

# DOOMSDAY

**A game by Patricia Curtis**

A massive asteroid is hurtling towards earth, on a trajectory predicted to cause the extinction of all life as we know it.

Can you save mankind? As the head of a national space agency you must work to frantically construct a rocket and select a small group of survivors to keep the legacy of mankind alive.

The clock is ticking and you must save as many people as you can, before humanity is extinguished. What are you prepared to do to save the peoples of Earth.

## CONTENTS



### 78 Player cards

60 Occupation cards, 5 Doomsday cards, 13 Wild cards

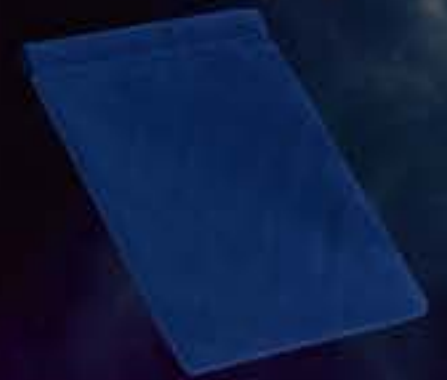


### 66 Pawn Passengers



### 13 Scoring counters

3 in each of the 4 player colours and 1 Asteroid counter



### 1 Bag



### 48 Wooden blocks

Representing sections of the rockets



### 1 Game board and 4 rocket boards



### 4 Player Guide Sheets

## OVERVIEW

In Domsday you and your fellow players play sets of cards to collect rocket parts in order to constuct a rocket, playing further sets of cards to select team of survivors needed kick-start civilization on Mars before the asteroid impacts the Earth.



# SET-UP

## 1 Set out the board

Place the game board within easy reach of all players.

## 2 Set out the components

Layout the rest of the components as depicted in the illustration

Score track markers (small discs) in each of the plays colours placed on or next to the zero position on the score track.

Asteroid marker (yellow cylinder) placed on the 23 days to impact position of the asteroid track.

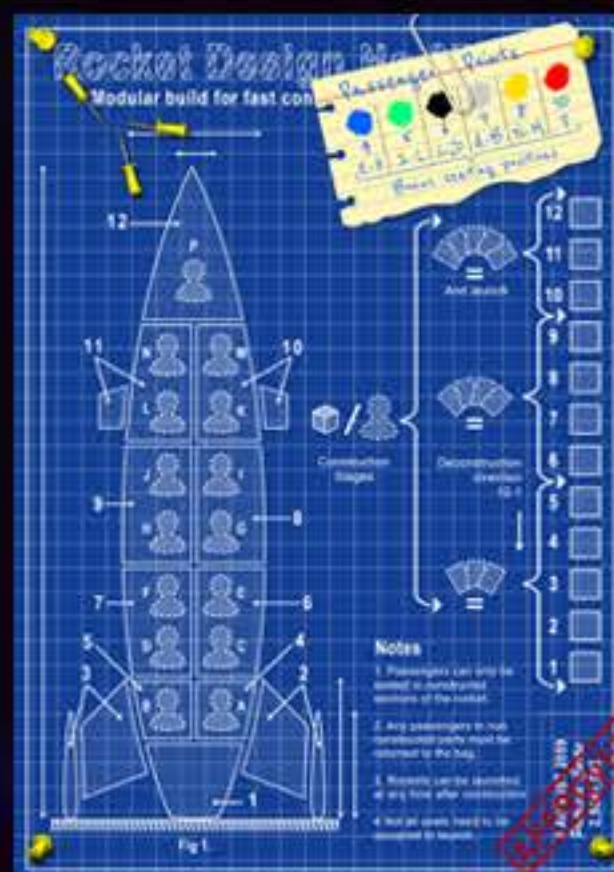
Place the ship parts (silver cubes) in easy reach of all players next to the game board.

Scoring markers (small discs) placed on the 000 position of the 100s scoring track.

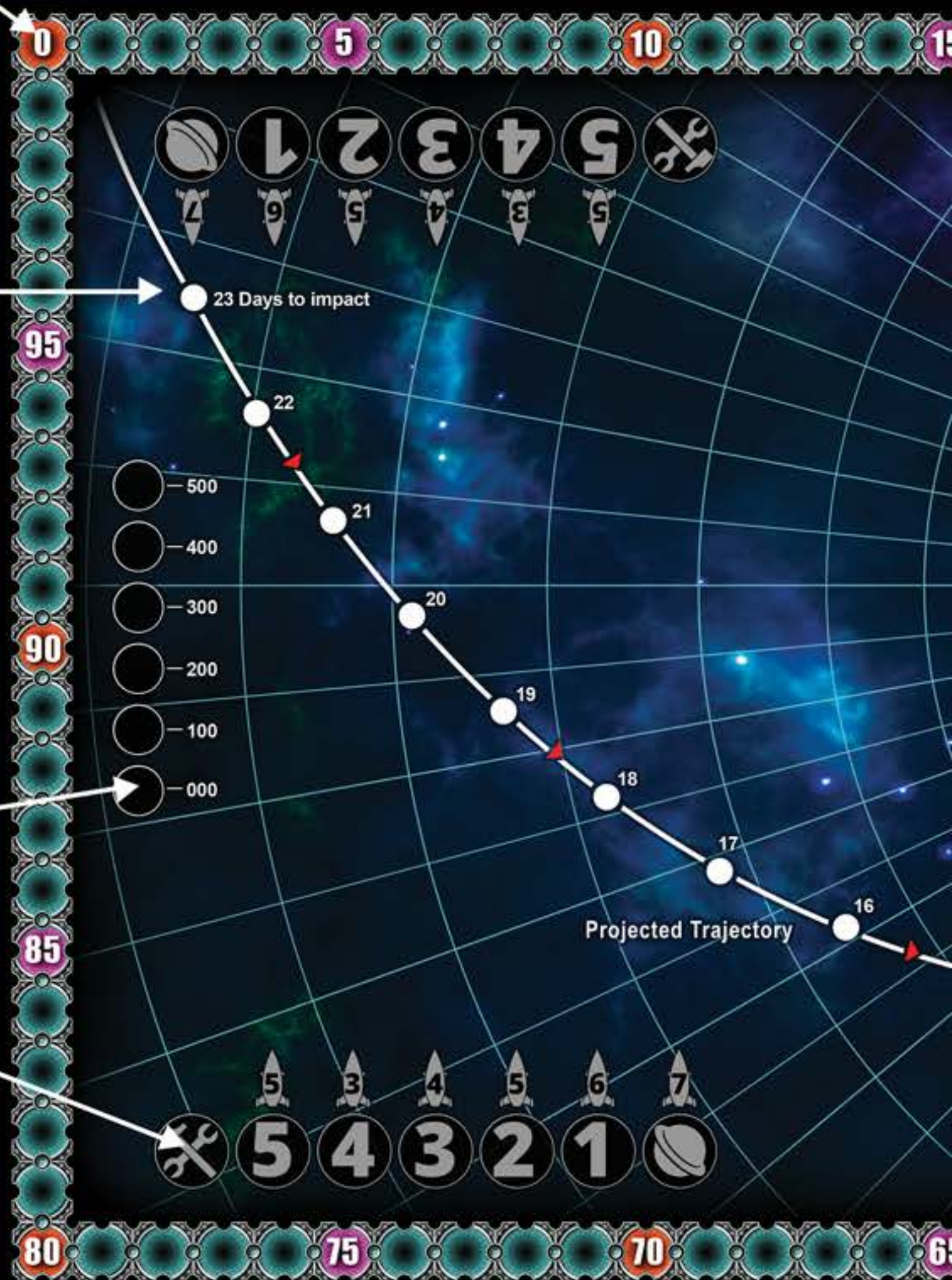
Each player chooses a colour and places a rocket marker of that colour on the build stage (tools) nearest to the player.

## 3 Players Setup

Each player takes a rocket board matching their chosen colour and a players guide sheet.



**A GAME TURN**  
Discard any cards you used for the same action during the previous round.  
**Draw two cards:** Take two new cards into your hand for drawing from either the players deck or from the face up cards in front of their opponents.  
**Play cards:** Play a set of cards with matching symbols or colour to perform one, and only one, following actions.  
**Construction:** Take rocket parts and add them to the construction stages of your players board.  
**Passenger selection:** Take a passenger from the earth and seat it in the constructed sections of your rocket.  
**Engage:** Play a hostile engineage against another player to steal rocket parts or passengers from that player.  
**Victory points:** Play a single card in hand of you and score the points on the card.  
**Pass:** Declare you wish to pass.  
**END OF A GAME TURN**  
Discard or draw new cards to replace the hand size of 7 cards.





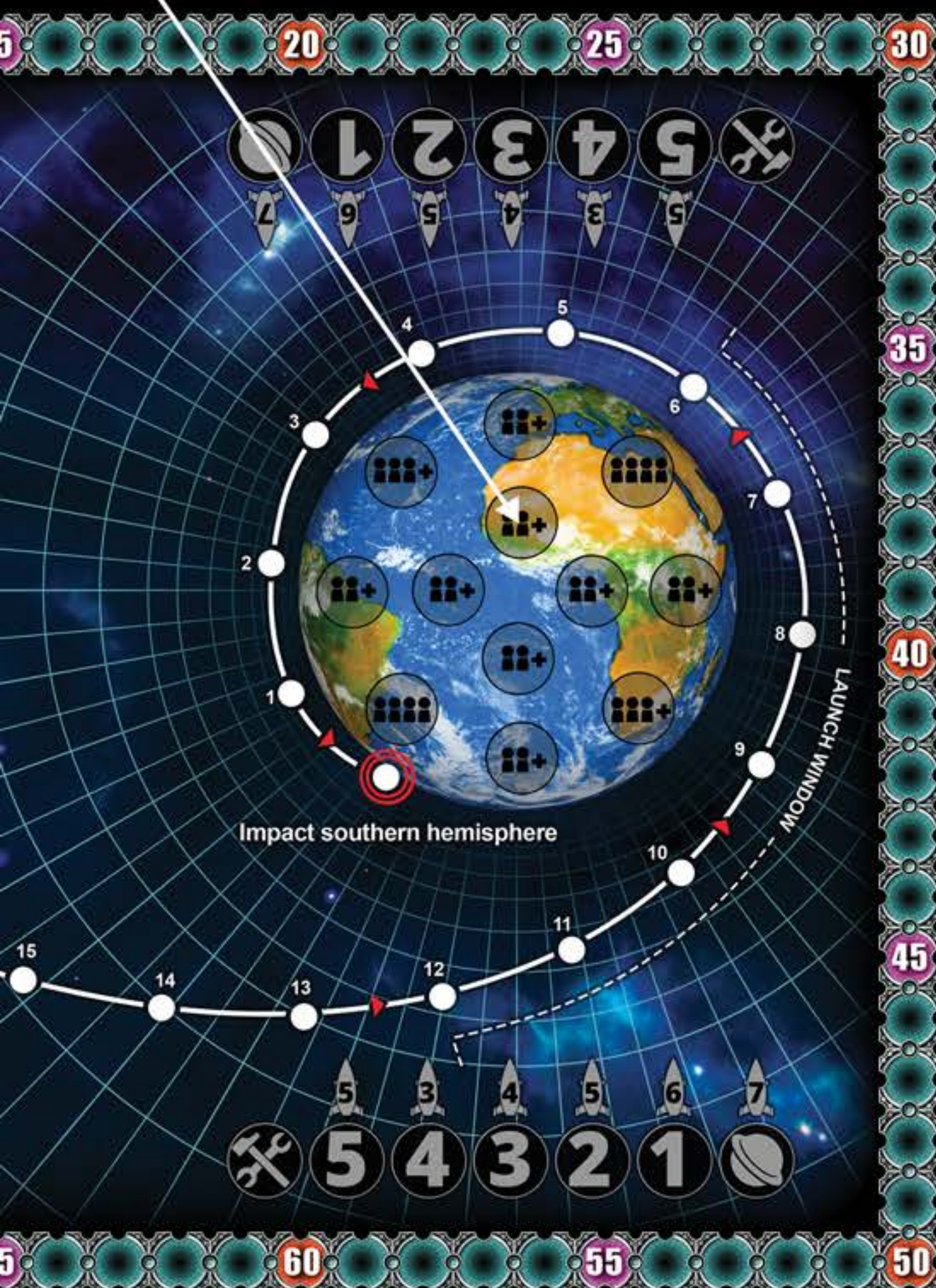
## 4 Passengers

Place pawns of each colour matching the player count using the table below into the bag and shake the bag to mix up the pawns.

Number of Players	2	3	4
Red pawns	1	2	3
Yellow pawns	2	4	5
White pawns	4	6	8
Black pawns	6	9	11
Green pawns	7	11	14
Blue pawns	10	13	19



Draw the pawns from the bag one at a time and place them on the Earth into the empty places and the places marked for the number of players.



## 5 Prepare the Player Deck

Remove all of the Doomsday cards from the deck, and select the cards displaying the amount of players in this game. Putting the rest back in the box.

The amount of players is shown on the right middle of the players cards



Set the difficulty of the game by selecting the number of Doomsday cards below, placing them face down in the center of the game board :-

- 1 Doomsday for an introductory game.
- 2 Doomsday for a standard game.
- 3 Doomsday for a heroic game.

Note: You can select more Doomsday cards to increase difficulty and shorten the game.

Suffle the players deck and deal 7 player cards to each player.

Take **one** Doomsday card from the pile in the centre of the gameboard and shuffle it into the remaining pile of the players deck.

### Object of the game

The object of the game is to construct a rocket and launch into space before the asteroid destroys the earth and score the highest total number of points. Points can be scored by:

- Seating as many passengers as possible.
- Seating high value passengers in specific locations.
- Playing a face up card.
- Having the most passengers of each colour.
- Launching your rocket first



# THE CARDS

## Construction



The player may draw one rocket part from the general supply and add it to their rocket construction stages.



When one or more of the played cards has this symbol then the player may draw one, and only one, additional rocket part for free from the general supply or from another player using the espionage action and add it to their rocket construction stages. **Set size does not apply for this additional rocket part.**



Rocket parts  
(silver cubes)

Once all 12 of the construction stages are complete the player cannot draw any rocket parts from the general supply.

## Passenger selection

Each passenger card is one of the six colours matching the six colours of the pawns on the earth, when a player plays a set of cards with the same colour they can take a pawn of the same colour from the earth and add it to the constructed sections of their rocket.



The Earth cards are multi-coloured and act as wild colour cards in the game however played sets must contain at least one coloured card.



When one or more of the played cards has this symbol then the player may take one, and only one, additional passenger of the same colour for free from the earth or from another player using the espionage action and add it to the constructed sections of their rocket. **Set size does not apply for this additional passenger.**

If there are not any empty spaces in constructed parts of the players rocket they can not take a passenger from the earth. **Pawns taken from the earth** are immediately scored using the chart at the top of the players board. **After the passenger selection** is complete draw new passengers from the bag to fill the vacated spaces on the Earth.

## Espionage



When played against an opponent the player must declare which other opponent, they are using the espionage action against and how many cards are going to be used in the attack. If successful you may take a rocket part or a passenger from the opponent's players board and add it to your own rocket, providing your set is equal to or greater than the required number of cards when adding passengers or rocket parts to your rocket.

When played in a set of 4 cards or more against an opponent during their launch phase's 5-1 the opponents launch step decreased one step towards 5, the opponents launch step can not be decreased beyond 5.



A player may defend against hostile espionage by playing a set of cards with the defence symbol equal to the amount of espionage cards used in the attack.

All cards played during the espionage and defence actions must be discarded and the both players draw back up to the hand size of 7 cards with the winner of the battle drawing first.



## Launch rocket



The player must play five cards with the launch symbol to start the launch sequence. Once the launch phase has started the player moves their rocket token to the 5 space on the main game board.

Once the players rocket has entered the launch phase the player can not add passengers to their rocket or use actions against opponents. However they may continue to score using the score action even when in space. Likewise once a player is in the launch phase opponents can not use any espionage actions against him to steal passengers or rocket parts, however, **players not in space** can use espionage cards against you to decrease your launch by one step towards 5.

To move to the next stage of the launch, the player must play a set of card with launch symbols. Each stage of the launch requires an increasing amount of cards as displayed in the rockets above the launch track on the game board.



## Victory points



The player may use one of their cards to immediately score the victory points displayed on the card by placing the card face up in front of them. This card is available for other players to take as one of their two draw cards on their turn.

## Scoring

Every time a player passes the 0 points position during scoring, you must advance the players coloured marker on the 100s scoring track.

# A GAME TURN

The oldest player begins the game, and then play proceeds clockwise. On his turn, a player must discard any cards they used for the score action during the previous round.

**Draw two cards:** The player must take two new cards into their hand by drawing from either the players deck or from the face up cards in front of their opponents (**opponents cards can not be used for the victory point action**). If during the drawing new cards phase the player draws a Doomsday card the player must perform the Doomsday action and draw another card.

**Play cards:** Play a set of cards with matching symbols or colour to perform one, and only one, of the 4 card actions (**Construction**, **Passenger selection**, **Espionage** and **Launch rocket**) or perform the **Victory point action** using a single card.

**Pass:** A player may choose to **pass** and not play any cards.

## End of Game Turn

Each player must have a hand size of 7 cards. At the end of their turn the player must discard excess cards or draw new cards from the players deck to achieve the hand size of 7 cards.

## Regenerate the players deck

Once the players deck is exhausted, take another Doomsday card from the center of the game board (if remaining) and add it to the discard pile and shuffle the cards to form the new players deck.

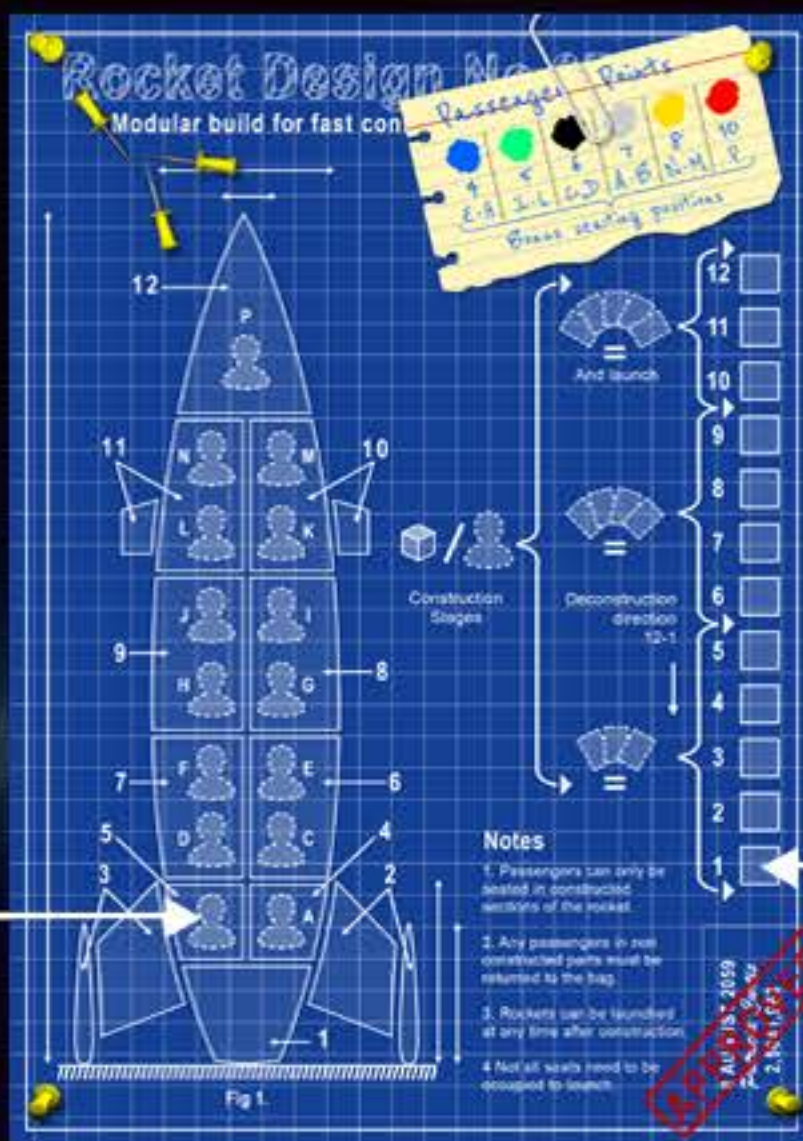


# PLAYERS ROCKET BOARD

During the **Construction**, **Passenger selection** and **Espionage** card actions the player must play a matching set of cards, the amount of matching cards in each set must be equal to or greater than the requirement outlined on construction stages described on the players rocket board.,

When a player receives a new passenger the player adds it to the rocket in seats A-P where its position in sections 1-12 of the rocket is determined by the amount of cards played in the set to win the passenger.

If a player loses a passenger during a Espionage action it may be taken from any seat within the rocket.



When a player receives a rocket part (silver cube) it is added to the construction track on the players board in the lowest available position.

If a player loses a ship part during a Espionage action the player must remove the ship parts in descending order from 12 - 1.



## Stages 1 - 5



The player must play a set of 3 cards to construct a rocket section or seat a passenger in sections 1-5. Passengers seated in section 1 - 5 can not be moved.

## Stages 6 - 9



The player must play a set of 4 cards to construct a rocket section or seat a passenger in sections 6-9. Passengers seated in sections 6 - 9 can not be moved.

## Stages 10 - 12



The player must play a set of 5 cards to construct a rocket section or seat a passenger in sections 10-12. Passengers seated in sections 10 - 12 can not be moved.

Passengers can only be seated in constructed sections of the rocket. Any passengers in non constructed parts (as a result of an espionage action) must be returned to the bag. Rockets can be launched at any time after construction. Not all seats need to be occupied to launch.

# DOOMSDAY ACTION

## The Doomsday card

When a Doomsday card is revealed the asteroid token is moved one step closer to the earth with the revealed doomsday card being placed onto the discard deck and the player draws another card. If the asteroid reaches the earth the game ends and all players proceed to the end of game scoring.



# END OF GAME

## All rockets are in space

When the last player reaches the space stage before the asteroid impacts the earth, all other players are allowed to play one more card in turn order to gain extra points before end of game scoring.

## Doomsday

If the game ended with the asteroid impacting the earth, then ALL players with rockets not in space do not score any additional points during the end of game scoring.

## End of Game Scoring

If two or more players tie then the player with the least score track points is awarded the points.

- 1 The first player to reach space scores 20 points, the second player to reach space scores 10 points, all other players score zero points.
- 2 Each passenger is scored using the Passenger points at the top of their players board.
- 3 The player with the most passengers scores 20 points if their rocket is full or 10 points if there are any empty seats.
- 4 For the most amount of seated passengers of the same colour score the points listed below.

The most Astronauts (Red)	20 points
The most Scientists (Yellow)	16 points
The most Engineers (White)	14 points
The most Geologists (Black)	12 points
The most Farmers (Green)	10 points
The most Workers (Blue)	8 points

- 5 Each passenger seated in the specific sections of the rocket score points depending on their colour and seat.

Astronaut (Red) in seat P	15 points
Scientists (Yellow) in seats N and M	10 points
Farmers (Green) in seats I, J, K and L	8 points
Workers (Blue) in seats E, F, G and H	5 points
Geologist (Black) in seats C and D	9 points
Engineers (White) in seats A and B	12 points

## Winner of the game

The player with the highest total points is determined as the winner of the game.



# THE SURVIVORS

This page is not used as it will contain other information and logos from the publisher.



## CREDITS

Game design & Artwork : Patricia Curtis

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