

Villainous

Set-Up:

- Each player chooses 1 of the 6 Villains and takes:
 - Villain board – If a location shows a Lock symbol in lower right corner, place a “lock” token in the location now.
 - Villain pawn – Big chunky piece, place it on the Left-most location space of your board.
 - Villain deck – colored back, shuffle and draw 4 cards privately to form your starting “hand.”
 - Fate deck – white back, shuffle and place within reach of other players.
 - Villain guide – read carefully incase your Villain has special rules.
 - Reference card – shows Action symbols you will use during the game and opponent’s winning conditions.
- Take the Power Tokens and put them in the Cauldron for everyone to reach.
- Choose a start player. The 1st player takes no Power Tokens. 2nd player takes 1. 3rd/4th player take 2. 5th/6th take 3.

Game Flow:

- Villainous is played over a series of turns (starting with the 1st player going clockwise) **until 1 of the players meets their winning condition and wins immediately.** This game is a race to finish before everyone else! Be efficient!
- On a player’s turn they will carry out 3 steps (Move, Perform Actions, and Draw Cards) before the next player goes.
- General Note – Your board and the cards on it are referred to as in your “realm.” No card in one Villain’s realm will ever affect a card in another Villain’s realm. No crossing the storylines!
- General Note – You will play cards and manage your own Villain deck during the game, while your opponents play cards from your Fate deck into your realm to stop you from reaching your goal. Keep decks separate, even when discarded!
- Important – If a card’s text conflicts with a rule listed here, the card take precedence. That’s the fun of playing them!

On Your Turn:

- Move Your Villain
 - You must move your Villain pawn to a different location. It can’t be a locked location.
- Perform Actions
 - Each location has symbols representing actions. Each action symbol at the location you moved your pawn to can only be carried out once per turn, but they can be activated in any order! All actions are optional.
 - At times, Actions will be covered by cards (like Heroes) causing them to become unavailable, but if a card is moved/discarded causing these covered Actions to become uncovered while it is still your turn and your Villain pawn is at that location, then you can immediately use these now uncovered actions!
 - See below for a list of all Actions. Also, see your own Villain guide for any special Actions only you may have!
- Draw Cards
 - After completing all Actions, if you have less than 4 cards in hand, draw back up to 4 from your Villain deck.
 - If you go to draw a card and your deck is empty, shuffle the discards and keep drawing! (Same for Fate deck.)
 - It is now the next player’s turn in clockwise order.

Types of Actions: Note – some of these symbols do not appear on all Villain boards.

- Gain Power
 - Take Power Tokens from the cauldron equal to the value shown.
- Play a Card
 - Play 1 card from your hand. If the card has a cost in the upper left corner, pay it in Power tokens now.
 - Item/Ally cards are played below any unlocked location in your realm regardless of where you Villain pawn is.
 - Any number of cards may be below a location. See “Types of Cards” in the next section below.
- Activate
 - Choose 1 Ally or Item with an “Activate” symbol on it, pay the Power cost shown, and perform the ability.
 - Do not discard a card after doing this action.
- Fate
 - Choose 1 opponent. Reveal 2 cards from their Fate Deck (white back) and play 1 of the cards to THEIR realm. Discard the other card. If both cards can’t be played, discard them both. The target player lucked out!
 - Heroes are played to the top of any unlocked location in the target player’s realm (possibly covering future actions for them). Any number of heroes can be at 1 location.
 - In a 5/6 player game, if you are the target of a Fate action, take the Fate Token (white with cloud/lightning symbol) which shows you can’t be targeted again until another player taken the token from you.

- **Move an Item or Ally**
 - Move an Ally (and all its attachments) from 1 unlocked location to an adjacent unlocked location.
 - If an Item is attached to a Hero or Ally, it can't be moved by itself with this action. Only if the Hero or Ally moves does the attached item move with them.
- **Move a Hero**
 - Move a Hero (and all its attachments) from 1 unlocked location to an adjacent location.
- **Vanquish**
 - Discard 1 Hero in your realm by discarding any number of Ally/Item cards below the SAME location.
 - Note the strength of the chosen Hero (lower left corner) including any modifiers. You must match or exceed this strength value with the strength of your chosen Ally/Item cards to defeat this Hero.
 - Discard ALL cards used in the fight when you defeat the hero, including the Hero (which could free up new Actions to immediately use! Yay!)
 - Heroes don't have to be defeated in a certain order. Choose any 1 you wish, but only 1.
 - If at any time modifiers reduce a Hero to 0-strength, you must still take this action to discard the Hero, but no Allies or Items are needed to be discard (or even present) to defeat a Hero with no strength.
- **Discard Cards**
 - Discard as many cards from your hand as you wish, but don't draw any cards at this time.
 - When your turn is completely over, you will draw back up to 4 cards like normal.

Types of Cards: Note – Some Villains have additional card types. See their Villain guides for more details.

- **Ally**
 - Only appear in the Villain deck and represent your Villain's assistants, henchmen and pets.
 - To play, pay its Power cost (using "Play a Card" action) and place it below any unlocked location in your realm.
 - Use any number of them to defeat Heroes in the same location using the "Vanquish" action by combining strength with other Allies and Items.
- **Hero**
 - Only appear in the Fate deck and represent the "good guys" we all know and love, but our Villains hate!
 - Heroes are played (by you) from opponent's Fate decks onto their own boards when you use the "Fate" action.
 - Heroes are only placed above unlocked locations which usually block actions your opponents could use.
 - Heroes have a strength value that must be met or exceeded by using Allies/Items when Vanquishing them.
 - Multiple Heroes can be at 1 location, but only 1 can be defeated per Vanquish action.
- **Item**
 - Appear in the Villain and Fate decks.
 - To play from the Villain deck, pay the Power cost and place below any unlocked location in your realm.
 - If the item says to "attach" it, then it must be placed with a Hero or Ally respectively and it will remain with that Hero or Ally even when it is moved/discarded. All items in the Fate deck will be attached to a Hero.
- **Effect**
 - Appear in the Villain and Fate decks. These cards are 1 time use. Pay the cost if any, use it, and discard it.
- **Condition**
 - Play immediately during another player's turn when that opponent fulfills the text requirement.
 - After playing the card and carrying out what it says, discard it.
 - Your opponent goes back to doing their turn. Do not draw a new card to replace this card.

Keywords:

- **Realm** – Your Villain board and all cards on it (above and below.) See "Game Flow" above.
- **Playing** – Taking a card from your hand and adding it to the matching Realm (yours or your opponents).
- **Moving** – Taking a card from your realm and moving it to a different location.
- **Revealing** – Showing a card to all players for whatever reason.
- **Looking At** – Viewing without having to show other players.
- **Finding a Hero** – Search your realm, then discard pile, then the Fate deck itself for a specified Hero. If you had to go searching through your Fate deck, shuffle it after finding the correct card.

End Game:

- The first player to complete their specific winning condition wins the game immediately!