

We Destroyed the World; Now What?

RULES

Table of Contents

Story

Game Info

Game Components

Setup

Turns

The IDPD

Character Cards

Credits

Story

In a troubled world far into the future, where the barriers between science and magic have been blurred, your team of highly coordinated and accomplished supervillains have just performed the greatest heist ever committed, one that might end the world as we know it. But you are being chased by the dreaded Inter-Dimensional Police Department, better known as, the IDPD. Together, you must now navigate the Negative Space, creating a path to the Inter-Dimensional Portal while collecting the 4 power crystals that are the only items in all of time and space that can open the Inter-Dimensional Portal. Will you escape and finally end this accursed world? Or will you be caught and destroyed by the IDPD.

Game info

4 players - Coop – Tactical Heist - 30 minutes – Team Victory or Team Loss

Victory condition

Reach the GOAL tile with all 4 characters and all 4 crystals.

Loss condition

If even a single player is caught by the IDPD, the game ends as the rest are unable to leave the negative space.

Game Components

(A) 32 tile cards (1 goal tile + 1 start tile + 4 crystal tiles + 26 path tiles)

(B) 4 unique character cards

(C) 4 crystal cards

(D) 5 pawns (4 players + 1 police)

(E) 1 D3

(F) 1 Rulebook

(G) 1 Barrier element

(H) 10 action point tokens



(C) Crystal Cards



(D) Pawns



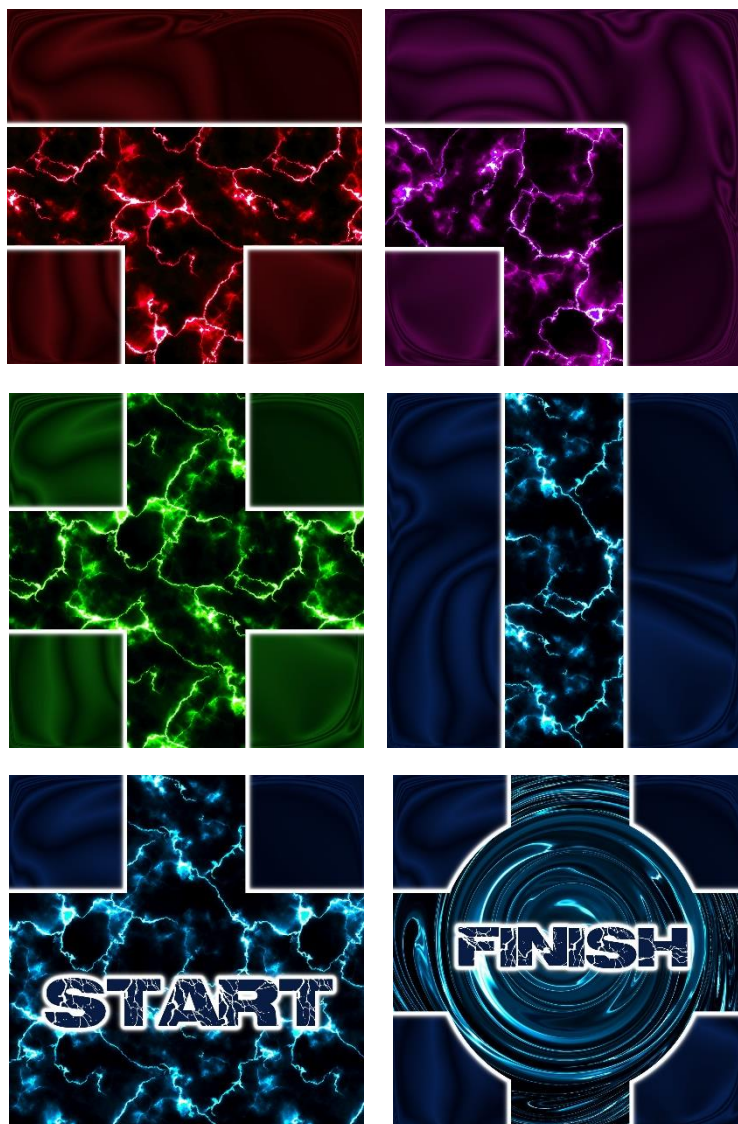
(E) D3



(G) Barrier Element



(H) AP Tokens



(A) Tile Cards



(B) Character Cards

Setup

1. Get START and GOAL tiles and place them on the table. The distance between them defines how long the game will last. A length of 6-8 tiles equals a game of about 30 minutes long.
2. Shuffle the remaining 30 tile cards and put them face down on the table.
3. Each player picks a character card of their choice.
4. Each player draws 3 tile cards (visible to anyone)
5. Action points are placed in the center where everyone can reach them
6. Crystal cards are put to side of the table, face up, everyone may see them, as soon as someone steps onto a tile card with a crystal drawn on it, they must draw a crystal card.
7. Every player chooses their pawn and places it on START
8. One pawn is reserved for the IDPD and must be placed one space outside the START tile, to indicate that the police hasn't entered the negative space yet.

Turns

Play is not round based but AP based with a shared pool of 10 AP which once exhausted starts the IDPD's turn. Play starts with anyone's turn but must always continue anti-clockwise.

Each player must use at least 1 AP to be able to pass the turn. A player can choose to use all 10 AP in a turn, after which the IDPD's turn begins and then it is the turn of the next player.

Cost-based Actions

1 AP cost

- Move to an adjacent tile that has been connected.
- Place a tile from your hand adjacent to your current tile. Remember you must be right next to it.
- Draw a tile card (you can hold a maximum of 5 in hand).

2-7 AP cost

- Use your character's special ability (See "*Character cards*" for more info)

Free Actions

- **Talk:** Players are encouraged to talk about everything, the IDPD is no joke and one wrong move can lead everyone's death. Plan carefully and make sure to use your character abilities whenever necessary.
- **Crystal collection:** First person to walk on a tile with a crystal is forced to collect it. Only one crystal can be held per player.
- **Pass turn:** Players can take as many points from the pool as they like but must take at least 1 to pass their turn on to the next player.

The Inter-Dimensional Police Department

SETUP

Any player can choose to control the IDPD. The IDPD starts outside the START tile indicating that they haven't entered the negative space yet.

MOVEMENT

The IDPD only moves when the action points pool is empty. The pool is then refilled, and the next player's turn continues i.e. clockwise from the last player who played. The first time the pool empties the IDPD moves onto the START tile without a die roll. But after that, the D3 must always be rolled once the pool is empty. Each crystal collected adds +1 to the result of the D3. Every tile the IDPD leaves from is **turned over** and can't be used by players anymore but can be used by the IDPD.

TARGETING

The IDPD always targets the player who used the most AP this turn, if two or more players have the same amount, then the IDPD targets the nearest player.

How the IDPD can kill you

- If enemy reaches its target's tile and still has movement left.
- If any player is on tile when turned over.
- If enemy turns over crystal tile before it's collected.
- If enemy turns over the GOAL tile.

Character cards

The Detector

Searches the deck for any card and can draw it. The deck must be re-shuffled after.

Cost 5 AP

The Glitch

Can teleport any player including self to any tile that's placed face up.

Cost 7 AP

The Shield

Can create a barrier between the current tile location and an adjacent tile of choice. The IDPD needs to roll a 3 or greater to get past and break the barrier. If the total movement is greater than 3 then the remaining is used as movement. The IDPD is not forced to break the barrier and if an alternate shorter path exists then it must be taken. If the Shield places another barrier, the previous one is broken.

Cost 5 AP

The Trader

Trade any two cards between any two players.

Cost 2AP

Credits

Designed by Daniel Baracotti, Lars Kalthoff, Sebastião Casaleiro, Theodore Menezes