

Setup

1. Each player chooses a Villain. Take all relevant components
2. Place Villain marker on left-most location of board
3. Place Lock Token on any locations with Lock symbol on board
4. Shuffle Villain and Fate Decks. Place on left and right of board
5. Draw starting hand of 4 cards from Villain deck
6. Choose first player. 2nd/3rd & 4th/5th & 6th get 1/2/3 power respectively

Goal of the Game

Each Villain has a different objective marked on their game board. Read these out loud so everyone knows the objectives. As soon as a player fulfills their Villain's Objective, the game ends and that player wins.

Player Turn

Perform each of the following steps in order.

Move Your Villain

Move your Villain Marker to a different location. You may move to any location that is not locked. You may not stay at your previous location.

Perform Actions

You may perform all of the actions available on your Villains current location in any order. All actions are optional. Actions may become covered by Fate cards. Covered actions may not be performed until the card covering them is moved or discarded. When an action is uncovered, it is immediately available and may be performed if it is still your turn and your Villain is at that location.



Gain Power

Take Power Tokens equal to the number on the symbol.



Play a Card

Play a card from your hand. You may play one card for each Play a Card action. You must pay the cost (Power Token symbol in top left)

to play the card. Item or Ally cards may be played to **any location**. Play to space below location.



Activate

Choose one Item or Ally in your Realm with an Activate Symbol. Pay the card's Activation Cost, if any, and perform the card's ability.



Fate

Choose an opponent to target and **reveal** two cards from the top of their Fate deck. Play one and discard the other face up to their discard pile. You decide how to use the Fate card's ability against opponent. A Hero may be played to any location that isn't locked. Play in space on top of location. In 5/6 player games, give the target of the Fate action the Fate Token. They cannot be target again while they have the Fate Token.



Move an Item or Ally

Move one Item or Ally at any location to an adjacent location. You cannot move an Item/Ally in/out of a locked location. You cannot move an Item that is attached to an Ally or Hero.



Move a Hero

Move one Hero at any location to an adjacent location. You may not move it in/out of a locked location.



Vanquish

Defeat one Hero at any location using one or more Allies that are already at the same location. The Allies strength (bottom left number) must be \geq Hero's strength. Discard the Hero and Allies used.



Discard Cards

Discard as many cards as you want from your hand.

Draw Cards

If you have fewer than 4 cards in hand, draw up to 4 from Villain deck. If the deck is empty, shuffle the discard pile and continue to draw.