

Ansem Technical Guide

Objective: Defeat every Hero in Ansem's Realm.

Starting Setup

Shuffle the black-lined World Hero deck and play the following number evenly, depending on your preferred speed:

Slow: 8 World Heroes

Medium: 6 World Heroes

Fast: 4 World Heroes

World Heroes will have an indicator in the lower right corner, in addition to the different card back.

Ansem always starts with 0 Power, even if you are playing with the Introduction to Evil rules.

Ansem's Turn

Ansem's turn is split into two steps:

Step 1) Reveal the top card of Ansem's deck.

- ➔ If Ansem has enough Power to play the card, he performs a Play a Card action and plays it for free.
- ➔ If Ansem does not have enough Power to play the card, he discards the cards and performs a Gain 1 Power action.

Step 2) Attempt to perform a Vanquish action at each location. If at least one Hero is not defeated, Ansem instead performs a Fate action.

- ➔ Each Vanquish action should target the strongest Hero possible, using as few Allies as possible.
- ➔ If playing with more than one human player, use the Fate token to alternate which player Ansem targets.

Other Notes

- ➔ When targeting Ansem with a Fate action, reveal only one card from his Fate deck.