

Villainous Solo Game

Questions/Comments to Danny Devine, @3ddevine Twitter/BGG

What you need

2 D6 and the printed track.

1 D4 (optional - This just makes random location selection quicker)

Set-Up

Place the AI track nearby, choose an unused Villain pawn, and place it next to the upper left corner to represent your opponent.

Place 1 of the 2 D6 on the GREEN space with 2 dice pictured on it.

Choose a Villain Solo Guide and place a Power token from the supply on each of the grey spaces on the solo guide. Place a token on the black space as well for an extra challenge.

Finally set up your chosen character to play as you normally would.

Gameplay

You are always the first player. You will play the game exactly as described in the rulebook. The only exception is that when you take the FATE action against the AI, you will instead roll a D6 and move the AI pawn backward on its track. How far it moves depends on your difficulty level. When the AI moves backward from your fate action, it will not activate any spaces it lands on.

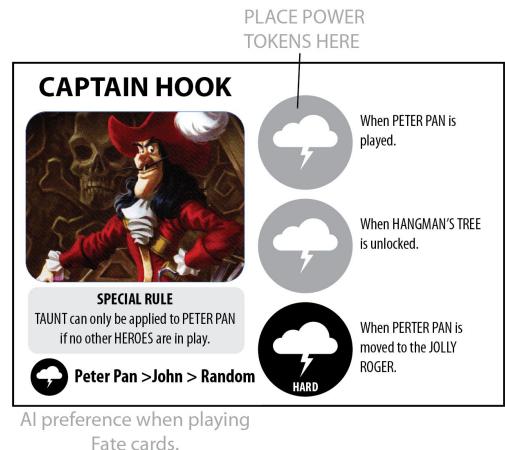
Easy - Move backward equal to die value

Normal - Move backward die value - 1

Hard - Move backward die value - 2

AI Turn

After you have taken your turn, roll a single D6. Move the AI pawn along the track that exact amount. Anytime you roll a 1 during the movement phase, the AI will take a FATE action against you (See FATE SPACE below).



Blank space - AI's turn is over

Purple Condition space - You may play a single CONDITION card from your hand.

Fate Space (Cloud) - You must draw the top card of your fate deck, if it can be played you must play it. First, consult the fate preference on the bottom of your chosen solo guide. If the fate cards action can be applied to one of those, choose the leftmost option. Anytime a fate card has more than one option for how it can be applied, choose one of those options at random.

Unless otherwise stated on your solo guide, you must also play the card to the best of its ability. For example, if a HERO was drawn that targeted an ITEM at its location, the HERO must be played to a location with an item if able. If more than one location is a valid target, the AI will choose randomly between valid targets. Some times a fate card will give options on what it can do, you must always choose the option that would have an effect on you, if both options would, choose randomly between them.

A second chance - Anytime per fate action that a card is drawn that has 0 effects on you, discard it and draw a second card. If this card also has no effect, discard it and move one.

Multiple fate actions - It's possible that more than 1 fate can be triggered against you in a single AI turn, for example, if the AI rolled a 1 and moved to a fate space. When this happens, the AI will take a fate action (described above) multiple times in a row, treating each fate action as its own separate action, meaning that each of these actions could receive a "second chance". The AI will never take more than 3 fate actions in a single turn. If this would happen, end the AI's turn immediately after the 3rd fate.

AI RESPONSE In addition to the rules above, the AI will also respond differently to each Villain. Consult your Solo Guide to see when a response is triggered. When triggered, the AI places the power token from your solo guide on the next fate space down the track from the AI marker. When the AI passes or lands on this power token, discard it and then they WILL take a fate action.

The GREEN die space - When the AI lands on or passes this space, remove the second die from the board. From now on when the AI takes its turn, you must roll both dice. The AI will always move the higher amount among the 2 dice and will take a fate action per 1 rolled. This means that rolling double 1s results in a movement of 1 and 2 separate FATE action.

The Yellow Crown - If the AI lands on or exceeds this space, they automatically win the game.

Thank you for playing! I hope you have fun.

If you have any questions or ideas for improvement. You can contact me on BGG User @3ddevine.

YZMA



The first time KUZCO is played to your realm.



The first time KRONK is played to your realm.



The first time THE DAGGER is played.

SPECIAL RULE

Anytime the AI reveals KUZCO you must discard him OR pay 10 power.

Kuzco > Kronk > Random



The first time you have 2 CURSES played to your realm.



The first time you have 4 CURSES played to your realm.



The first time you have 1 CURSE played to your realm.

MALEFICENT



SPECIAL RULE

If FLORA is played CURSE cards cost 2 extra power to play until she is defeated.

Curse > Random

CAPTAIN HOOK



When PETER PAN is played.



When HANGMAN'S TREE is unlocked.



When PERTER PAN is moved to the JOLLY ROGER.

SPECIAL RULE

TAUNT can only be applied to PETER PAN if no other HEROES are in play.

Peter Pan > John > Random

SCAR



When MUFASA is played.



The first time you have at least 15 in your SUCCESSION PILE.



The first time you have at least 8 in your SUCCESSION PILE.

SPECIAL RULE

If the AI reveals MUFASA you must discard him and draw again OR pay 8 power.

Simba>Rafiki> Random

PRINCE JOHN



The first time you end your turn with at least 10 POWER.



The first time you end your turn with at least 20 POWER.



The first time you end your turn with at least 15 POWER.

SPECIAL RULE

Clever disguise must be played on Robin Hood if able.



Random



The first time you have 2 TITANS in your realm.



The first time a TITAN moves to MOUNT OLYMPUS.



When 3 TITANS are at MOUNT OLYMPUS.

HADES



SPECIAL RULE

Hercules cannot be played to Mt. Olympus.



Titan >Hercules> Random

JAFAR



When you play the SCARAB PENDANT.



When you play the MAGIC LAMP.



The first time the GENIE is under your control.



Magic Lamp > Aladdin > Abu > Random

URSULA



When the CROWN is played.



When the TRIDENT is played.



The first time the CROWN or TRIDENT is moved to URSULA'S LAIR.



Ariel> Random

SPECIAL RULE
Flounder will always shuffle discard unless it has 4+ Binding Contracts.

RATIGAN



When the ROBOT QUEEN is played.



The first time you have 3 or more ITEMS in your realm.



When RATIGAN flips to "RATIGAN THE RAT".

SPECIAL RULE
AI will move all heroes to the leftmost target location except Flaversham who moves to rightmost.

Basil > Random

DR. FACILIER



When you play the TALISMAN.



When you play RULE NEW ORLEANS.



The first time you end your turn with CANE in your hand or in play.

SPECIAL RULE
When RAY is played, fate again.
AI will target ALLIES and ITEMS first for Fortune Pile.

Masked Spirits > Random

QUEEN OF HEARTS



The first time you have 2 WICKETS in your realm.



The first time you have 4 CARD GUARDS or WICKETS in your realm.



SPECIAL RULE
Mome Raths move ALLIES to the leftmost space without a HERO if able.

White Rabbit > Alice > Random

The first time you end your turn with TAKE THE SHOT in your hand.

EVIL QUEEN



When you play your 2 ingredient.



The first time SNOW WHITE is played.



SPECIAL RULE
If the AI reveals SNOW WHITE you must discard her and draw again OR pay 6 power.
When SLEEPY is played, fate again.

Doc > Random

When you unlock the DWARVES COTTAGE.

CRUELLA DE VIL



SPECIAL RULE

Heroes are moved to leftmost location with most puppy tokens. Allies are move to location with least.



Highest Puppy token >
Pongo> Perdita>Random



The first time you end your turn with at least 33 PUPPIES.



The first time you end your turn with at least 66 PUPPIES.



The first time you end your turn with at least 99 PUPPIES.

PETE



SPECIAL RULE

Lose 2 POWER anytime a GOAL is revealed.



Location with fewest allies/items
> Random



When you complete your first GOAL.



The first time you have 2 or more ITEMS or ALLIES in a single location.



When you complete your third GOAL.

MOTHER GOTHEL



The first time you end your turn with at least 3 TRUST.



The first time you end your turn with at least 5 TRUST.



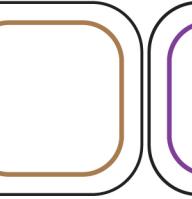
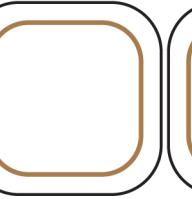
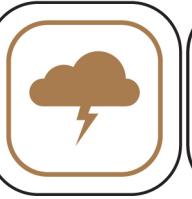
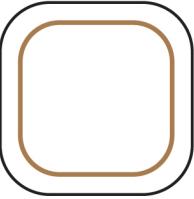
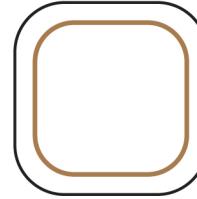
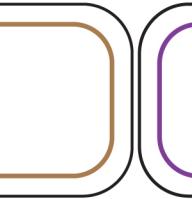
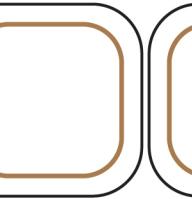
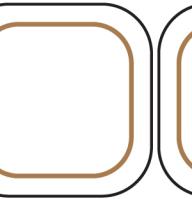
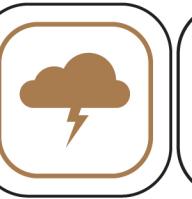
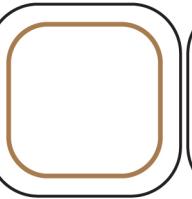
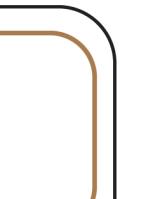
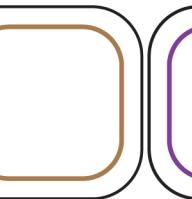
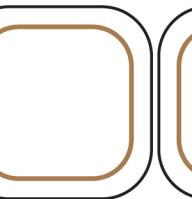
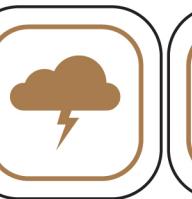
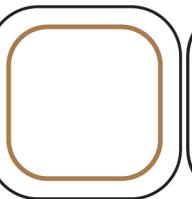
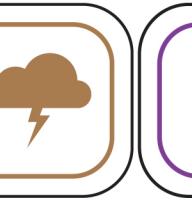
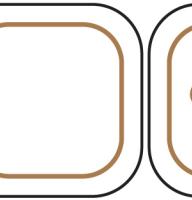
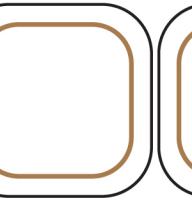
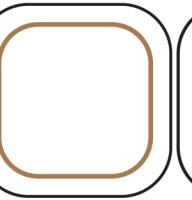
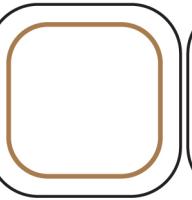
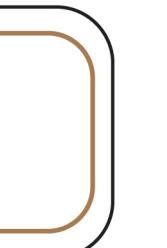
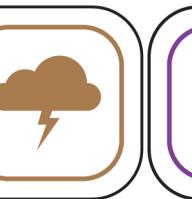
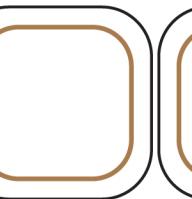
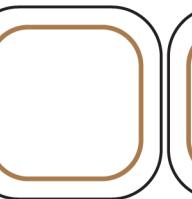
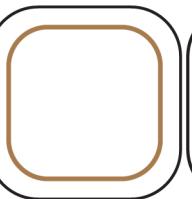
The first time you end your turn with at least 10 TRUST.

SPECIAL RULE

PASCAL cannot be played to CORONA.



Random



When AI lands on FATE or rolls a 1 on its turn, you must draw and play from your fate deck.



You may play a single CONDITION card from your hand.



When this space is passed, the AI will roll 2 dice per turn. It moves the higher amount and applies fate per 1 rolled.