

2 to 4 Players • Ages 10 and Up • 20 Minutes per player

Disney Villainous

Instructions

Game Overview

Each Villain has a different Objective with different cards, special abilities, and challenges. On your turn, you will move your Villain Mover to a location in your Realm and perform **any or all** of the actions that are available there. Through these actions, you will play cards from your Villain deck as you work to achieve your Objective. On their turns, your opponents may play cards from your Fate deck to hinder your progress.

Objective

Each Villain's unique Objective can be found on their portrait and in their Villain Guide. Refer to the guide for tips on how to achieve your Objective. As soon as a player has achieved their Villain's Objective, the game ends and that player is the winner!



Reading rules can bring out
your true inner villain.
Watch and listen instead!

Contents: 4 Villain Movers, 120 Villain Cards, 60 Fate Cards, 4 Realms, 4 Villain Guides, 4 Reference Cards, 40 Tokens, 1 Cauldron, Instructions

Components

4 Villain Movers



Ursula



Captain Hook



Maleficent



Prince John

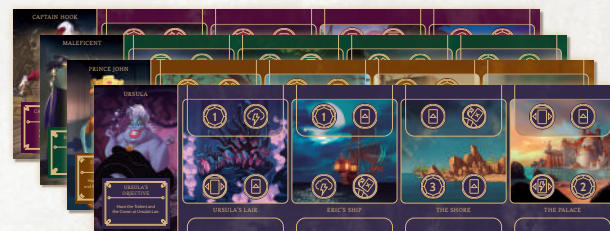
4 Villain Decks (30 cards each)



4 Fate Decks (15 cards each)



4 Realms



4 Villain Guides



4 Reference Cards



1 Cauldron



40 Power Tokens



Setup

- Each player chooses a Villain and takes that Villain's corresponding Realm, Mover, Villain and Fate decks, Villain Guide, and a Reference Card.
- Place your Realm in front of you. Each Realm contains four locations. Place your Villain Mover on the Villain's portrait.
- Shuffle your Villain deck and place it face down to the left of your Realm. Leave room for a discard pile.
- Draw a starting hand of four cards from your Villain deck. You may look at your cards, but keep them secret from the other players.
- Shuffle your Fate deck and place it face down to the left of your Realm, above your Villain deck. Leave room for a discard pile.
- Place the Power Tokens in the Cauldron and place it within reach of all players. Give each player 2 Power Tokens.
- Each player reads the Objective on their portrait out loud so all players know each Villain's Objective.
- Choose a player to go first.

Player Setup



Your Realm

Each player has their own **Realm**. All cards played to your Realm are considered to be in your Realm. Cards in your hand, decks, and discard piles are **not** in your Realm. Card Abilities only affect cards in the same Realm. **No card in one Villain's Realm will ever affect a card in another Villain's Realm.**

On Your Turn

Do the following, in this order:



1 Move Your Villain

Move your Villain Mover to a different location. You may move to any other location in your Realm. You cannot stay in the same location.

2 Perform Actions

Each location has symbols representing the actions you may take when you move there. You may perform all of the available actions in **any order**. Each action may be performed one time for each symbol that appears. All actions are optional. (See **Types of Actions** on the next page.)

During the game, actions may become covered by Fate cards. If an action is covered, that action is unavailable and may not be performed until the card covering it is moved or discarded.

3 Draw Cards

At the **end of your turn**, if you have fewer than four cards in your hand, draw from your Villain deck until you have four. If you need to draw from your deck when it is empty, shuffle your discard pile to form a new deck.

Note: You must wait until the end of your turn to draw back to four cards, even if you have fewer than four at the start of your turn.

Now it's the next player's turn.

How to Win

As soon as a player has fulfilled their Villain's Objective, the game ends and that player is the winner. It does not matter what location your Villain Mover is at or what Heroes remain in your Realm, as long as you fulfill your entire Objective, as described in your Villain Guide.

Types of Actions

Your Villain's location dictates what actions you may perform. However, the results of those actions can occur at any location.

Each Board is different, and some of these actions may not appear on your Board.



Gain Power

Take Power from the Cauldron equal to the number in the symbol on your location. Power is the currency in the game. You'll use it to pay for the cards you play.



Play a Card

Play a card from your hand. You may play one card for each Play a Card symbol on your location.

Most cards have a Cost in the upper-left corner. When you play a card, you must pay its Cost by returning that many Power to the Cauldron. If you do not have enough Power to pay a card's Cost, you may not play the card.

Ally and **Item** cards are played to the bottom of your Realm to any location. **Effects** and **Conditions** are one-time abilities that are played and immediately discarded. (See **Types of Cards**.)



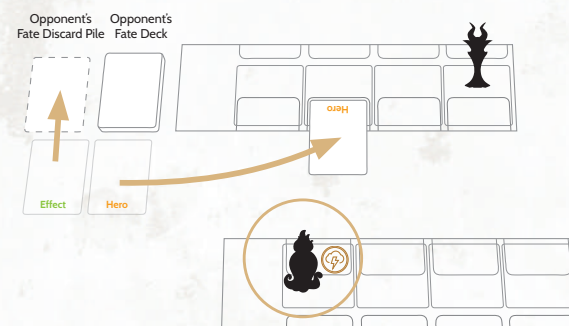
Example: Pay the Cost (3 Power), then play this Item to any location.



Fate

Choose this action when you want to slow down your opponent. First, choose an opponent to target. Then, reveal two cards from the top of **their** Fate deck. Choose one card to play and discard the other face up to that opponent's Fate discard pile. You decide how to use the Fate card's Ability against your opponent.

A **Hero** may be played to any location in that opponent's Realm. Play the Hero to the **top** of **their** Realm, blocking the top two actions in a location. (See **Types of Cards**.)



Example: You reveal two cards from an opponent's Fate deck, and choose to play the Hero. Discard the other card you revealed to the opponent's Fate discard pile. Play the Hero to any location in the opponent's Realm, covering the action symbols on the top of that location.



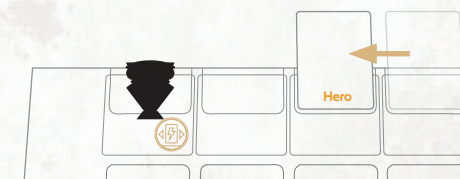
Move an Item or Ally

Move one **Item** or **Ally** at any location in your Realm to an **adjacent location**. You may not move an Item that is attached to an Ally or **Hero**, but, if you move an Ally, all Items attached to them are moved with them.



Move a Hero

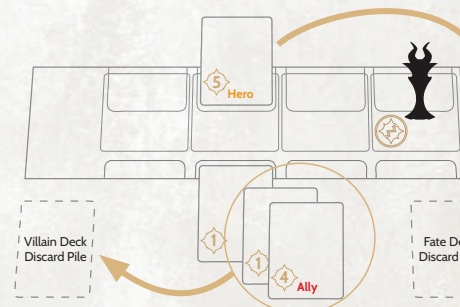
Move one **Hero** at any location in your Realm to an **adjacent location**.



Vanquish

Defeat one **Hero** at any location in your Realm by using one or more **Allies** that are already at the same location as the Hero. Each Ally and Hero has a Strength (lower-left corner) which may be modified by other cards in the Realm. The Ally must have a Strength equal to or higher than the Hero's Strength.

Multiple Allies may be used by adding their Strengths together. To Vanquish the Hero, discard the Ally (or Allies) to your Villain discard pile. Discard the defeated Hero to your Fate discard pile.



Example: You have three Allies at the same location as a Hero with a Strength of 5. Because two of the Allies have a combined Strength of 5 (4+1), only those two Allies need to be used to Vanquish the Hero. Discard the Hero and the two Allies. The third Ally remains at the location.



Discard Cards

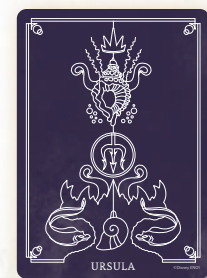
Discard **any** number of cards from your hand. Cards should be discarded face up to your Villain discard pile. Getting rid of unwanted cards will help you cycle through your deck and give you new cards to play on your next turn.

When discarding, do not immediately draw new cards. You must wait until the end of your turn to draw back to four cards.

Now that you know the basic rules, read your Villain Guide and look at your cards. Refer to your Reference Card for a reminder about each action!

Types of Cards

Each player has two decks of cards: Villain cards and Fate cards. You play your Villain cards from your hand to the **bottom** of your Realm, while your opponents play your Fate cards to the **top** of your Realm.



Villain Cards

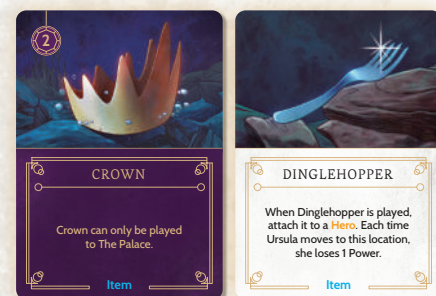


Fate Cards



Ally cards appear only in your Villain deck and represent your Villain's henchmen, helpers, and pets. To play an Ally, pay its Cost (shown in the upper-left corner) and place the card below any location in your Realm.

Once Allies have been played to a location, you may use them to defeat Heroes at the same location by performing the Vanquish action. Each Ally has a Strength (shown in the lower-left corner), which may be modified by other cards in the Realm. Additionally, most Allies have an Ability that affects other cards or actions. Once an Ally is in your Realm, you'll need to decide whether to use it to defeat a Hero or keep it in your Realm for its Ability.



Item cards appear in both the Villain deck and the Fate deck and have an Ability that affects other cards or actions. To play an Item from the Villain deck, pay its Cost (shown in the upper-left corner) and place the card below any location in your Realm, unless the card says to attach it to an Ally.

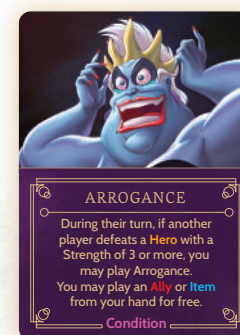
If an Item says to attach it to an Ally, you must place the Item under an Ally at any location in your Realm. If there are no Allies available in your Realm to attach the Item to, you may not play that Item. If an Ally with an Item attached is moved or discarded, all attached Items are moved or discarded with them. There is no limit to the number of Items that may be attached to an Ally.

All Items from the Fate deck are attached to a Hero. To play an Item from the Fate deck, place the card under a Hero at any location.

Example: If an Item says it must be attached to an Ally, play it underneath the Ally of your choice.

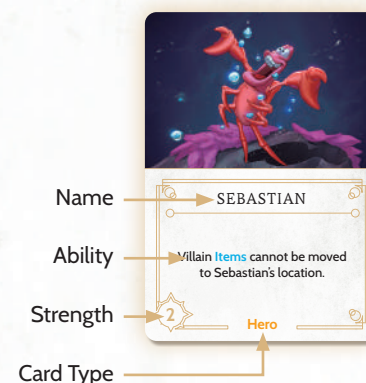


Effect cards happen immediately and are then discarded. To play an Effect, pay its Cost (if one is shown in the upper left corner), do what the card says, then discard it face up to the appropriate discard pile. If you cannot do what the card says, you may not play that Effect. Effects are considered to be in your Realm when they are played, but leave your Realm when discarded.



Condition cards are played during an opponent's turn. They are not played by performing a Play a Card action. During an opponent's turn, if you have a Condition in your hand and the requirement on the card is met, you may immediately play the card, do what it says, and then discard it face up to your discard pile.

After a Condition is played, the opponent's turn continues. Do not draw a new card. You must wait until the end of your turn to draw back to four cards.



Hero cards appear only in your Fate deck and represent the irksome do-gooders who are trying to slow down the Villains. You play Heroes from your opponents' Fate decks by performing the Fate action. To play a Hero, place the card so it is covering the top of any location in that opponent's Realm.

You can use a Hero to hinder an opponent's progress by covering useful actions. The actions covered by a Hero are no longer available until the Hero is moved or defeated. Each Hero has a Strength (shown in the lower-left corner), which may be modified by other cards in the Realm. Additionally, most Heroes have an Ability that makes it harder for your opponent to achieve their Objective.

The Finer Points of Villainous

Realm

- There is no limit to the number of Villain cards or Fate cards that may be played to a location. As cards are played to locations, slightly offset them so all cards at a location can be seen.
- When an action on your board is uncovered, it is immediately available and may be performed if your Villain is at that location and it is still your turn.
- Any card that is at a location on your Board is considered to be in your Villain's Realm. A card's Ability is ongoing and in effect for as long as the card remains in your Realm.

Revealing vs. Looking at Cards

If a card instructs you to reveal cards, either from your hand or from your Villain or Fate deck, turn each card over so that all players can see them. If a card instructs you to look at cards, either from your Villain or Fate deck, you may look at them privately, keeping them secret from the other players.

Card Abilities

- If a card's Ability is triggered when it (or another card) is played, the Ability is not triggered if it is moved. Likewise, if a card's Ability is triggered when it (or another card) is moved, the Ability is not triggered if it is played.
- If an Ability on a card violates a rule in the Instructions, the card takes precedence.
- When a card instructs you to discard, you do not need to use the Discard action to do so.
- If a card instructs you to find a specific card, follow the card's instruction on where to find it. If no instruction exists find the card in this order: in play, in a discard pile or an deck (Villain or Fate). Reshuffle any deck searched.

Reshuffling

If you ever need to draw from an empty deck, shuffle the discard pile to form a new deck.

Fate Deck

- The Fate deck includes villain-specific cards that will mess with their goals, including the Heroes the Villains faced in the Disney movie they came from.
- If one or both of the Fate cards cannot be played (for example, you revealed an Item and there is no Hero in the Realm to attach it to), they cannot be played and must be discarded. Fate favored your opponent this time!

Heroes

- If a Hero has a strength of 0, you must still use the Vanquish action or a card ability to defeat the Hero, but no Allies need to be discarded.
- If there are multiple Heroes at a location, they can be defeated in any order.
- Card Abilities that allow you to “defeat” or “remove” a Hero do not require you to discard Allies or perform a Vanquish action.
- If there are multiple Heroes at a location, and the Hero covering the action symbols is defeated, move any other Heroes down so one of them covers the symbols.
- If a Hero with an Item attached is moved or discarded, all attached Items are moved or discarded with them.
- There is no limit to the number of Items that may be attached to a Hero.

Now that you've mastered Introduction to Evil, you can play a more strategic version of the game. Other Disney Villainous versions include a slight Setup variation. It's up to you if you prefer that method or the one presented here.

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