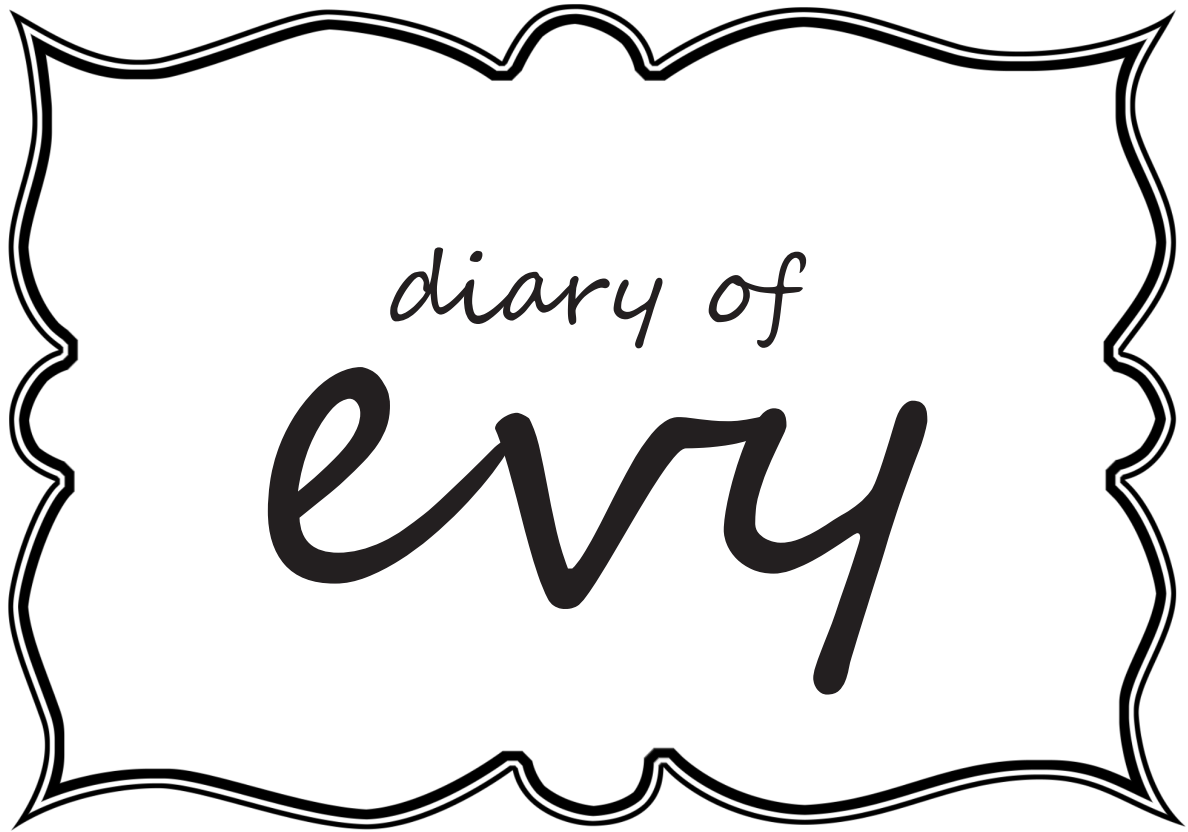


Martijn van der Lee's



against *Everything*
and *Everyone*,
Everywhere

A single-player scary adventure board game.

Components

To play the adventures in this book you will need a number of things besides this book.

Cards (print & cut)

27 playing cards are required. Download and print the file from <http://evy.toys.com>, cut them out and, if possible, sleeve them so you can't see through the back side.

Non-printable

In addition you will need:

- 1 player marker for Evy herself (cube, figurine or otherwise).
- 2 standard six-sided dice to use for rolling.
- 1 standard six-sided dice to use for special monsters.
- 25 monster markers (preferably cubes).
- 10 health markers or a ten-sided dice to track health.
- 2 cube markers to track card usage.
- 2 item tokens (cubes, they can be different colors).

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Evy **against Everything and** **Everyone, Everywhere**

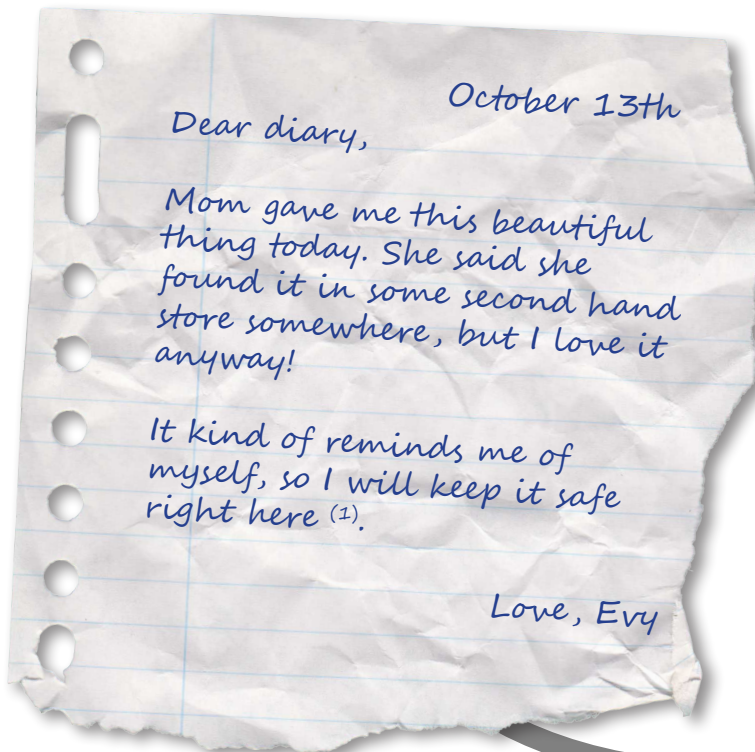
Table of Contents

Dear diary	4
Evy's room	5
Upstairs hall	6
Using cards	7
How to play	8
Example turn	10
Downstairs	12
Street	14
Parking lot	16
Supermarket	18
Grandparents'	20
Elevator	22
Library	24
Park	26
Dungeon	28
Castle	30
Tower	32
The end	36
Who's the best?	37
Frequent questions	38
List of cards	39

Dear diary

This is the story of Evy, a young girl finding herself in a strange situation. It seems the world has turned against her. But she's a tough one and, though she may be scared, she's not afraid to fight back. In order to survive, you'll help Evy learn when to take risks and when to run away. You will help Evy to learn to survive against everything and everyone, everywhere.

*What is this?
Notes like these
tell you what
to do when
something
happens.*

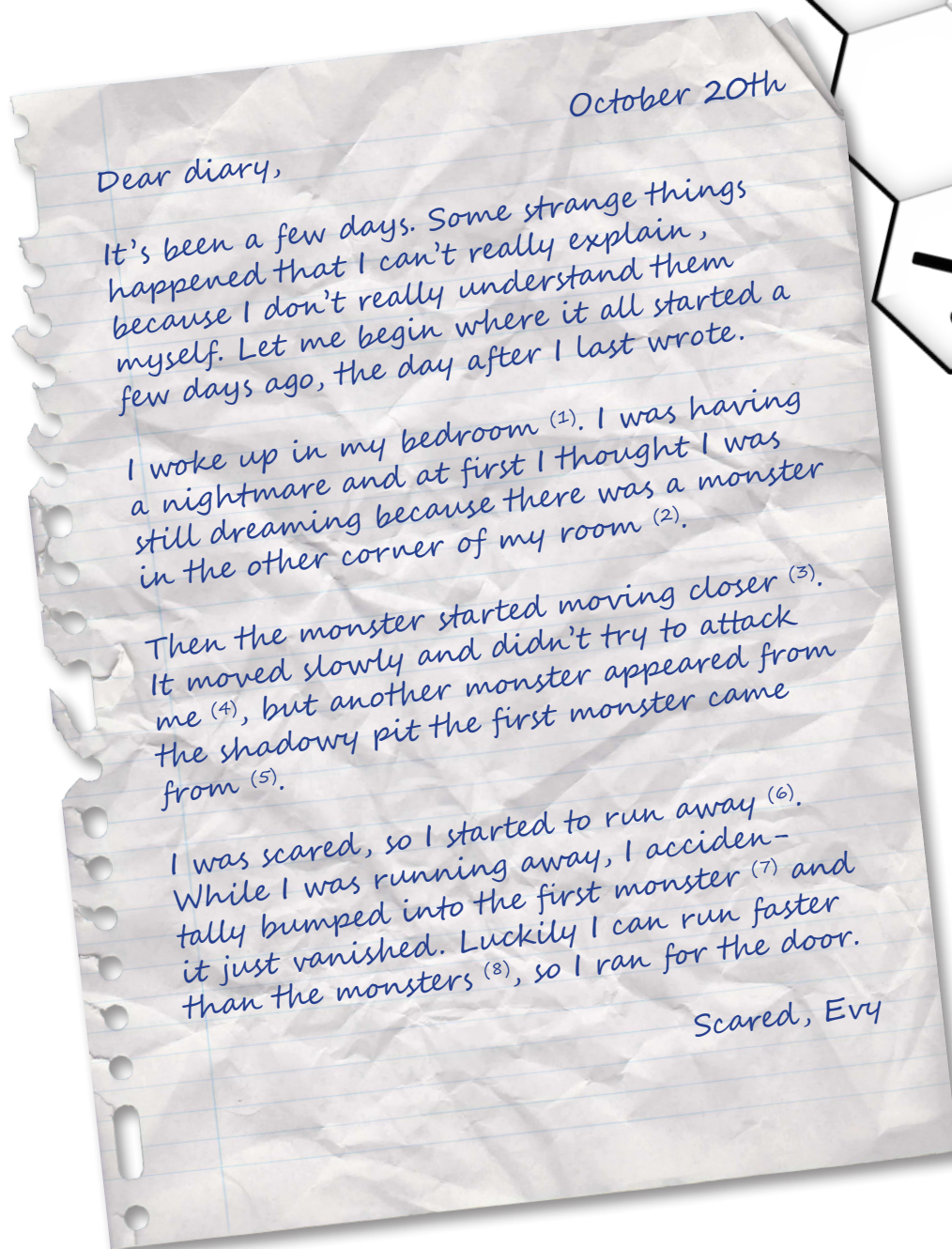


*Marker placed?
Now you know
who you are!
Start your first
adventure on the
next page.*

1. Place your Evy marker on the marked six-sided "Evy" tile.
During your adventures, you move Evy (and others) from tile to tile, but only to tiles that are next to each other.

Evy's room

A few days later, Evy is soundly asleep in her bedroom on the second floor of her home. From a dark corner, an ominous figure awaits Evy's return from her slumber...



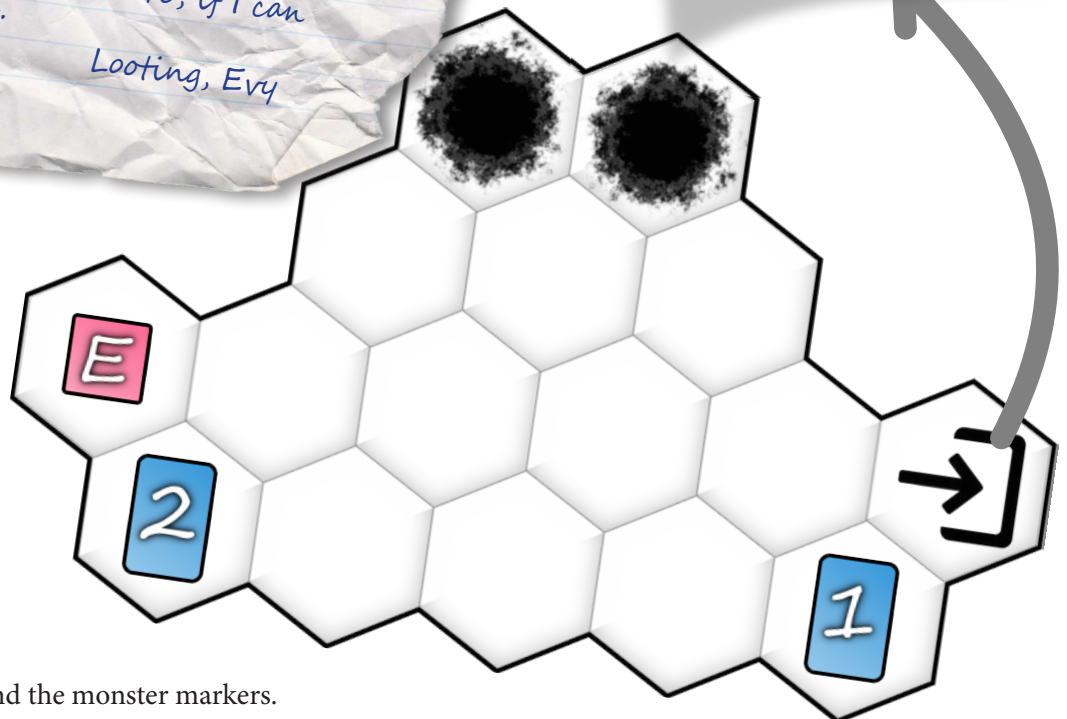
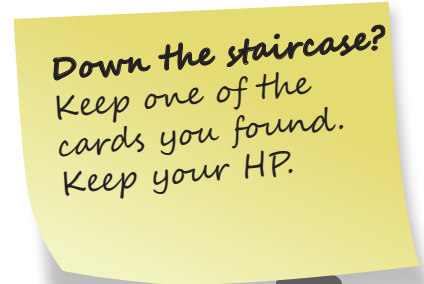
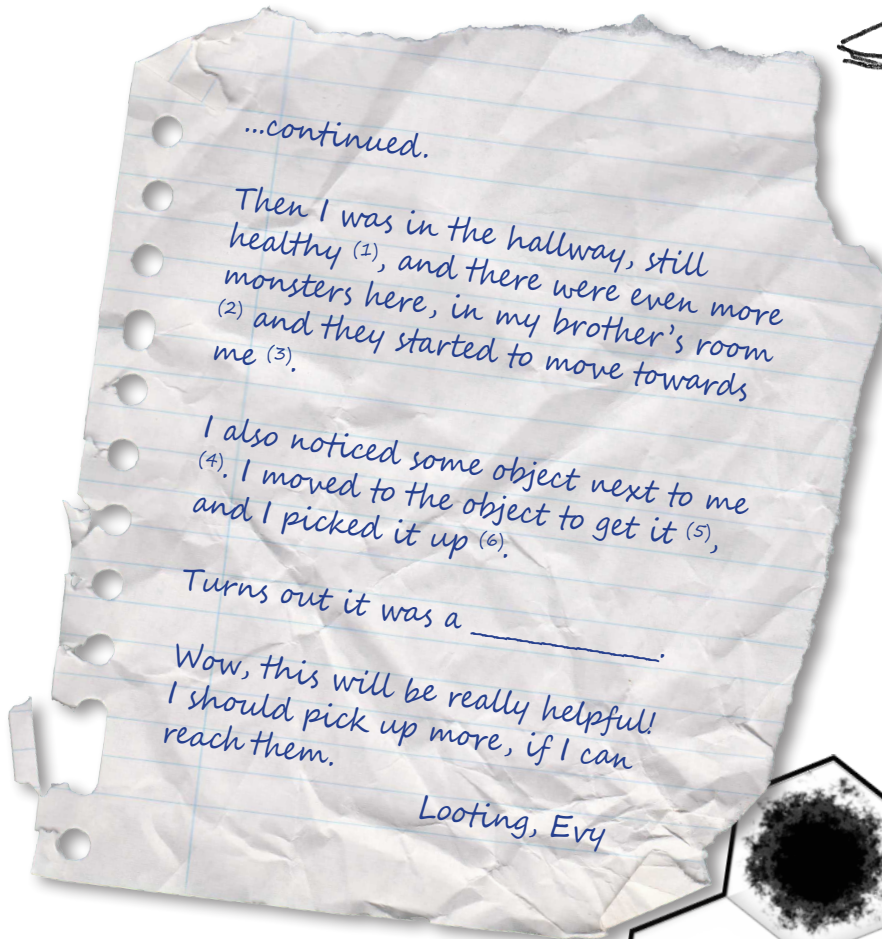
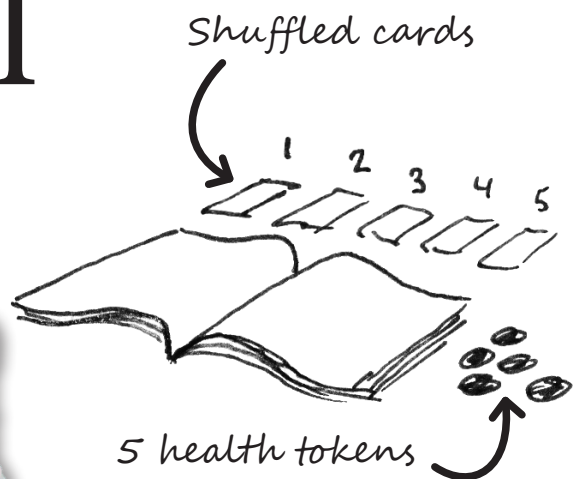
Reached the door?
Well done, you escaped a monster! Go on to the next adventure.

1. Place Evy on her tile.
2. Place a monster marker on the black spawn pit.
3. Monsters move first; move the monster marker one tile to the left towards Evy.
4. Monsters can only attack you before moving and when on a tile next to Evy.
5. After moving the monsters, put a new monster on the spawn pit.
6. Move Evy one tile to the bottom-right, towards the door.
7. Evy can attack one monster next to her. Remove the monster next to Evy.
8. Every turn, Evy can attack once and move twice, in any order.



Upstairs hall

More monsters await Evy in the hall outside her room. There are monsters coming out of her brother's bedroom. Evy'd better make for the staircase and find out what's happening.



1. Take 5 health tokens.
2. Place the Evy marker and the monster markers.
3. Roll two dice, add them together to get the monster actions.
 - Move each monster one tile closer to Evy, starting from the closest. Each move costs 1 monster action.
 - If all monsters have moved once, any remaining monster actions are lost.
4. Put two random cards next to this book, in order and face down.
5. Move to the tile with the card with number 2 written on it.
6. Turn over the second card; card number 2. Whenever you move onto a card, you may turn over the card for that number.

Using cards

Using cards in this game is really simple; everything you need to know is on the card itself. You just need to know how to read it, but even that part is easy. Here's how:

The type of card you are using.



Health

Gives Evy extra HP.



Movement

Makes Evy move faster.



Weapon

Makes Evy attack more monsters.



Skill

Gives Evy a special one-time ability.

How to use

What you can do when you use this card.

Title

This tells you which card you're using, in case you forgot.

Picture

Just in case the name of the card wasn't clear enough.

Pick up rule

What to do with the card when you pick the card up.

After using

What to do with the card after you've used it.



On weapon and movement cards, you'll be able to track the number of times you've used it.

How to play

By now, you've learned a bit of how to play "Evy". To make sure you understand all the rules, read these pages.

Starting an adventure

Every adventure has a small story and a map of the location where this adventure takes place. Some adventures have additional rules and setup requirements. The story will help you set up the adventure you are about to play.

Health

You start each adventure with at least 5 health points (or "HP" for short). During the game, you can gain up to 10 health points and you get to keep your HP from the previous game.

Monsters

Put a monster token on each monster spawn pit.

Cards

Each adventure has a number of cards, which you can collect while playing. At the start of the adventure, select the card you have kept from the previous adventure, reset its usage tracker, and set it aside for use.

Shuffle all other cards (including those used in the previous adventure) and place one card face-down for each card on the map, in order.

The numbers on the cards on the map correspond to the order of the actual card, so if you decide not to pick up a card on the map, that card is not used.

At the end of an adventure, you get to keep one of the cards you still have in hand and start with it in the next adventure.

Special markers

Some adventures use additional markers for special purposes, such as treasure or items to collect or to act as doors. Read the instructions with the map for these.

Taking turns

During the game, the monsters and Evy can move and attack. Each turn starts with the monster phase, then ends with Evy's phase.

Monster phase

During the monster phase, a random number of monsters can attack and move. Roll two dice and add their values together to give the monster actions (MA) to use this turn.

Monsters spend their monster actions in the following order:

1. *Is there a monster next to Evy?*

Each monster next to Evy can attack her once. Each attack costs one AP. So if there are five monsters next to Evy and you rolled three AP, only three of the monsters can attack.

For each attack, Evy loses a health point. Whenever Evy would lose a health point, you may also discard one of your cards in hand to prevent loss of HP. If Evy is attacked when she doesn't have any more HP or cards in hand to sacrifice, you lose the adventure.

2. *Moving monsters (once per monster)*

For every MA remaining after attacking Evy, you move a monster one step closer to Evy. Each monster that moves costs an AP. When the monsters run out of MA, their phase is finished and Evy's phase begins.

Start with the monster closest to Evy, as measured by the number of steps away it is, then with the monsters further away if there are still MA left for them to use.

Monsters can't move away from Evy. Monsters may move to the side in order to make space for another monster to move closer. Monsters may have to move around corners in order to get closer to Evy.

Monsters can move over any tile except monster spawn pits or tiles with tokens or markers on them. So the monsters *can* move over card tiles, exits or tiles where markers were removed.

If a monster has two equal movement choices, you get to pick the tile to where it moves.

3. *Spawning monsters.*

At the end of every monster phase, you put a new monster on any spawn pit which does not already have a monster on it.

Spawning new monsters costs no monster actions and happens even if you have no MA remaining.

How to play (continued)

Evy's phase

Evy may take three actions; two movement actions and one attack action. Evy can take these turns in any order and does not have to use all her actions.

1. Moving (twice each turn)

You may move twice each turn, during the Evy phase, in any order. For each move you can either use a card, or simply move a single step to an adjacent tile.

To use a movement card, follow the rules on the card. Some cards have usage trackers on them. When you take a card in hand, put a marker on the end of the tracker, then reduce by one every time you use the card. When you use up all card usages, discard the card.



If you move over a card tile, you can flip the corresponding card face-up. When you do, follow the instructions on the card. If it's a health card, you gain the HP and discard the card immediately. You can have only one movement card and one weapon card in hand



at any time, any other movement or weapon cards must be discarded. You can have any number of skill cards in hand.

2. Attacking a monster (once each turn)

Once each turn, you can attack the monsters. You can either attack a single monster next to you or use one of your cards in hand to attack one or more monsters. Follow the rules on the weapon cards to learn how to use it.

For each attack on a monster, the monster loses 1 health point. For normal monsters, this means they are defeated immediately and are removed from the board. Some monsters are stronger and require multiple attacks to be defeated.



3. Use a skill card

Skill cards can be used at any time during Evy's phase. Using a skill card does not count as one of your actions, but it does mean you lose the skill card.

End of the game

If you reach the adventure goal, usually reaching an exit or picking up an object, you've won the adventure and can go on to the next adventure. You get to keep one of your cards and restore its usage tracker for the next adventure. You also get to keep any HP over 5.



If you have no more your health points or cards and are attacked, you lose the adventure and have to start over again.

Special situations

Some adventures use slightly different rules. The story page for the adventure will tell you what to do, but to help you some more, read the following instructions.

For maximum gameplay enjoyment, **stop reading this chapter** and come back to it when you encounter one of these special situations.

Ghosts

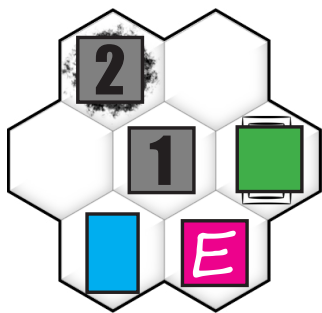
Ghosts are just like regular monsters, except they're mostly see-through. Because they're so transparent, they can move through walls and even attack Evy from within walls. Other than that, they are just like ordinary monsters and Evy can attack them even if they are in the walls.





Boss monsters

Sometimes a bigger, nastier and meaner monster appears. These monsters will behave like normal monsters, but are much harder to beat.

For a boss monster you use a six-sided dice instead of a normal monster marker. The top face of the dice indicates the monster's health, it usually starts at 6, which means you have to attack it 6 times before the monster is killed.

Example turn



Evy () is on the bottom right tile. There are two monsters (). Monster 1 is next to Evy, monster 2 is standing on a monster spawn pit. A card () is on the bottom left and a door () to the right, with an item cube to mark the door closed.

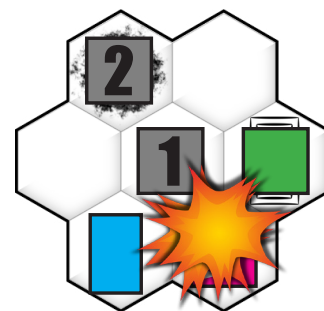
Rolling dice for monster actions (MA)

It's time to start the monster phase! Start by rolling two dice and add them up. For example, if you roll a 2 and a 1 (a pretty lucky roll for Evy), the monsters get 3 actions. Everything the monsters do costs one MA.

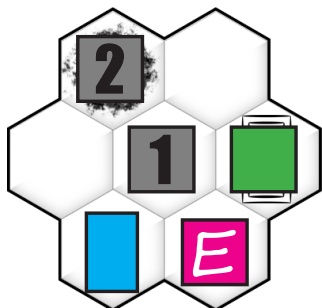
1. Attacking Evy

First, every monster next to Evy attacks her. Monster 1 is next to Evy, so it attack her. Whenever Evy is attacked, she loses 1 health point. If Evy has no more health points to lose, she loses and will have to start the adventure over again. For now, let's assume she has plenty of HP remaining.

Each monster that attacks Evy also costs 1 MA. If there are no more monster actions, the monster phase is done. We had 3 MA and used 1 to attack Evy, so we now have 2 MA left.



No other monster is next to Evy, so no more monsters can attack Evy this monster phase.

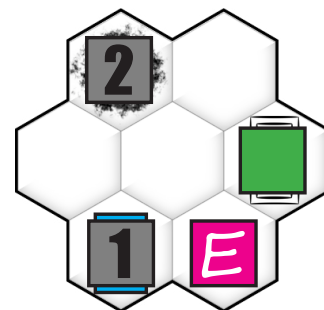


2.1. Moving monster 1 to the side

Now the monsters get to move, starting with the monster closest to Evy.

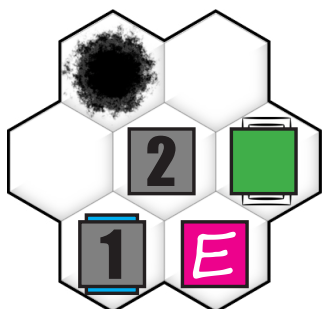
Monster 1 is closest, but it is already next to Evy and can't move closer. It can move to the side, however, to make room for monster 2 to get closer. Monsters can't move over any cubes, such as the door or over spawn pits, but can move over cards, so monster 1 moves over the card.

We had 2 MA and the move costs 1, so only 1 left.



2.2. Moving monster 2 closer

Each monster can only move once, so now it's the next monster's turn. Monster 2 can now move closer to Evy, so it does. Again, take one MA away for moving a monster; we had 1, now we have none left.

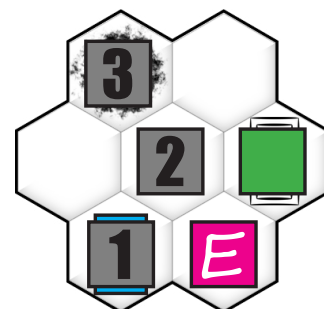


Monsters may only attack before moving, and monster 2 has just moved, so no more moving this turn.

3. Adding new monsters

At the end of the monsters' turn, we add new monsters to every spawn pit without a monster on it. We have an empty spawn pit on the top left, so we place one there.

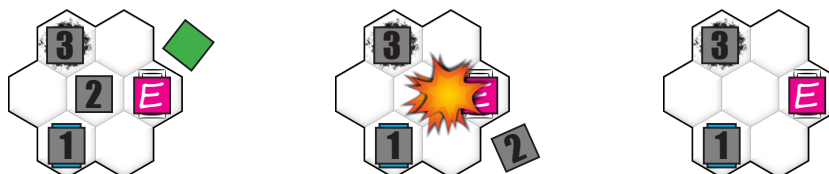
You always put new monsters on spawn pits, even if there are no more monster actions!



Example turn (continued)

Evy takes her turn

Evy now takes her turn. Normally you play Evy, but for this example the manual will take control and move Evy over the door cube. Monsters cannot move over doors, but Evy can. When Evy moves over a door, the door is opened by removing the item cube from the door. From now on, monsters can also move over that tile.



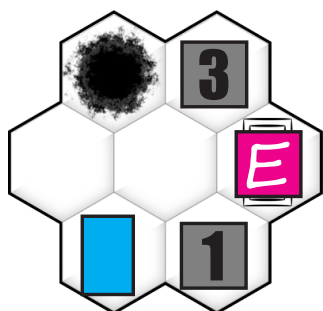
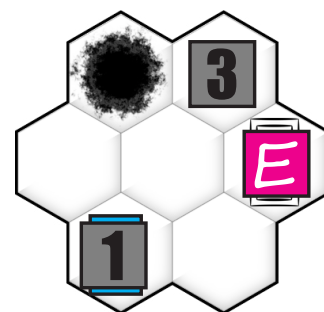
In addition to removing the door cube, Evy also attacks monster 2. Normal monsters can only take one attack before it is defeated and must be removed from the board. Not all monsters are the same; some of the adventures have additional rules making monsters stronger or move differently.

Next monster turn

After Evy has finished her phase, the monsters get to attack and move again. Roll two dice and add their values to determine the number of monster action. Let's assume we rolled a 5 and 3, for 8 MA in total. Since no monster is next to Evy, the monsters cannot attack. We go on to moving the monsters instead.

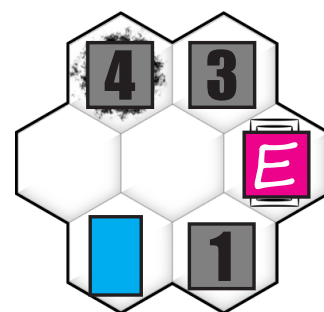
Monsters 1 and 3 are equally close to Evy. When this happens, you decide which monster moves first. This means you can make it a bit harder or easier for Evy if you want. We decide to move monster 3 first, for no particular reason.

Monsters must move closer, and monster 3 can move closer by moving to either right or bottom-right. Again; if you have equal choices, choose whichever way you want. We'll move it to the right, just because. We had 8 MA and moved one monster, so now we have 7 MA left.



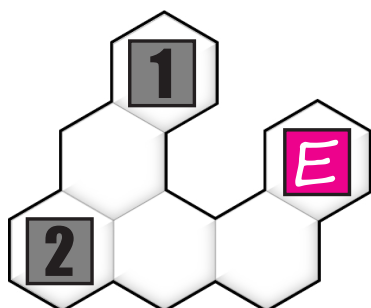
There are still monster actions left, so we can move monster 1 too. We randomly move the monster top-right, costing 1 MA, leaving us with 6. We still have monster actions left, but no more monsters to move. In this case, unused or unusable monster actions are lost.

At the end of the monsters' turn, any empty monster spawn pits will get a new monster. Monster 4 is added to the map on the spawn pit.



Walls and ghosts

Most maps have walls on them. Walls are just gaps without tiles. Neither Evy nor the monsters cannot move over walls. When deciding which monster is closest to Evy and how to move closer to Evy, you measure the walking distance around walls.



For instance, on this map, monster 1 is three steps away from Evy and monster 2 is two steps away, so monster 2 is closer and must move first. If you would move monster to the top-right, it would still be two steps away, but if you move it to the right, it would be one step away, so you must move it to the right.

Unless the monster is a ghost, of course!

Downstairs

When Evy goes down the staircase she can hear her baby brother crying from the living room. Evy will have to pick up her brother and run out of the house before the monsters can get to her.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

Dear diary,

October 21st

As soon as I got downstairs I heard my baby brother crying from the living room ⁽¹⁾. He's so loud you can hear him through the walls!

I also noticed some monsters coming from the kitchen. I wonder what they were looking for in there, but as soon as they saw me, they were heading straight towards me! I had to be quick if I wanted to rescue my brother.

Once in the kitchen I found the scary monsters were coming in through the back door (there goes my escape route; will have to backtrack to the front door) and there were even some coming in from the living room.

My baby brother was sitting in the opposite corner of the room, far away from the monsters (smart boy!). But I knew he wouldn't be safe for long, so I had to rush on, take him in my arms and get out.

_____, Evy

Got baby brother?
Good job! Now run
to the front door
and out into the
street.

It tried to
look like the
carpets!

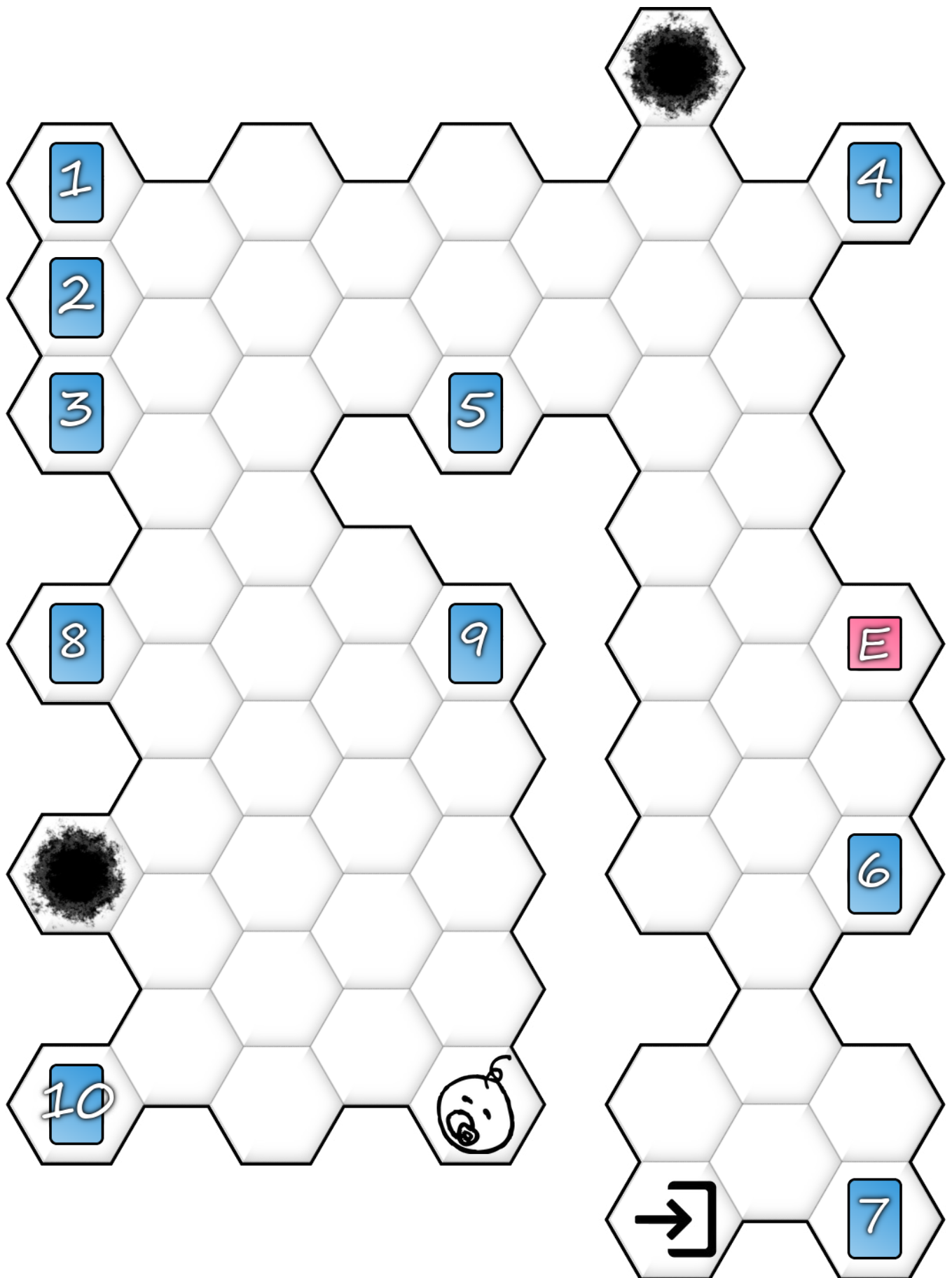


Out on the street?
Keep one of your
active cards:

and your HP: _____

1. Put an extra object marker on the baby tile.
2. This map uses 10 cards which you can pick up.
3. Pick up the baby, then go to the exit.

Downstairs (continued)



Street

Out on the street, Evy finds even more monsters chasing her. What are these monsters doing here? Evy must find her parents in town; they will know what's going on. But how to get there? Take the short road, or take the back road? There are more monsters there, but also more stuff she can use.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

Dear diary,

October 22nd

I was hoping that the monsters
would only be inside the house,
but they were outside too!

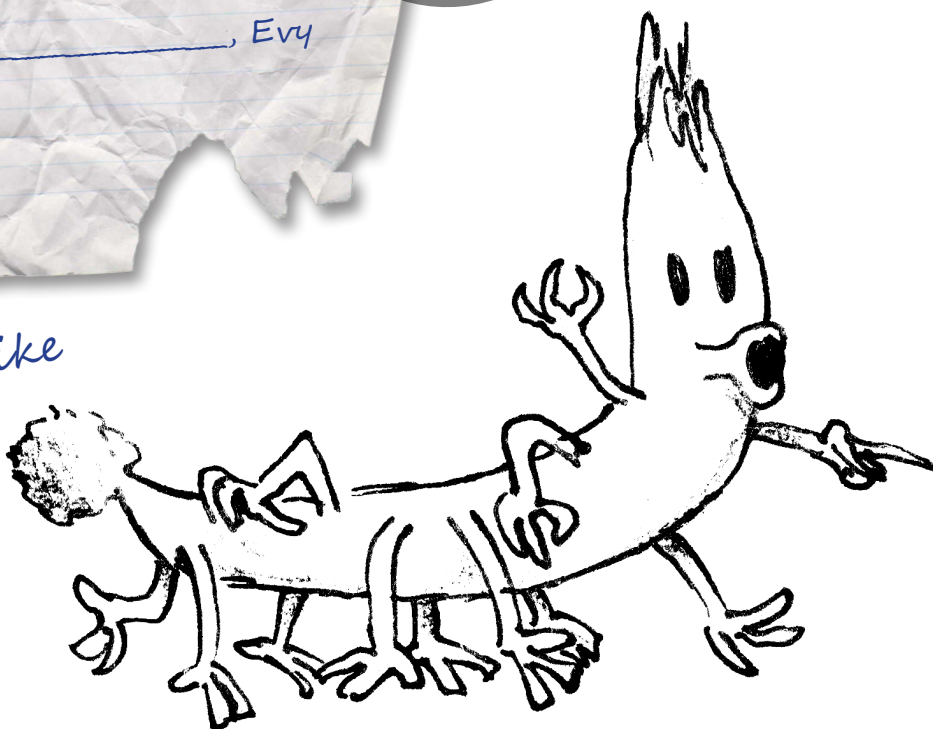
My baby brother was starting to
cry now (can't really blame him),
and that makes attacking these
monsters hard. So I had to drop
him off as soon as possible; at my
grandparent's.

The quickest (and safest) way is to
take the main route, but taking
the dusty back road would let
me pick up some useful items, so
which direction will I pick?

_____, Evy

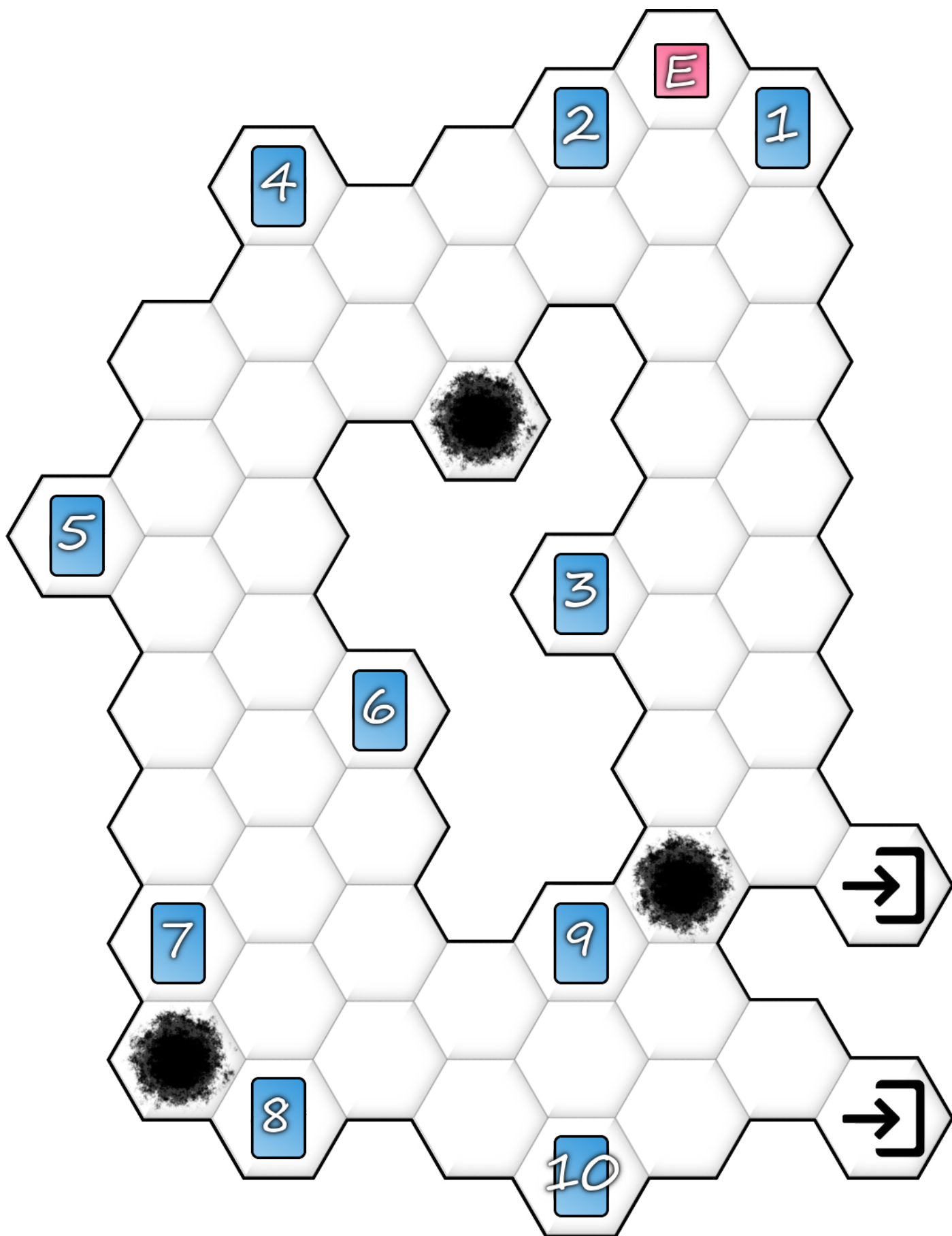
End of the road?
Keep one of your
active cards:
_____ and your HP: _____.

These slugs look like
they are made
from the dirt of
the dirt road.



1. This map uses 10 cards.
2. Head for either exit.

Street (continued)



Parking lot

On her way to town, Evy passed by the mall. Although there were monsters there too, she decided to try and go in and see if she could find some real weapons. Before Evy can get in, she'll need to pass through the parking lot, though.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

October 23rd
Dear diary,

I've been walking for quite a while now, and there are just monsters everywhere.

There's a supermarket between my house and my grandparents' house and I could really use some food and tools to fight these monsters.

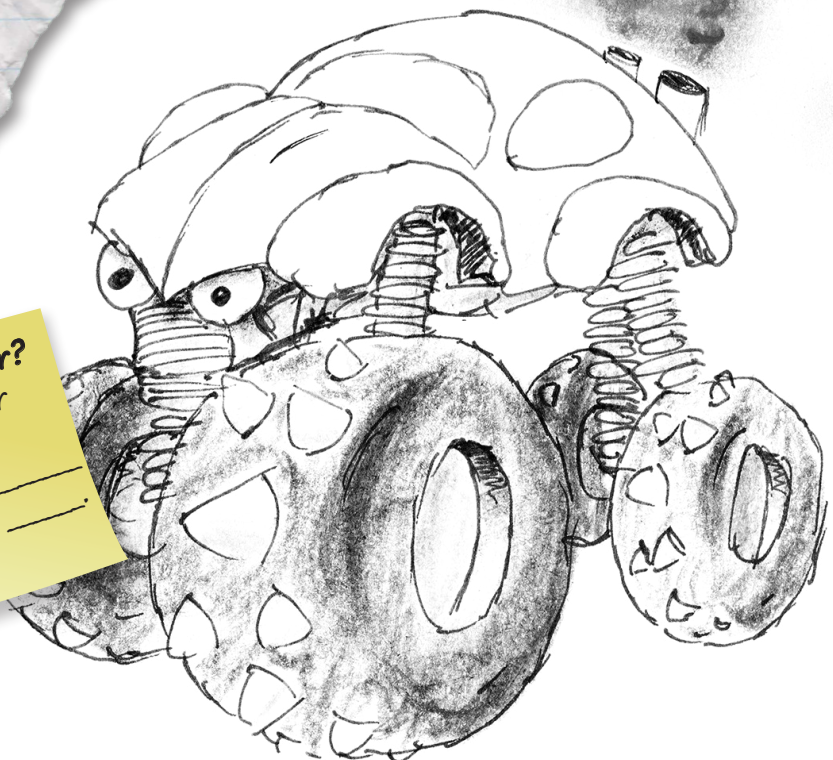
But before I can get into the supermarket, I have to get across the parking lot. It wouldn't be so hard if all the cars didn't come to life.

_____, Evy

Are these
what dad
calls Monster
Trucks?

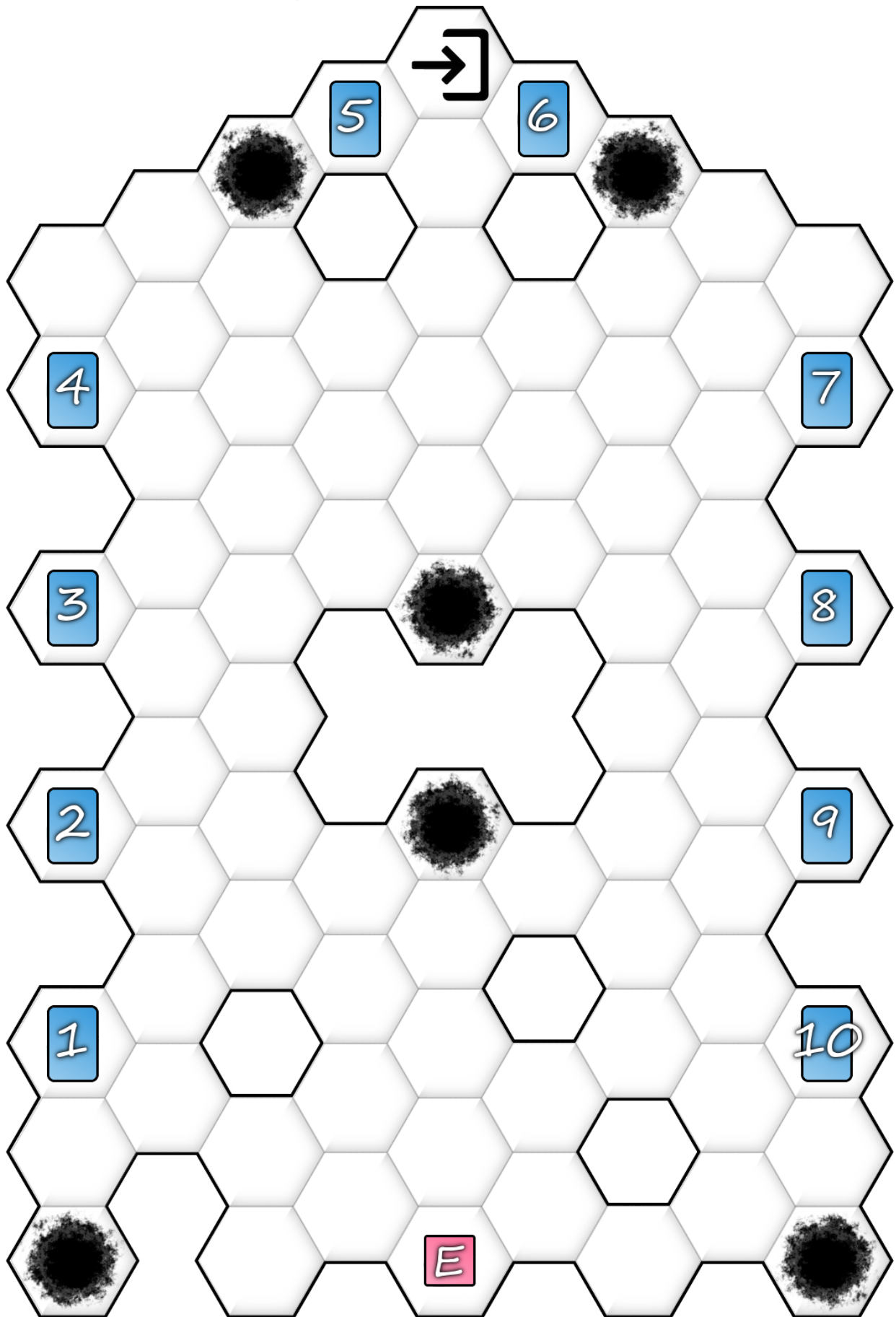
Through the door?
Keep one of your
active cards:

and your HP: _____.



1. This map uses 10 cards.
2. Head for the mall door.

Parking lot (continued)



Supermarket

The supermarket is sure to be a treasure trove of useful items. Evy is going to get as much as she can from the hardware department, but there are some weird monsters coming out of the produce aisle.

*Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.*

October 27th
Dear diary,

Phew... Inside the supermarket at last. There are monsters here too, of course, but I feel I can make it if I'm just a bit smart about it.

There's some useful stuff in the middle aisle, but it's almost like the monsters are guarding it.

There's also some things in the back of the supermarket, but I don't know how long I want to stay here.

_____, Evy

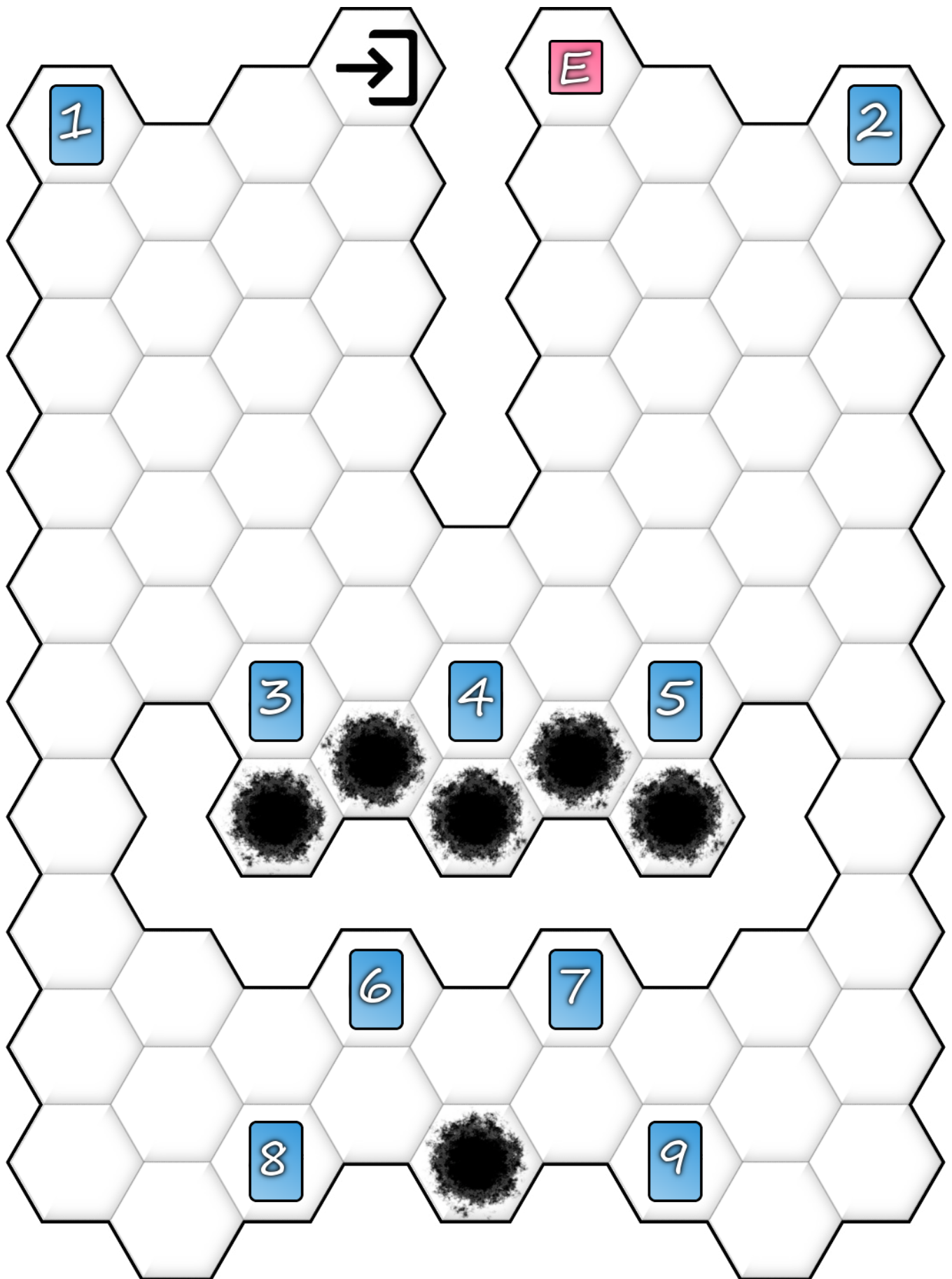
*Out the exit?
Keep one of your
active cards:
_____ and your HP: _____.*

*Are these just
tangerines gone
bad?*



1. This map uses 9 cards.
2. Head for the exit.

Supermarket (continued)



Grandparents'

Walking to the city Evy passes by her grandparents' house. It always did look a little old and rickety, but today it seems particularly gloomy. Evy can hear her grandparents inside, and also a lot of creaking; she'd better go take a look.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

Rescued them?
Keep one of your
active cards: _____
and your HP: _____.

Dear diary,

October 25th

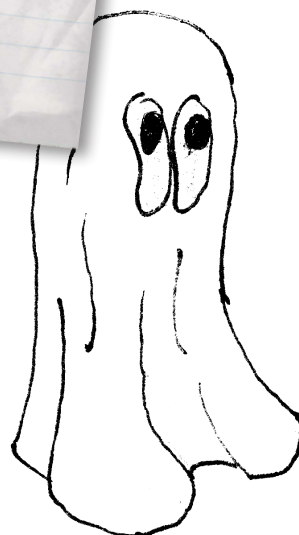
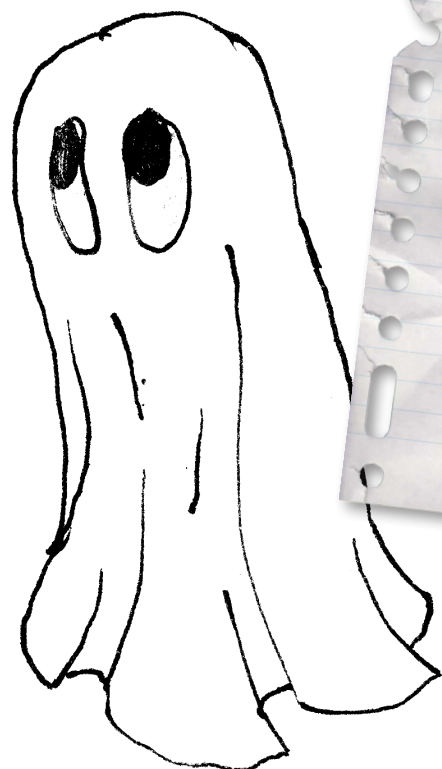
Finally at my grandparents' house; it's taken way too long. There seem to be more monsters inside, my grandma and grandpa must be scared too. I hope they're okay inside.

Well, I'd better head in and clean the house out. Luckily, it turns out the monsters here are the perfect rags to use for cleaning. Too bad they're floating around... and even through the wall!

I'll have to be careful not to be surprised by these monsters. If I can rescue my grandparents, I can leave my baby brother with them and go find out what's causing all this mess.

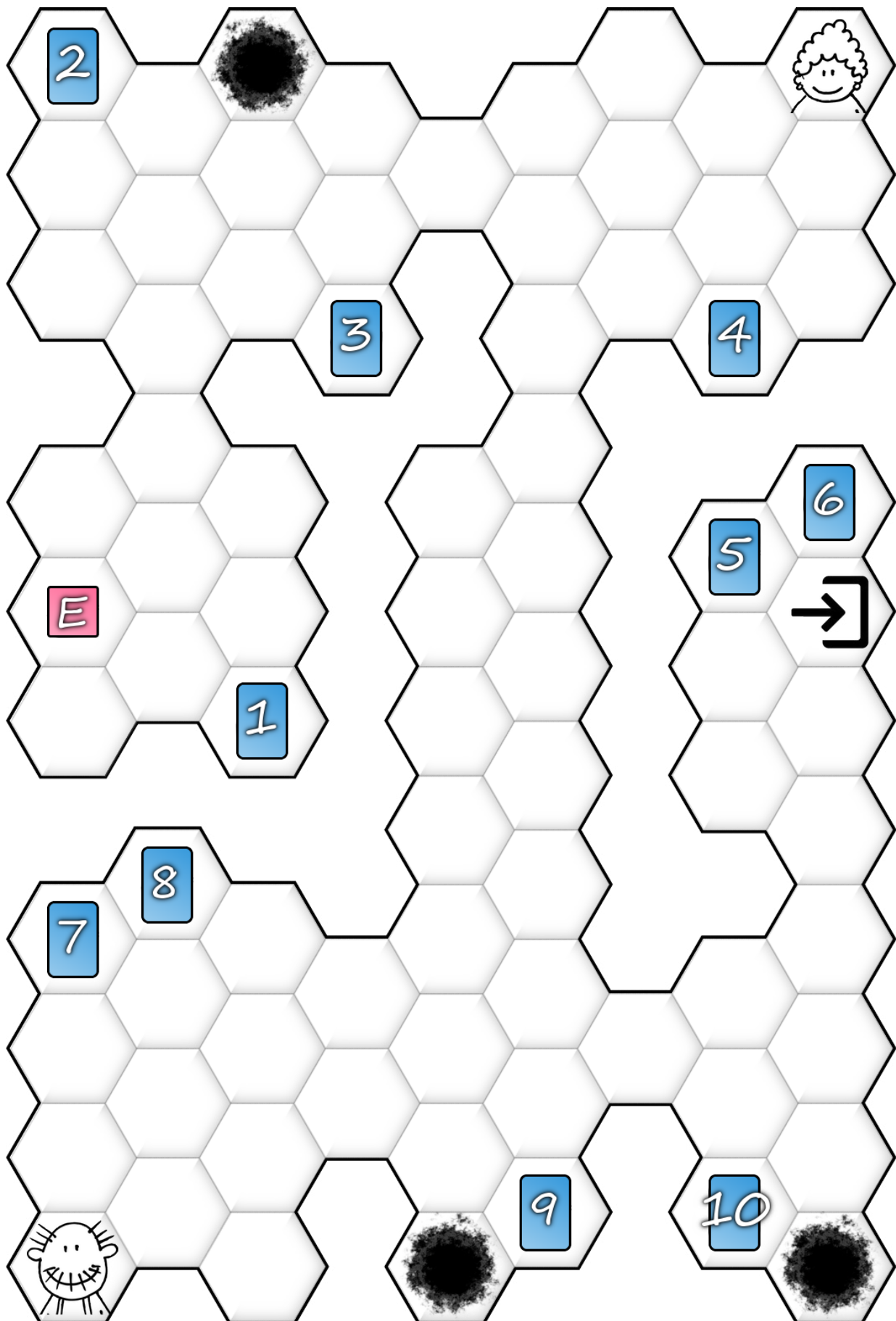
_____, Evy

Thankfully
their sheets are
clean(ish).



1. This map uses 10 cards.
2. Add item tokens on her grandparents.
3. All monsters in Evy's grandparents' house are ghosts.
Ghosts can walk through walls. Read the special rules for ghosts.
4. Rescue both grandparents and exit the house.

Grandparents' (continued)



Elevator

Evy's parents work on the 11th floor of a huge office building. In order for Evy to rescue her parents, she'll have to take the elevator up. More monsters step into the elevator on every floor, will she survive long enough?

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

Dear diary,

October 26th

Mom and dad work in a big building in the city. In fact that's where they first met years before I was born.

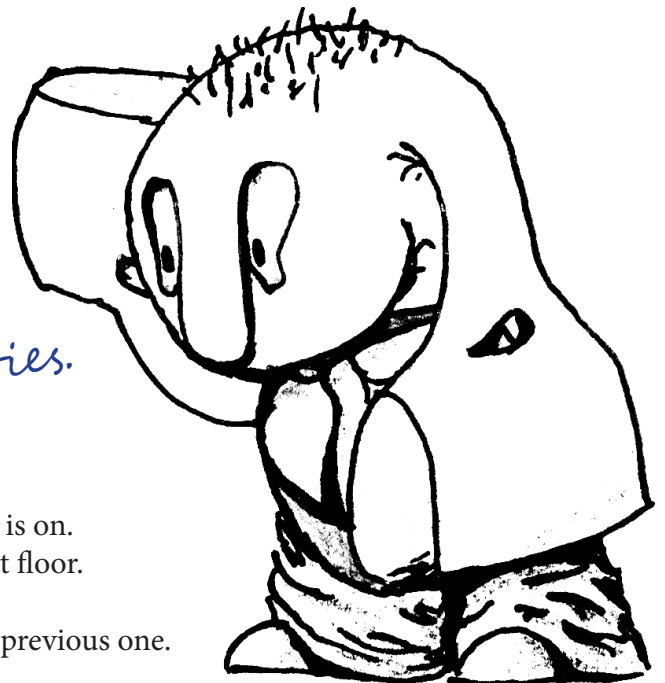
It's one of those big, modern buildings where everything is automatic and you can't even use stairs but have to take the elevator to go up.

I don't really mind elevators, but neither do monsters! The monsters here look especially sad and unhealthy; maybe they should put back a staircase.

_____, Evy

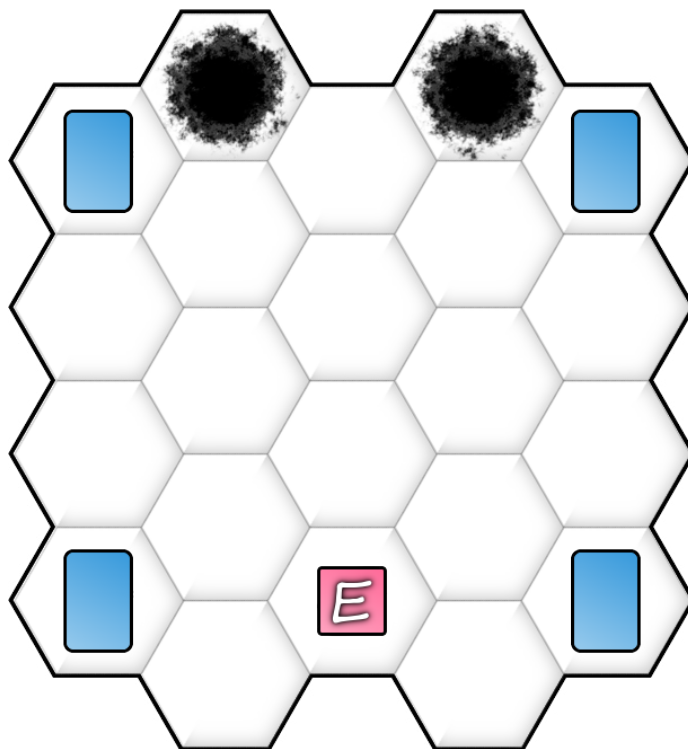
Top floor
Keep one of your
active cards:
_____ and your HP: _____.

They look kind
of sad in their
drooping blue
suits and red ties.



1. This map uses 10 cards. One card for each floor.
2. Put an item token on "1"; this is the floor the elevator is on.
3. When Evy moves onto a card tile, pick the card for that floor.
 - You can only pick one card each floor.
 - The card tile you move to must be different from the previous one.
4. After every Evy's turn, move the item token up a floor.

Elevator (continued)



Continue up?
You can keep going up if you want.
Put down 10 more cards and go on.

Elevator starts here.
Move the token up a floor after Evy's turn ends.

Library

Evvy must learn the cause of all these monsters. The best place to learn anything is at the library. There, she'll follow a trail of clues that will lead her to... well, she'll find out herself.

Before you start:
Reset any usage
tracker on cards.
Increase HP to at
least 5.

October 27th

Dear diary,

This is really getting out of hand and I guess I'm the only one who can stop it. Everybody else just sits around doing nothing, waiting for me to rescue them.

Either they're too scared to do anything or there is something weird going on here. I'm scared too, but I have to try and stop it anyway.

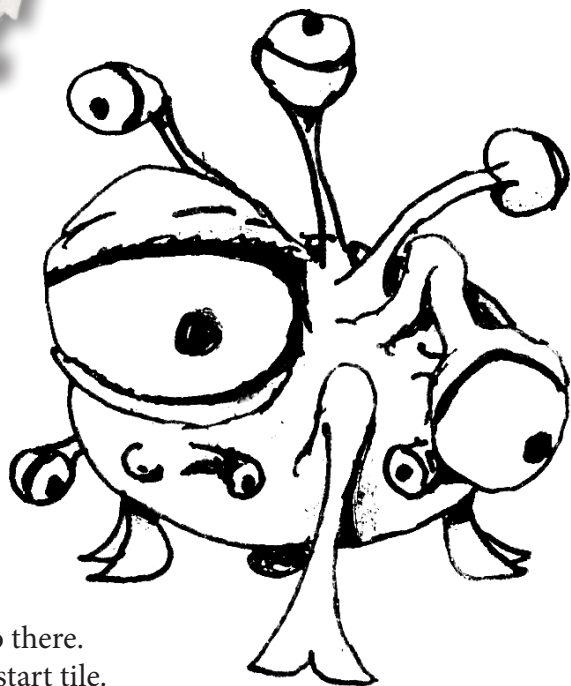
First, I have to find out what it is that is making all these mean monsters appear everywhere. The answer must be somewhere in a book, so I'm going to the library to learn how to end all of this.

_____, Evvy

P.S. Next time I visit the library, I'm going to read about: MAGIC, then CURSE, JINX, MAGUS, COVEN, CHARM, AMULET, CASTLE, MONSTER, CONJURE and finally CAULDRON.

Read all the books?
Keep one of your
active cards:
_____ and your HP: _____.

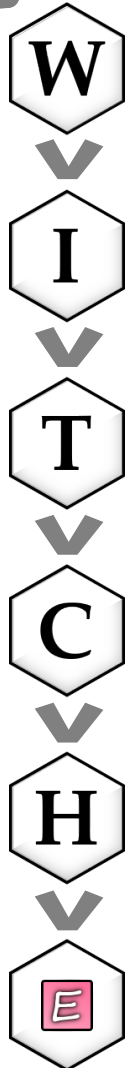
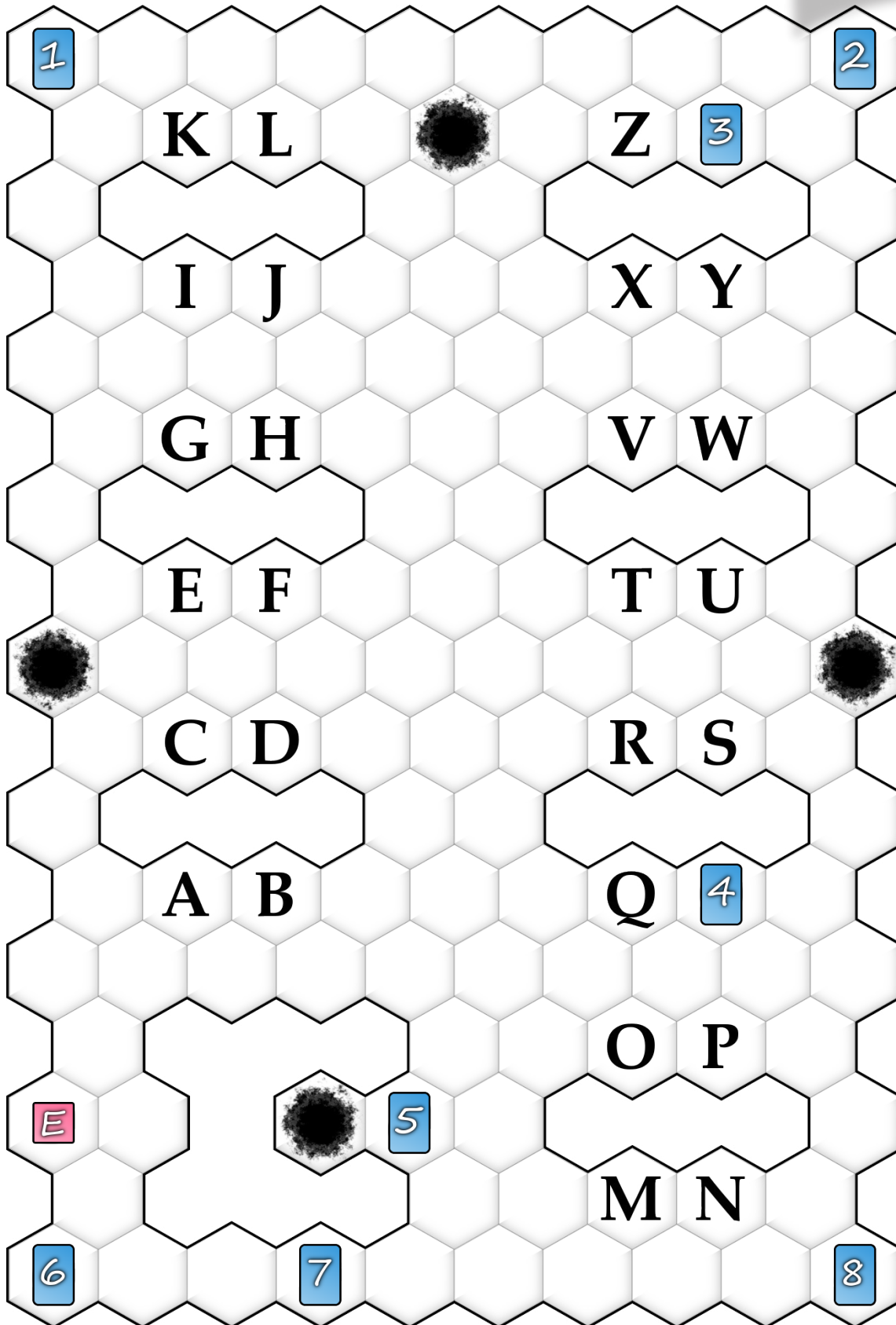
With so many
eyes to read
with, it must
be very smart.



1. These maps use 10 cards.
2. Put an item token on the first book ("W").
3. Go to the letter, then move the token to the next letter and go there.
4. Continue until you have all the books, then exit through the start tile.

Library (continued)

Read to learn
Put an item token
on the first letter.
Move it to the next
when you get there.



Park

On her way to the city, Evy passes along a monster-filled park. The monsters here seem to be particularly aggressive. There are lots of tiny ones and a very big one that seems to be causing a lot of trouble.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

October 28th

Dear diary,

I was heading to the castle when I suddenly noticed a really big ugly monster. They're all ugly and big, but this one was even uglier and bigger than the rest of them.

And it looked really mean too. It had tentacles that it used to damage everything around it. Basically, I could either fight it now, or I'd probably have to fight it later, when it could have grown even bigger.

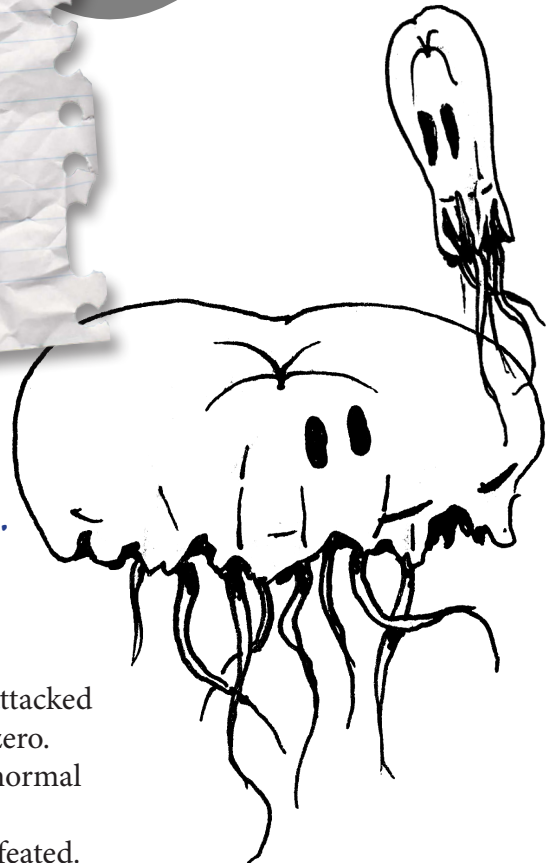
This one wasn't going to be quite so easy, though; it had all these smaller monsters protecting it, and it had six big tentacles that I can't possibly take out all at once. This monster was going to need some more attacking before it would give up.

_____, Evy

Defeated the boss?
Keep one of your
active cards:

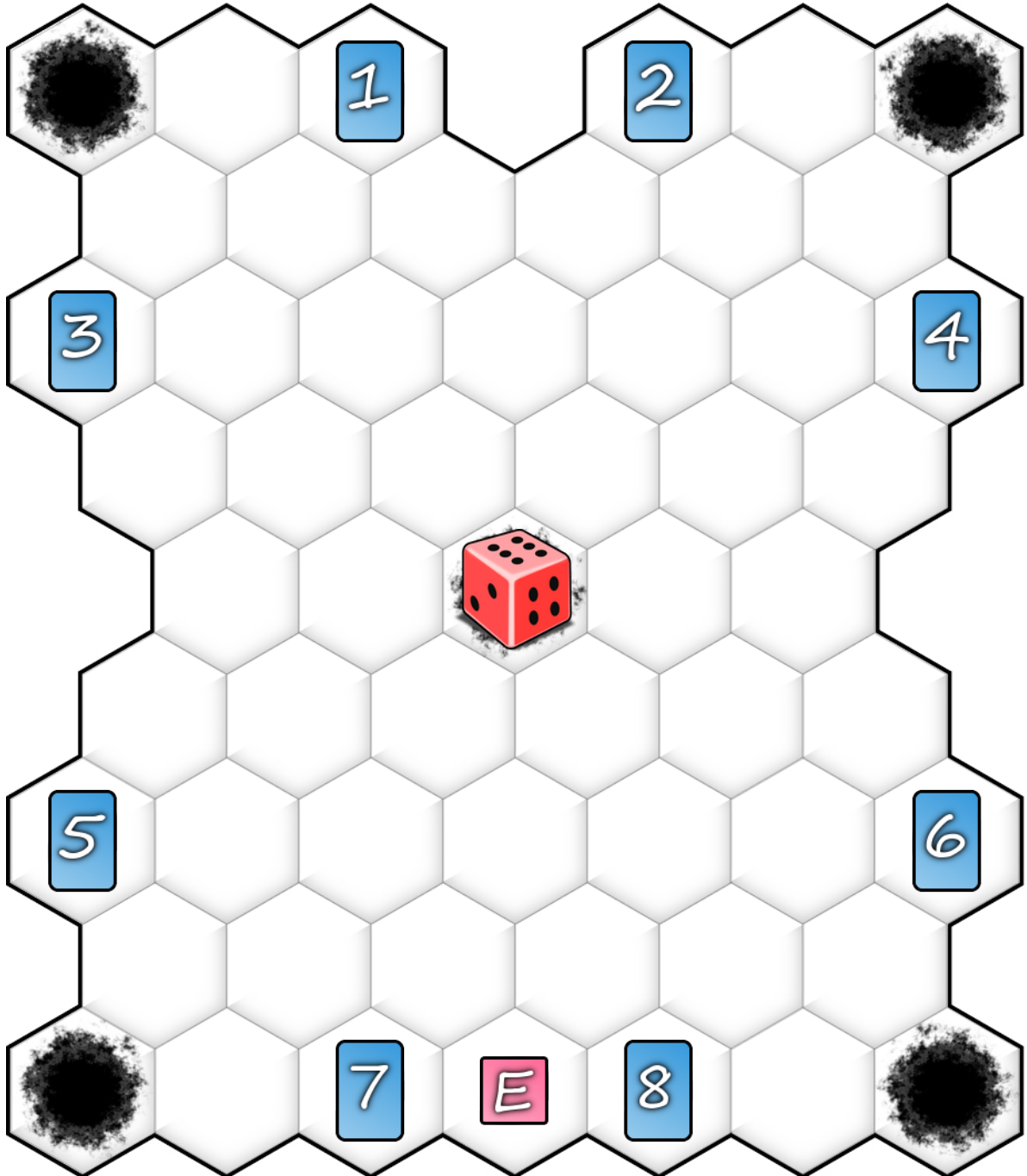
and your HP: _____.

There's
something fishy about
this jelly-monster.



1. This map uses 8 cards.
2. Place the boss dice on the center spawn pit with 6 up.
The boss moves and attacks like any other monster, but when attacked its dice is lowered by one. It is defeated when the dice reaches zero.
3. When the boss moves from the center spawn pit it becomes a normal monster spawn pit.
4. You've finished this adventure when the big boss monster is defeated.

Park (continued)



Dungeon

In order for Evy to get to the witch, she'll need a key to get into the witch's castle. According to the books, keys to castles can often be found in the dungeons underneath them, so that is where Evy heads to next.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

October 29th

Dear diary,

Next stop; the castle. But the castle is locked, so I'll have to find the key first. Luckily, one of the books in the library told me that there was probably a key in the dungeon under the castle.

Seems kind of silly that they would make it so easy to get the key. On the other hand, it's smarter than putting it under the doormat or a flowerpot..

So off to the dungeon it is. I bet there will be monsters down here too, so better be careful and remember to look around corners first.

_____, Evy

Picked up the key?
Keep one of your
active cards:

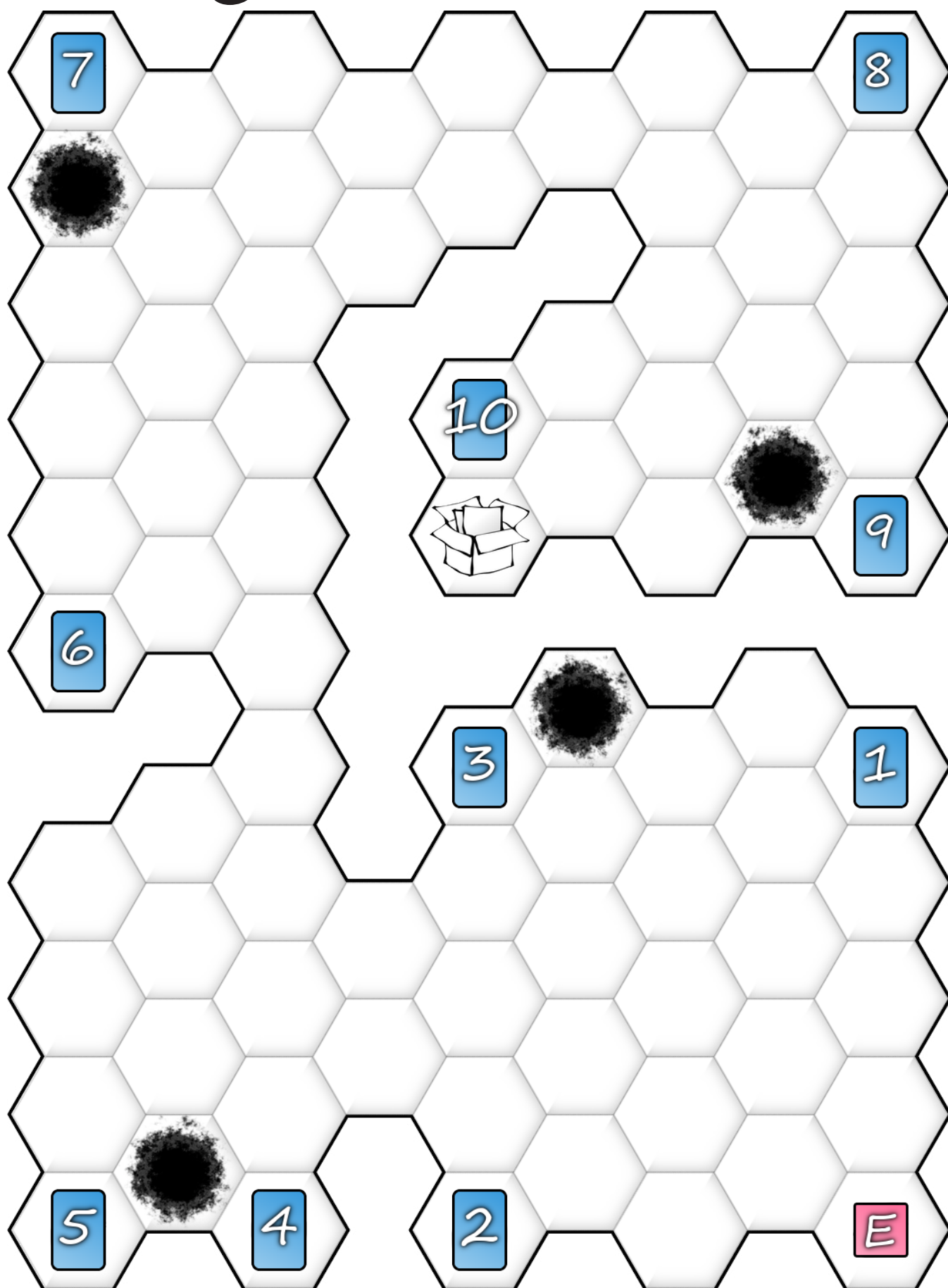
and your HP: _____.

These
monsters look
grue-some.
I hope they
won't try to eat
me.



1. This map uses 10 cards.
2. Put an item cube on the box.
3. Go to the box, pick it up and go back to the starting point.

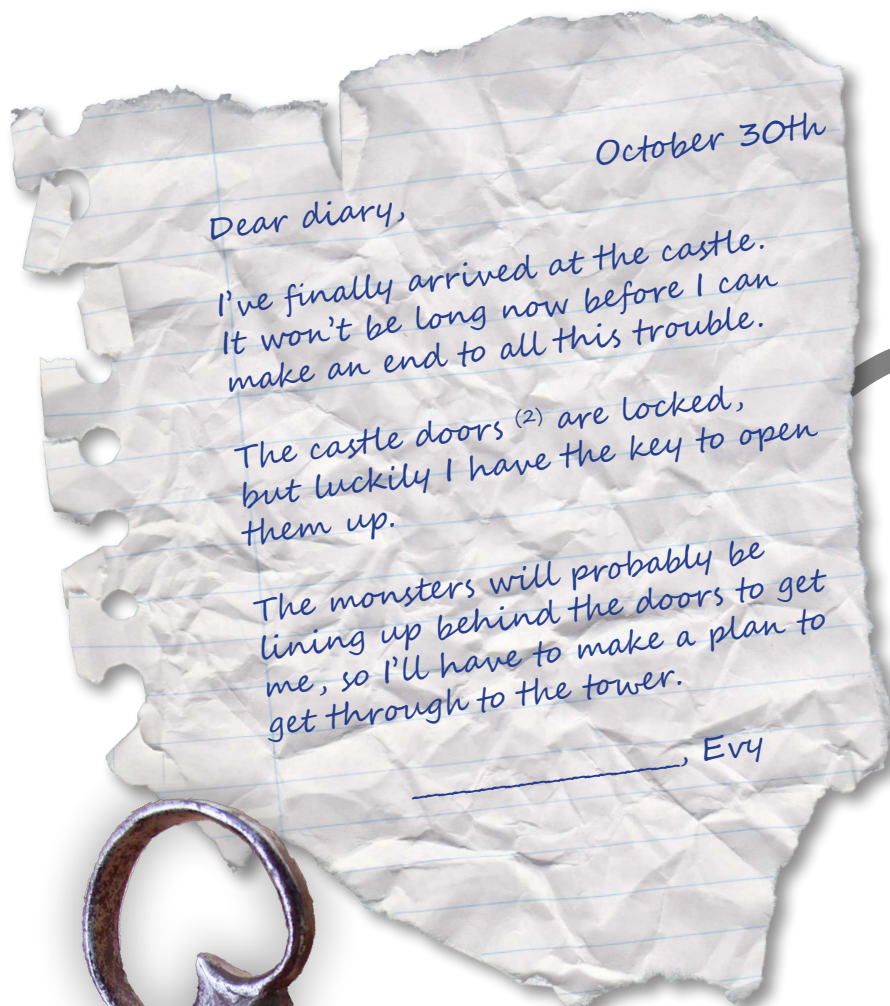
Dungeon (continued)



Castle

Evvy has arrived at the castle. She's made it through the gate, but she'll still have to get through the doors and to the staircase to the tower.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.



Up the staircase?
Keep one of your
active cards:

and your HP: _____.

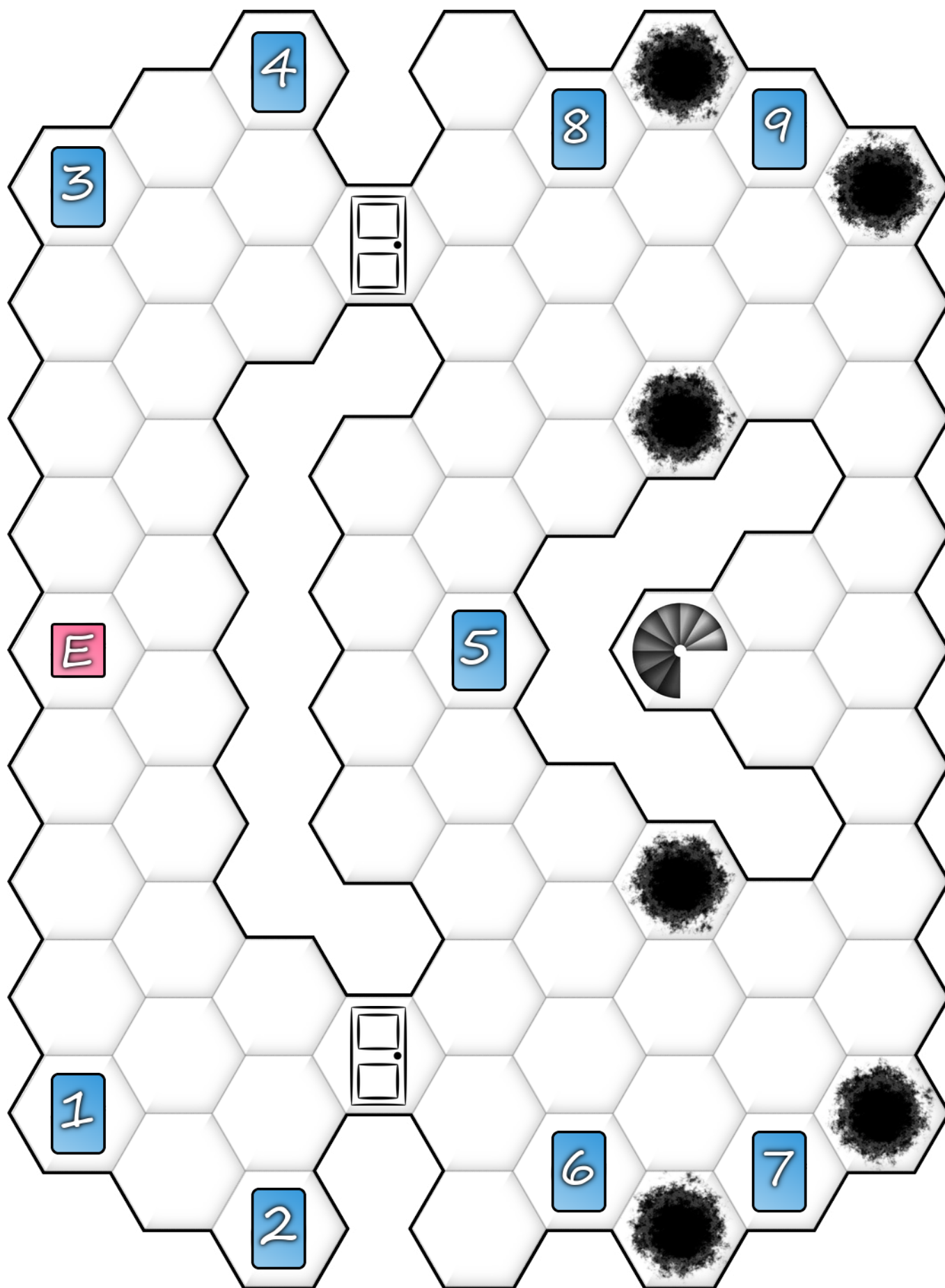


*I know it's
a castle,
but... really...
knights?*



1. This map uses 9 cards.
2. Place a target marker on the locked doors. Monsters can't move through locked doors, until Evvy opens them by moving over them.

Castle (continued)



Tower

Evy quickly runs up the staircase onto the first tower floor. Upstairs Evy can hear a witch screaming spells. That must be what makes everything and every one of those monsters come alive everywhere. But before Evy can take on the witch, she'll first have to go up the tower to the top.

Before you start;
Reset any usage
tracker on cards.
Increase HP to at
least 5.

Dear diary,

October 31st

I'm there, at the bottom staircase ⁽²⁾
leading up to the evil witch.

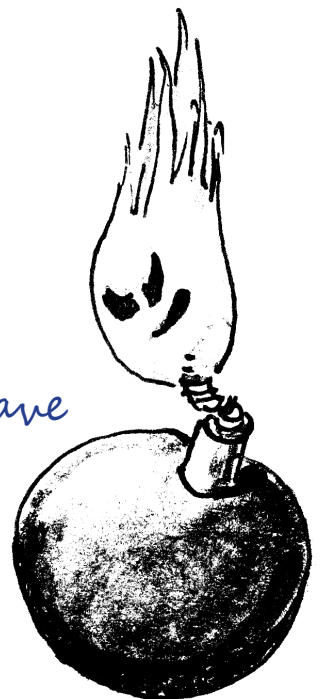
I still have to get up there
though, and there are a lot of
floors and a lot of monsters on
each floor.

Luckily, these monsters don't have
any legs or arms (or wheels!) or
anything else that they can use to
go up stairs, so I can take it a floor
at a time ⁽³⁾.

The witch ⁽⁴⁾ herself is going to be
a bit more difficult. I'll have to
hit her at least 6 times to beat
her.

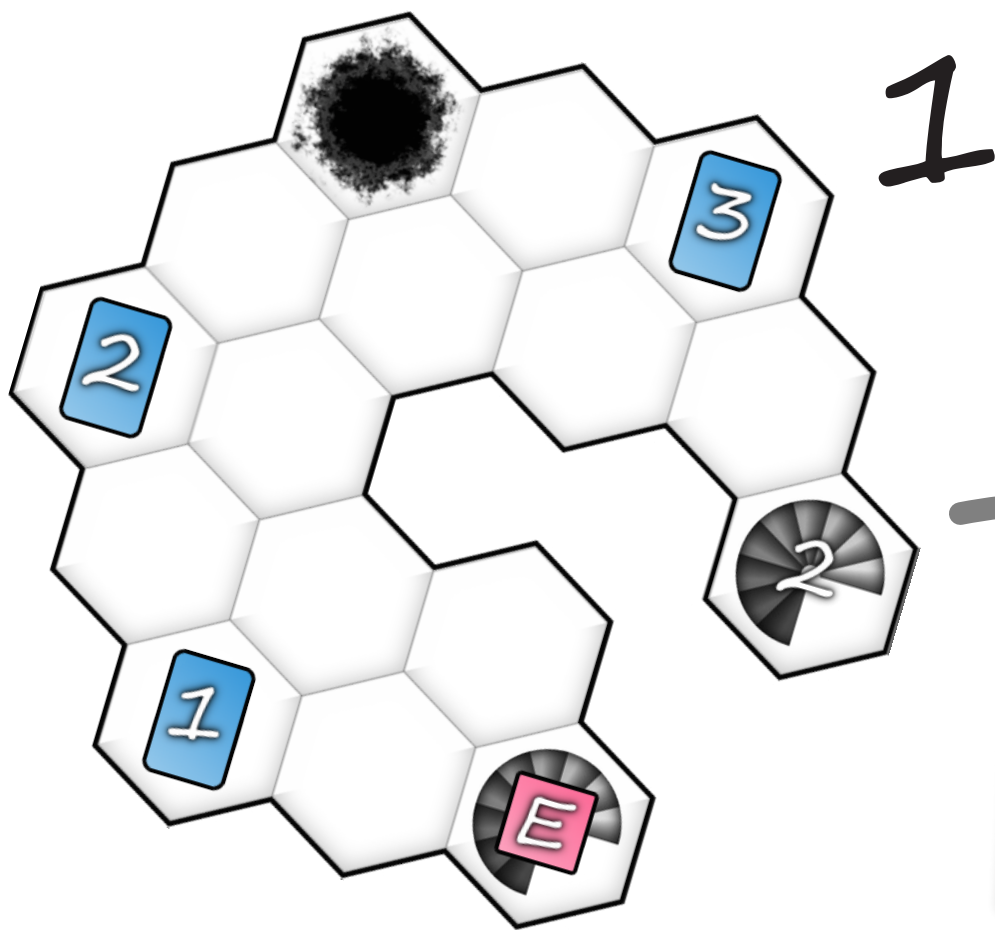
_____, Evy

They
seem to have
trouble
going up
stairs

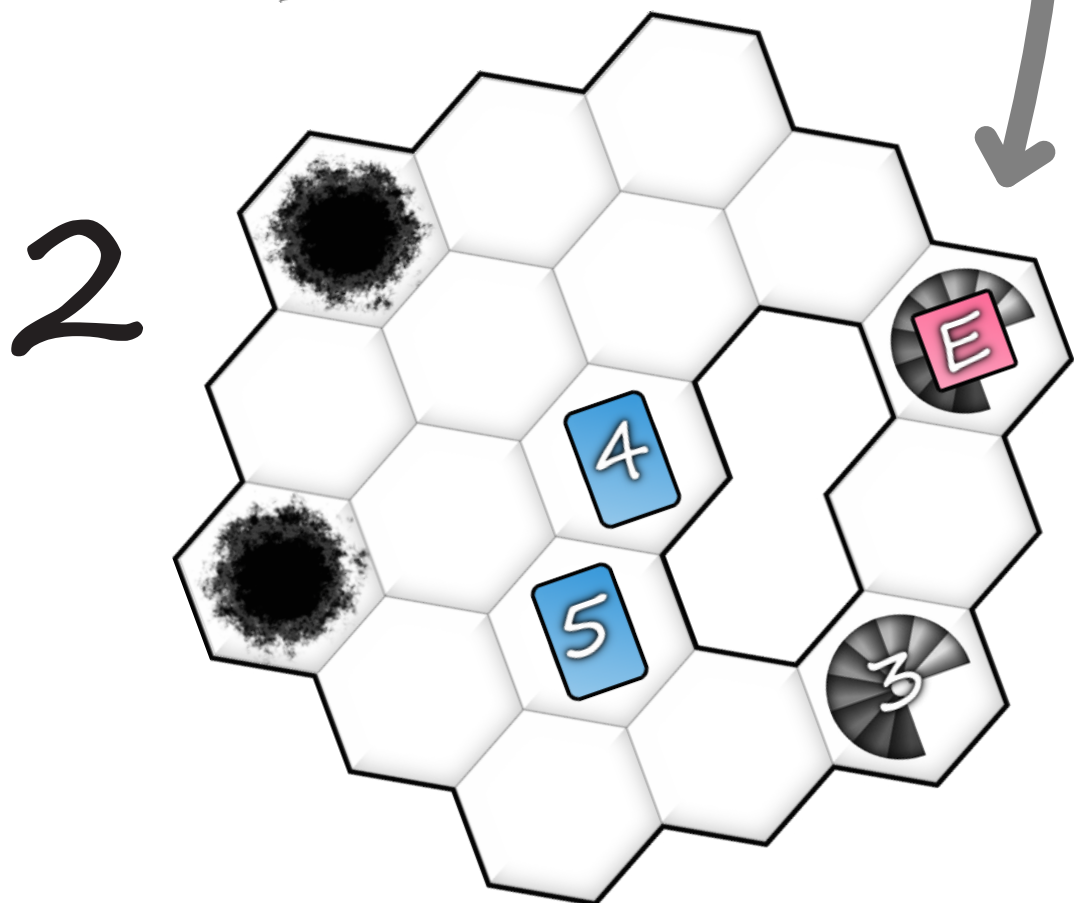


1. These maps use 12 cards.
2. Start at map 1.
3. Monster actions are spent only on the map Evy is on.
4. Place a boss monsters on the last map.

Tower (continued)

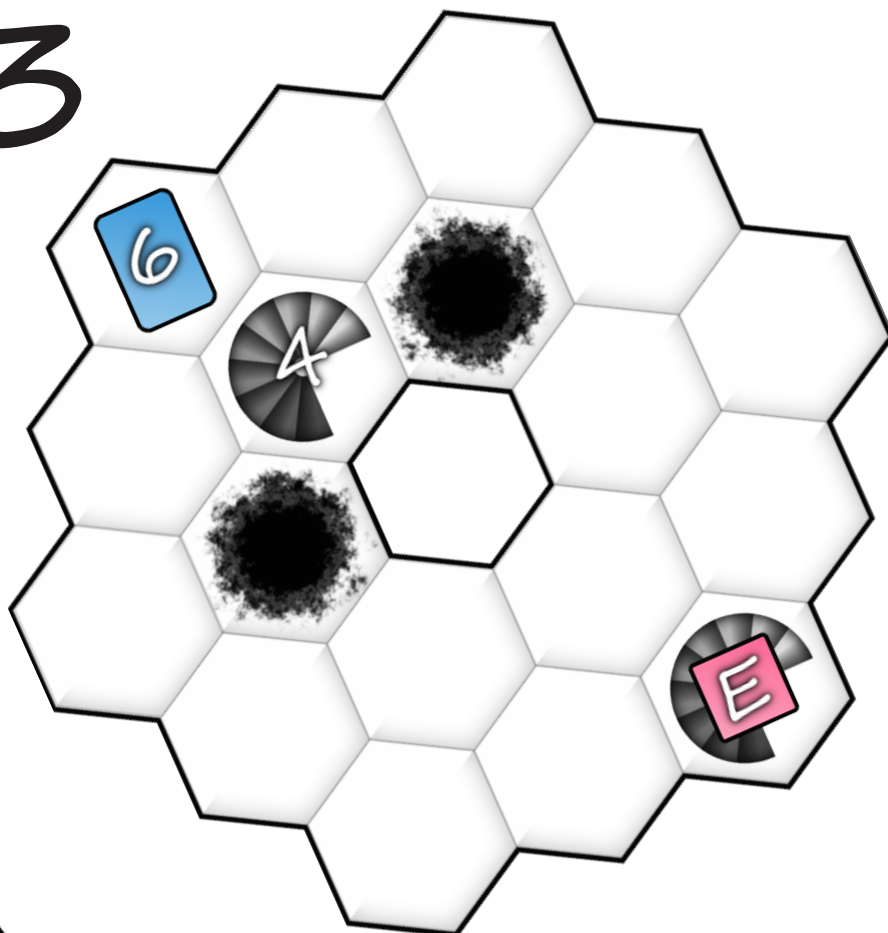


*Reach a staircase?
On to the next
floor! No move
required. Keep all
your cards and HP.*

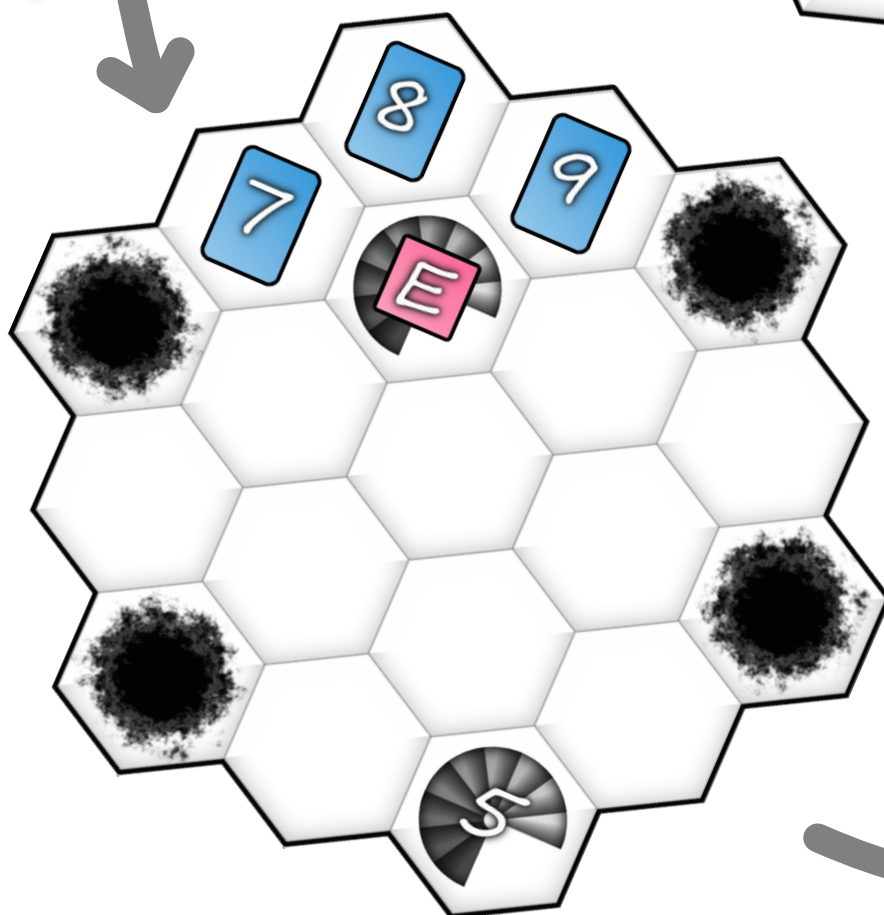


Tower (onwards and upwards)

3



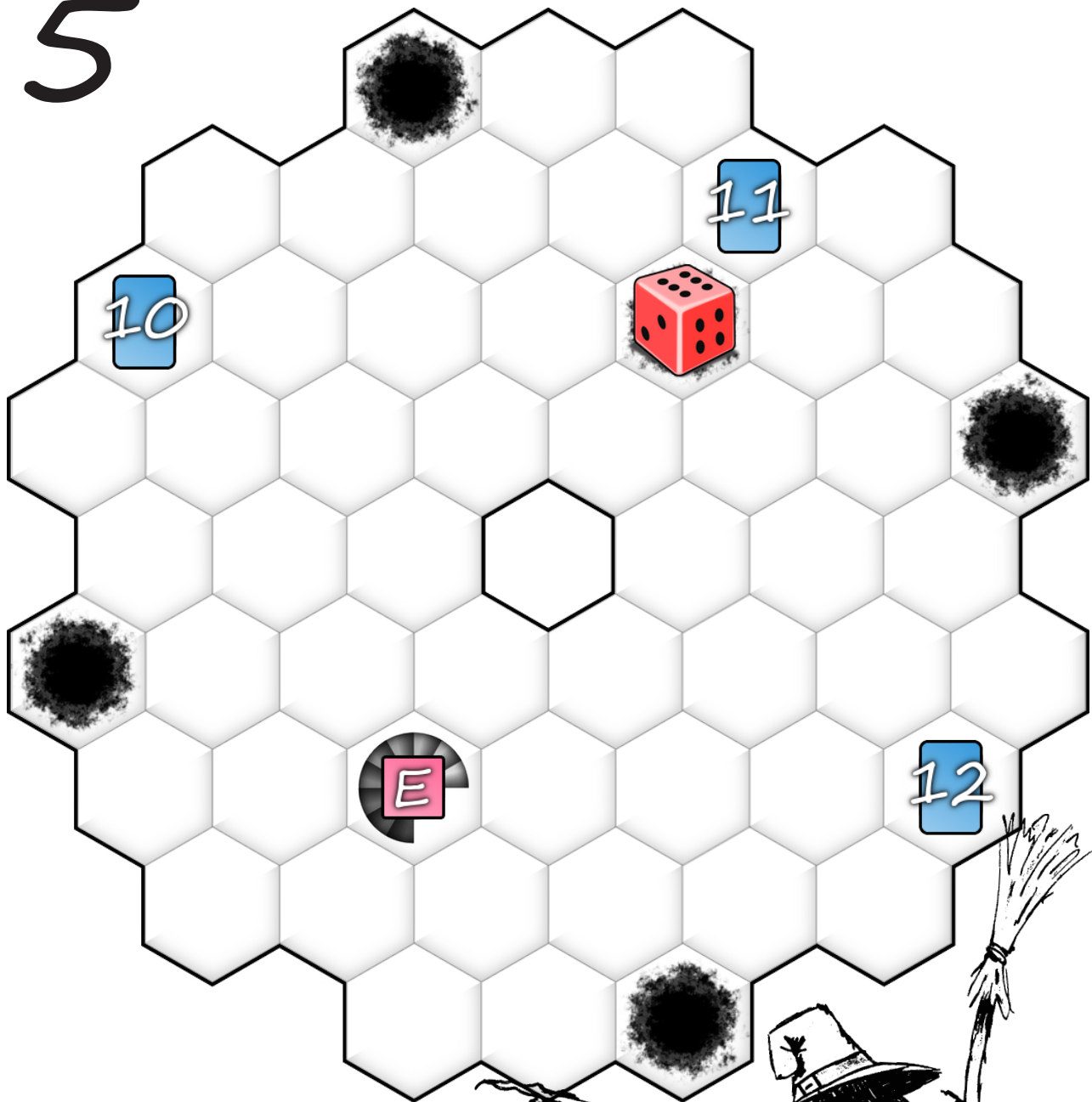
*Reach a staircase?
On to the next
floor! No move
required. Keep all
your cards and HP.*



4

Tower (finale)

5



*Killed the witch?
You've made it!
The witch is gone
and the world is
saved.*

*Better
be careful or
she'll wipe
the floor
with me.*



The end

You have defeated the evil witch
and saved your baby brother,
your Mom and Dad,
your grandparents,
some friends along the way
and also the entire world.

Well done!



Who's the best?

You can play Evy as many times as you like to try and be better than you were before. To see how well you are doing, simply count the number of cards you pick up on each map, and total up the score at the end.

Name		Total								
1	Evy's Room									
2	Upstairs Hall									
3	Downstairs									
4	Street									
5	Parking Lot									
6	Supermarket									
7	Grandparents									
8	Library									
9	Park									
10	Dungeon									
	Castle									
	Tower									

Frequent questions

Monsters' turn

Can a monster walk into a spawn pit?

No. Neither Evy nor monsters of any kind may ever walk onto any spawn pit.

I've used up all the monster tokens

Lucky you! If you have no more monster tokens (you only have 25), you don't place any new monsters on the spawn pits until one of them is killed. If you don't have enough monster tokens to fill all the empty spawn pits at the end of the monsters' turn, fill up the spawn pits closest to Evy and leave the rest empty.

Evy's turn

Can I take multiple cards in a single turn?

Yes you can! You can take the card for each step you pass with a card icon on it. Exceptions are if you jump over a step, for instance using the Pogo Stick movement card.

You must turn over and handle any cards you take before making your second move, since a new movement cards may influence what your next move can be.

Cards

Mountain Boots vs. Boss monsters?

Unless a boss monster (played by a six-sided dice) is killed, you can't move onto it. Instead, when using the Mountain Boots card against a boss, make a single attack against the monster, but do not move.

Can I keep discarded cards?

Once a weapon, movement or skill card is discarded, it is no longer available to Evy and cannot be kept for the next adventure. This means you may want to hold off on spending the last usage of a card if you want to take it with you (fully refilled!).

Changing difficulty

If you think this game is too hard, or too easy, you can easily change some of the rules to suit your needs.

Easier

- A. Don't stop increasing health at 10, just keep adding health points if you get them (a tiny bit easier).
- B. Start each adventure with at least 6, or even 7 health points (a bit easier).
- C. Besides the one card you already get to keep for the next adventure, also keep any and all skill cards you find (a lot easier).

Harder

- A. Do not reset your health points to 5 each adventure, but start with the points you had at the end of the previous adventure (a bit harder).
- B. Don't reset the usage tokens on the card you keep (a bit harder).
- C. Don't take any cards with you into the next adventure (a lot harder).
- D. Flip around the monster phases; move first, then immediately attack with that monster if it's adjacent to Evy. Attacking still costs an MA for the monsters (insanely much harder).

List of cards

Health

Health cards increase your health by a certain number of health points. You may never increase your health points over 10, so any health points over 10 are lost.

Health cards are discarded immediately after they are picked up, whether you can use them or not.

Fruit

Increase your health by 1 up to 10 health points at most.

Discard the card immediately.

Lunch Box

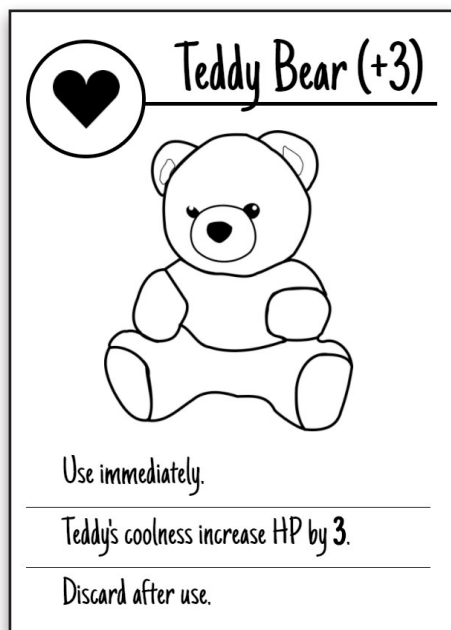
Increase your health by 2 up to 10 health points at most.

Discard the card immediately.

Teddy Bear

Increase your health by 3 up to 10 health points at most.

Discard the card immediately.



Weapons

You can have only one weapon card at a time. If you already have a weapon card and find another weapon card, you have to discard one of the two cards.

There is only one copy of each weapon card and you can't get a discarded card back or keep it for the next adventure, so choose wisely.

Each card can be used a limited number of times, after which the weapon card is discarded.

Baseball Bat

Attack 2 monsters that are both on a tile next to the tile Evy is on and on tiles next to each other.

You may use this card up to 3 times.

Chainsaw

Attack 3 monsters that are on a tile next to the tile Evy is on. Unlike the Baseball Bat card, the monsters do *not* have to be next to each other.

You may use this card up to 2 times.



List of cards (continued)

Crossbow

Attack all monsters up to 3 tiles away from the tile Evy is on, as long as all the tiles are in the same direction.

There do not have to be monsters on all three tiles, but if one monster is missing, you may not attack a monster 4 or more tiles away instead.

You may use this card up to 2 times.

Sword

Similar to the Crossbow. You can attack all monsters up to 2 tiles away from the tile Evy is on.

You may use this card up to 4 times.

Movement

You can have only one movement card at a time. If you already have a movement card and find another movement card, you have to discard one of the two cards.

There is only one copy of each movement card and you can't get a discarded card back or keep it for the next adventure, so choose wisely.

Each card can be used a limited number of times, after which the weapon card is discarded.

Bicycle

The bicycle lets you move 3 tiles, no more, no less, in any single direction.

You cannot use the bicycle to move through, over or around monsters in any way. If there is a monster in the direction within 3 tiles distance, you cannot use the bicycle.

You may use this card up to 3 times.

Mountain Boots

With these heavy boots, you can stomp any monster on a tile next to the tile Evy is on, attacking the monster.

If the monster happens to be a boss monster, you just attack it using a kick with its spikes instead and not move onto it unless the boss is defeated.

You may use this card up to 3 times.

Pogo Stick

With the Pogo Stick, you can jump over one or two monsters and escape to the other side.

If you jump over one monster, the monster has to be next to the tile Evy is on and you land on the tile the opposite side of the monster.

If you jump over two monsters, the closest monster has to be next to Evy, the second monster has to be behind the first monster in the same direction and you land the opposite side of the second monster, in the same direction you jumped.

If there is a monster on the tile where you would land, you cannot use the Pogo Stick and will have to fight your way through instead.

You may use this card up to 2 times.

Sneakers

This pair of sneakers lets you run 2 tiles, no more, no less, in any single direction.

You cannot use the sneakers to run through, over or around monsters in any way. If there's a monster in the direction within 2 tiles distance, you cannot run using the sneakers.

You may use this card up to 4 times.



List of cards (even more)

Skills

You may have any number of skill cards, but you can use each card only once and there is only one copy of each skill card. You can't get a discarded card back or keep it for the next adventure, so use them wisely.

First Aid Kit

The First Aid Kit is like a Health card you can keep.

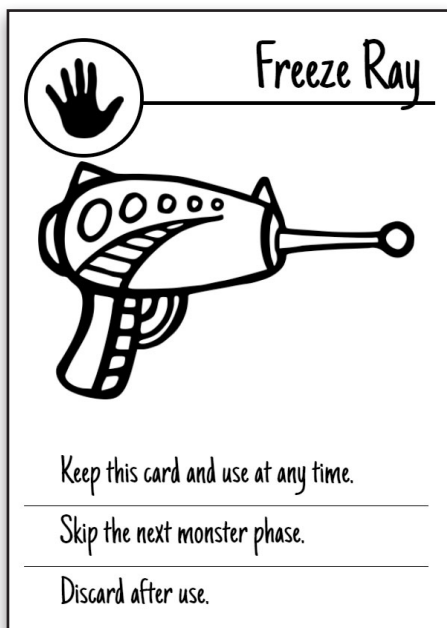
Use the First Aid Kit at any time to increase your health points by 3, up to a maximum of 10 health points total. Any health points over 10 are lost.

Discard the card after using.

Freeze Ray

The Freeze Ray can be used to skip the monster phase entirely and basically do a second complete Evy turn immediately, including using moving and attacking with or without cards.

Discard the card after using.



Hypnotize

With this card you can hypnotize any monster anywhere on the adventure map, even if the monster is not next to Evy or even in her line of sight.

After the monster is hypnotized, you can make it attack up to three different monsters next to it. The monsters that are attacked by the hypnotized monster do not have to be next to each other, just next to the hypnotized monster.

Discard the card after using.

Ice Cube

Use the Ice cube instead of any of the cubes used to track your health points or weapon or movement card usage.

Discard the card after using.

Scream

It's not just monsters doing the scaring. Evy can scare the monsters too, by screaming very loudly.

When you scream using this card, you may move all monsters on the map one tile away. You start by moving away the furthest monster, then ever closer until all monsters have moved one tile away from Evy or no more monsters can move.

If you are unsure of how to move the monsters, you can view this effectively as the reverse of normal monster movement.

Discard the card after using.



This is the story of Evy, a young girl waking from her slumber to find her nightmare monsters come to life.

In this single player scary-story adventure book-game, you'll step into the shoes of Evy and out-run, out-smart and out-fight an unending stream of monsters.

You'll rescue your family, your friends and basically be an all-round hero to everybody else.

Evy against Everything and Everyone, Everywhere is a book containing a single story, a tutorial on how to play the role of Evy and game rules to help you beat a dozen full-page adventures.

This game requires a number of components. You'll find a list of easily attainable components inside the book. You also need to print a few pages of cards and cut them out. You can download these cards, the latest version of this book, both available in full-color and low-ink versions from <http://evy.toyls.com>. There's even blank maps and tips to help you create your own adventures.

<http://evy.toyls.com>



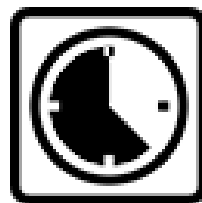
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1 Player



Ages 10+



15 min.