

The crafty card collecting game for 3-6 players, ages 8+

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Objective

Try to build the strongest team of Villains to collect points, but watch out for the Heroes - they will try their best to stop you! **The player with the most points at the end of the game is the winner!**

Contents

120 Villain Cards

(6 decks of 20 cards apiece)



Setup

All players select a Villain (Maleficent, Jafar, Captain Hook, Scar, Ursula, or Cruella de Vil) and take the corresponding deck.

Each player shuffles their deck and places it **face down** (Hero side up) in front of them to form their draw pile.

Tip: beginners may wish to remove the special cards from the deck.

All players draw 1 card from their draw pile and place it face up (Villain side up) in front of them. This is the first card in each player's personal discard pile.

All players draw **4 cards** into their hand. They do not show their cards to the other players.



How To Play

The player that can do the best Villainous laugh gets to go first. Play proceeds clockwise.

On their turn, players must always play a card from their hand. Only cards played on their own discard pile will count for points at the end. Cards played onto a neighboring opponent's discard pile will count for that opponent instead. To be played, a card must match either the **color** or **number** of the top card on the discard pile.

*For example, if the top card on the discard pile is a **red 5**, then either any 5 or any **red** card may be played to the discard pile.*

However, if the card played matches either the color, or number of the top card on an adjacent opponent's discard pile, then the card must be played on to that opponent's discard pile. If the card matches the color or number of the top card in the discard piles of both adjacent opponents, then the player decides which opponent's discard pile to play the card to. Players **ignore** the discard piles of any opponent who is not directly adjacent to them.

Example: A **red 5** is the top card on your discard pile. Your neighbor to the left has a **blue 4** and your neighbor to the right has a **green 2** as the top cards on their respective discard piles. In your hand, you have a **blue 5**, **red 4**, a **green 5**, and a **red 6**, all of which you can play to your discard pile by matching either color or number. However, if you play the **blue 5**, your left neighbor's **blue 4** would force you to play to their discard pile because both are **blue**. If you play the **red 4**, your left neighbor's **blue 4** would force you to play to their discard pile because both are 4s. If you play the **green 5**, your right neighbor's **green 2** would force you to play to their discard pile because both are **green**. The best choice is to play the **red 6**, since it can only be played to your discard pile.

If a player does not have a card that can be played, or if they do not wish to play to their adjacent neighbor's discard pile, they can place any of their cards face down (Hero side up) on their discard pile. On their next turn, they may place any card from their hand onto the Hero. Normal placement rules still apply, so if that card matches the number or color of the top card in an adjacent opponent's discard pile, it must be played to that pile instead.



Additional Rules

- Players may choose to play a Hero card to their discard pile at any time, even if they have other cards that could be played.
- Players may play Hero cards on top of Hero cards in their discard pile.
- Players cannot place a card on to an adjacent opponent's discard pile if the top card shown is a Hero.
- **Warning!** Players cannot search through their discard pile at any time to count the number of Villain cards and Hero cards played.

At the end of their turn, players draw the top card from their draw pile to fill their hand back to **4 cards**. Play continues and the next player takes their turn. When the draw pile runs out, players do not draw any cards. Play continues until all cards have been played.

Ending The Game

When the last card in the last player's hand has been played, the game ends. Players separate out the Hero cards from the Villain cards in their discard pile. Total the number of Hero cards. All Villain cards that have that corresponding number are cancelled and are not worth any points. If any discard pile contains over 6 Hero cards, subtract 6 from that total. All Villain cards that correspond to the number of the result, as well as all the Villain cards with a 6, are both cancelled.

Example: *If you have 5 Hero cards in your discard pile, all Villain cards with a 5 are not worth any points.*

Example: *If you have 9 Hero cards in your discard pile, subtract 6 from 9 to equal 3. All Villain cards with a 3 and all Villain cards with a 6 are not worth any points.*

All remaining Villain cards receive as many points as their numerical value (all 1s = 1 point each, all 2s = 2 points each, etc. up to all 6s = 6 points each).

The player who earns the most points has assembled the strongest team of Villains and is declared the winner!

In the event of a tie, the player who had the most points cancelled by Hero cards is the winner. If the tie remains, there are multiple winners.

Special Cards

Special cards increase the options during the game and provide an additional challenge. To use, shuffle the special cards into the draw pile during Setup.

If a special card is turned over as the first card for the discard pile, shuffle it back into the draw pile and draw again. Repeat as needed until the first card in the discard pile is not a special card. Special cards can be played instead of a standard card on a turn. To play a special card, play it face up onto a separate special discard pile in the middle of the table, then follow its ability as outlined below:



MALEFICENT – POWERFUL CURSE

Maleficent's curse immediately removes the card with the highest numerical value on display in the discard piles from the game. If multiple players have cards with the same highest number showing on their respective discard piles, they must all remove their cards and discard them to the special discard pile.



JAFAR – HYPNOTIZE

Jafar picks an opponent to hypnotize. This player must hand over the top card from their discard pile to Jafar, who places it in their hand. This card can be played following normal rules on any following turn.



CAPTAIN HOOK – MEDDLING

Captain Hook demands that all opponents (not including himself) must flip over the top card in their discard pile. A Villain card becomes a Hero card, and a Hero card becomes a Villain card.



CRUELLA DE VIL – SWIPE

Cruella swipes and swaps the top card from one player's discard pile with their own. If the player who played Swipe doesn't have a card in their discard pile, then the other player receives no card in return when Swipe is played. Note: Cards swapped during Swipe do not have to follow placement rules when placed onto their new discard piles.



SCAR – NO ESCAPE

Scar picks a card from each opponent's hand and places it face up on to the table in front of each respective player. All players must play that face up card on their next turn.



URSULA – WHIRLPOOL

Ursula creates a powerful whirlpool that moves all the cards! When Whirlpool is played, Ursula decides whether the top card on all discard piles moves one place to the left, or one place to the right. All players must move their cards in the chosen direction. If a player does not have any cards in the discard pile, then the player next to them does not receive a card, but must still pass on their own card. Note: Cards passed along during Whirlpool do not have to follow placement rules when placed onto their new discard piles.