **Forest** tiles.

## DEADITE DICE

**Evil Dead 2™: The Official Board Game** comes with a custom six-sided die with three different icons. The **Deadite Die** is used to resolve conflicts and interactions throughout the game. The icons are:

: **Mostly Good**. 3 sides (4-6). While attacking, this hurts the Enemy; during **Events**, this causes the good or least bad outcome.

: **Mostly Bad**. 2 sides (2-3). While Attacking, the Enemy will hurt the Character; during Events, this causes an unfavorable outcome.

: **The Worst!** 1 side (1). While Attacking, the Enemy will both hurt the Character **AND** use its **Special Ability**; during **Events**, this causes the worst outcome.