



By Dan Verssen

Introduction

The Mayan calendar is one of the oldest and most accurate calendar systems in human history. Using no more than their knowledge of the Earth, Sun, and stars, the Mayans were able to tabulate days, weeks, months, and years from 3113 BC until December 21, 2012 AD. No one knew why the Mayan calendar ended on that date.

On December 22, 2012, a small asteroid swung in from the outer solar system and clipped the moon.

For over a year astronomers had been tracking the asteroid, but due to its small size had not thought it a serious threat. It proved, however, to have a much higher density than expected. Its impact with the moon imparted a distinct 'wobble' to the lunar orbit and ejected megatons of lunar material into Earth orbit.

Scientists estimate the moon's orbit will return to normal in a few years. But, its erratic orbit will have catastrophic effects on Earth's biosphere during the first year. By the end of 2013, all life on the six northern continents will be extinct.

Welcome to mankind's last year...

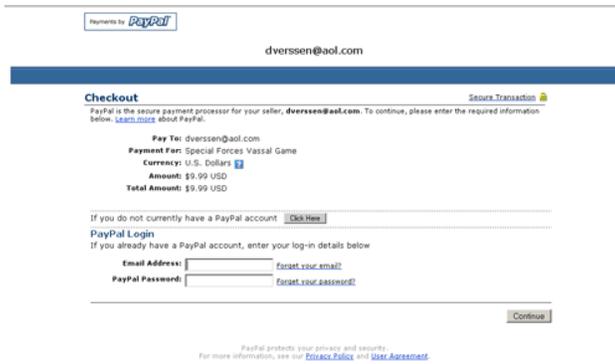
Getting Ready to Play

We have made these rules freely available through our website because we feel that by showing people the rules, our audience will see what a cool game we have made, and will want to start playing.

Here are the basic steps you need to do to get started. Each is covered in much more detail in their respective web pages.

- 1) Go to our website's "Order" page and purchase the Earth Gone Mad Game using PayPal's secure online service.
- 2) Install the game using the registration code that is immediately emailed to you.
- 3) Connect to Vassal's Earth Gone Mad online room, chat with the other players, and start up a game.

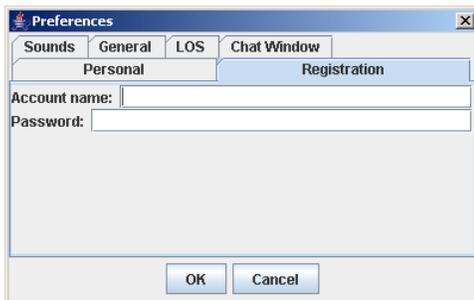
Pay Pal's buy page:



To enter your registration code, double-click on the Vassal icon now on your computer.



You will see the game screen appear. Go to: File -> Edit Preferences -> Registration
Enter the Username and Registration code contained in your registration email.



Game Tutorial

Included in the game is a quick tutorial. This tutorial will give you a very basic overview of the game. To open the tutorial, go to the Help pull down menu and select "Tutorial". Information will then appear in the Chat area. The first instruction will direct you to hit the "Step Forward" button. Continue hitting this button to move through the tutorial.



Game Rules and Vassal Interface

Starting-Up a Game

Here is our standard instruction sheet for creating and joining Vassal games...

Starting a Vassal Game

- 1) Double-click the desk-top game icon. The Game Control window will open. Some Vassal games will have a "New Game" option, others will have a "Games" option with pre-made scenarios. Select New Game or Games (#1). If you select Games, also select a scenario.
- 2) Click on the server button (#2) to bring up the Active Games window and the Current Game window.
- 3) Click on the connect button (#3).
- 4) Type what you want to call your game room in the #4 area. Make the name unique so your opponent can find it among the other open games like: "Tic-Tac-Toe". Enter.
- 5) The game name will now appear in the window below the New Game (#5) area under Main Room. The game name will also appear in the Current Game window with your screen name.

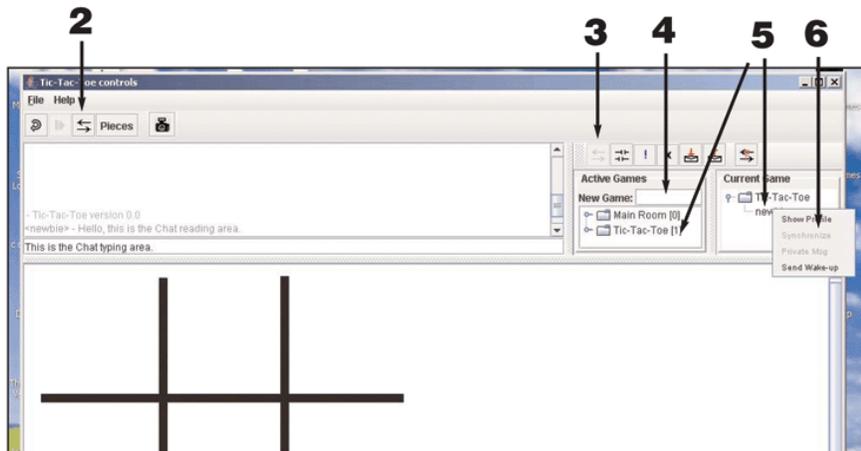
Joining a Vassal Game

- 1) Your opponent must have already gone through the "Starting a Vassal Game" steps for you to be able to join his game.
- 2) Double-click the desk-top game icon, when the Game Control window comes up, click on #2, then on #3.
- 3) Type in the name of the game room you want to join (in this case, "Tic-Tac-Toe"). The game will appear in the Current Game window.
- 4) Right-click on #5 the first player's name and select "synchronize" (#6). The game is now ready to play between both of you.



To Play the Game Again

- 1) Both players must do the following: Select Close Game (#7), then select New Game or Games (#1) for either a new game or a scenario.
- 2) The board reappears and the new game is ready to play.



Adjusting the Screen

Between the map and the Chat area is a thick gray line. You can hold your cursor over that line and drag the line up or down to change the size of the Chat area. In fact, all thick gray lines can be adjusted in this way.

Setting-Up the Game

1. Each player selects a Continent to Govern.
2. Place the Clock counter on the first space (marked January) of the *Countdown to Extinction* track.



- Determine Player Order by clicking on the “1d6” button that will “roll” one six-sided die. High roll goes first, second highest goes second, etc. Re-roll ties. This is your player order for the duration of the game.



- By dragging the Survivor symbols, arrange the survivors from left to right into player order in the Antarctic Shelters area. The colors of the survivors match the continents they are from.



Player Turn Rules

This section of the rules details the steps of each player’s turn. Once a player has completed his turn, the next player in the player order takes his turn.

When all players have had a turn, advance the counter on the *Countdown to Extinction* Track one space and start a new round of turns.

How to Win the Game

When the *Countdown to Extinction* counter is moved into the “December-Extinction” space, the game ends. The player with the most Victory Points wins the game.

Game Charts

Much of the information needed to play the game is found on the Game Charts window, including the Player Turn steps.

Player Turn

- Determine and Spend Income
- Draw and Declare Disasters
 - Players attempt to Nuke
 - Players attempt to Intercept
 - Disasters Hit

Item	Cost	Effect
Survivors	1, 2, 3, ...	Save People Place 1 of your Survivor counters in the Antarctic Shelter area.
Nuke	1, 1, 1, ...	Attack a Disaster / Intercept: Roll Result 1-3 Failure 4-6 Success
Optimize	2, 4, 6, ...	Increase a Cities production to 2. Mark City with an "Optimize" counter.
Plunder	3, 3, 3, ...	Replace another player's population counter with one of your own.
Tracking	6	Get +1 on all your Nuke rolls. Mark City with a "Tracking" counter.
Destroyed City		

Victory

Accomplishment	Points
Each Survivor in Antarctic Shelters	1
Each Surviving City	1
- Each Optimize or Tracking counter	+1

You can show and hide this window by clicking on its button.



During Each Player's Turn

1. Determine and Spend Income
2. Draw and Declare Disaster cards
 - Players attempt to Nuke
 - Players attempt to Intercept
 - Disasters Hit
3. The last player of each turn moves the *Countdown to Extinction* marker.

Determine and Spend Income

A player receives one Income point for each of his continent's Cities that have not been destroyed.



Any points not spent are lost.

Several of the game's components are found in the counter tray.



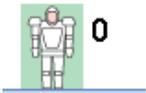
Nuke Destroyed City Optimized City Tracking Facility

You can show and hide the counter tray by clicking on its button.



Here is a list of the items a player can purchase:

Survivors: Each Survivor counter represents 1,000 people safely moved to the Antarctic Shelters. The first Survivor purchased each player turn costs 1 income point, the second Survivor costs 2 income points, and so on. Example: To transport 3 Survivors during the same turn would cost the player 6 income points.



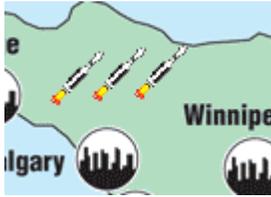
At the end of the game, Survivors count for victory.

In the Antarctic Shelters area, right-click on the survivor counter with the same background as your continent's color. A pop-up window will appear allowing you to change the number of survivors in your shelter.

Nukes: Each Nuke represents several nuclear-tipped ballistic missiles. Each Nuke costs 1 income point, there is no escalating cost.

Players use Nukes to negate Disasters. Players can also use nukes to intercept the Nukes launched by other players.

Place the purchased Nuke counters on your continent.



Optimize: Each Optimize counter represents a City that has been enhanced for emergency production. An Optimized City produces 2 income points instead of 1, starting on your next turn. The first Optimize counter purchased during each player turn costs 2 income points, the second Optimize costs 4, the third costs 6 and so on. Example: To Optimize 3 Cities during the same turn would cost the player 12 income points.



Place the Optimize counter on one of your continent's undestroyed cities. No city can have more than one Optimize counter placed on it. If the city is destroyed, the Optimize counter is also destroyed.

Tracking: A Tracking Facility counter represents a high-tech missile guidance system. A player gains +1 on his Nuke die rolls if he has purchased a Tracking Facility counter for his continent. Click on the 1d6+1 button instead of the 1d6 button when making Nuke die rolls after purchasing a Tracking Facility.



A Tracking facility costs 6 income points. A player cannot have more than one Tracking facility in play at a time.

Place the Tracking facility counter on one of your continent's undestroyed cities. If the city is destroyed, the Tracking Facility is also destroyed.



Plunder: Each Plunder purchased represents a player raiding another player's Shelters for vital supplies. Each Plunder costs 3 income points. There is no escalating cost.

Chat to the player you are plundering, and inform him of your intentions.

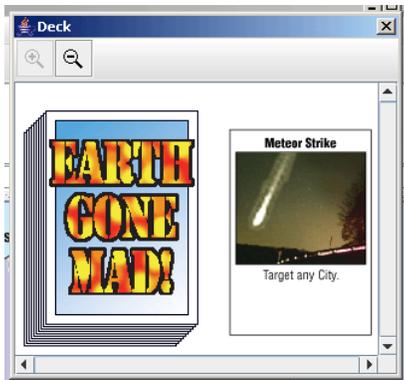
With each Plunder purchased, right-click on your Survivor counter and add one survivor to it. Then, using the Chat area, inform the player you are plundering to remove one of his Survivors from his Shelters.

Example: Player #1 purchases a plunder. He pays 3 production points, adds 1 Survivor to his shelter and asks Player #2 to remove 1 Survivor from player #2's shelter. Player #1 then decides to purchase another plunder. He pays another 3 production points, adds another Survivor to his Shelter, and this time asks Player #3 to remove a Survivor from player #3's shelter.

Draw and Declare Disasters

Once each player has completed his purchases it is time to resolve Disasters.

The player draws Disaster cards from the Disaster draw deck by dragging the card from the draw deck and dropping it on the face-up pile.



You can show and hide the Disaster Deck by clicking on its button, or using the F1 key.



The number of Disasters drawn from the deck is shown on the Countdown to Extinction track. Each card represents one disaster. The player resolves each card, one at a time.

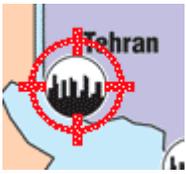


Example: During March, each player draws and resolves one disaster card. During August, each player draws and resolves three disaster cards.

Some Disaster cards list 4 Cities that can be the target. Other Disaster cards will limit the City to be targeted to a given continent. A few Disasters allow any City to be the target. The player must declare one undestroyed City as the target, even if it is his own.



To show the City being targeted, drag the Targeting icon and place it on the City.



The player cannot select a destroyed City. If all selectable Cities are already destroyed, the card has no effect and is discarded.

Continents not controlled by players can still be targeted by Disasters. They lose cities to disasters as normal. Place a destroyed city counter on their destroyed cities.

Players Attempt to Nuke

The player who controls the City where the disaster is headed can launch Nukes to cancel the Disaster. Other players can also launch Nukes to cancel the Disaster. Drag the Nukes being launched to the “Prevent Disaster” box on the map.

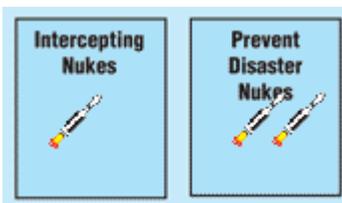
Players Attempt to Intercept

In player order, each player can then declare if he are going to launch Nukes to intercept the Nukes that were launched to stop the Disaster.

Starting with the last player, each player resolves his intercept attempts. The player rolls a die for each of his intercepting Nukes. Each Nuke will succeed on a roll of 4 or higher on the 1d6 button.

Each Nuke that was not intercepted can attempt to cancel the Disaster. Each will cancel the Disaster on a roll of 4 or higher.

All launched Nukes are discarded. You cannot intercept an “Intercepting Nuke”.



Disasters Hit

If a Disaster is not canceled, it destroys the City it was targeting. Place a Destroyed City counter on the City and discard any Optimize or Tracking counters on the City.



Example:

Player #1's city of London is being targeted with a Horrible Hurricane. He decides to launch 2 Nukes to cancel the hurricane.

Player #2 does not want Player #1 to stop the Horrible Hurricane, so he launches 3 Nukes to intercept player #1's Nukes. All Nuke rolls succeed on a die roll of 4 or higher. He rolls a 1, 2, and 4 and intercepts 1 of player #1's Nukes. Player #1 then rolls for his remaining Nuke and gets a 5, so he is successful in canceling the hurricane and London is saved, at least for now...

Victory

If a player's cities are all destroyed, that player no longer has production points. He still, however, draws disasters during his turn and chooses their destinations.

When the Clock counter is moved into the "December – Extinction" space, the game ends. Players score 1 point for each Survivor, each surviving City, each surviving Optimized counter, and each surviving Tracking counter. The player with the most points wins.

Deals

Players are allowed to negotiate deals involving any aspect of the game. Actions that take place immediately must be performed. Actions that are to be performed in the future are not binding.

Immediate Example:

If you launch 2 Nukes to stop the Disaster heading my way, I will replace one of my Survivors with one of yours.

Future Example:

If you give me a Nuke now, I will buy you an Optimize on my next turn.

Optional Rule – Cooperative Play

Players can play cooperatively instead of competitively. In this situation, all the players either win or lose as a group. Victory is based on the total number of points earned by all players at the end of the game.

Players	Points Needed to Win
2	40
3	70
4	105
5	135
6	195

Optional Rule – Solo Play

A player can also take on the job of trying to save the world by himself. To do so, the player selects one continent to govern and plays the game as normal. The player earns points as normal. For each City that is destroyed on any continent, the player loses 5 points. To win, the player must end up with 1 or more net points.

Optional Rule – Team Play

Players can play in teams. The players play the game as normal, but the team with the most points wins.

Credits

Game Design	Dan Verssen
Vassal Software	Rodney Kinney
Game Development	Holly Verssen
Module Development	Dan Verssen, Holly Verssen

