

2-5 players
60 to 90 minutes
Ages 12 to adult

ARCH VILLAIN

Introduction: Taking out villains is not just your secret passion, not just the job you do in the dark of night, it is something you have taken as your self-appointed duty. The only problem is that there is always another killer, and why on earth do they seem to get tougher each time-it just doesn't seem fair. Some day they will probably get the best of you, some day the bad guys may gain the power and money they crave, and some day you may just be out-gunned, out-flanked, or out-witted...
but not today.

Components:

Board



5 Character Cards



24 Power Cards



16 Weapon Cards



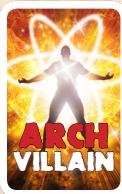
16 Talent Cards



8 Contact Cards



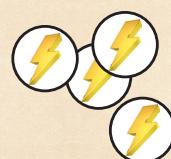
16 Arch Villain Cards



10 Dice



70 Energy Tokens

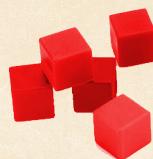


1 Turn Marker



Set Up: Give Each Player:

Player card, matching player cubes, and 10 energy tokens. Place the turn marker on the top space (alarm space) of the main board.



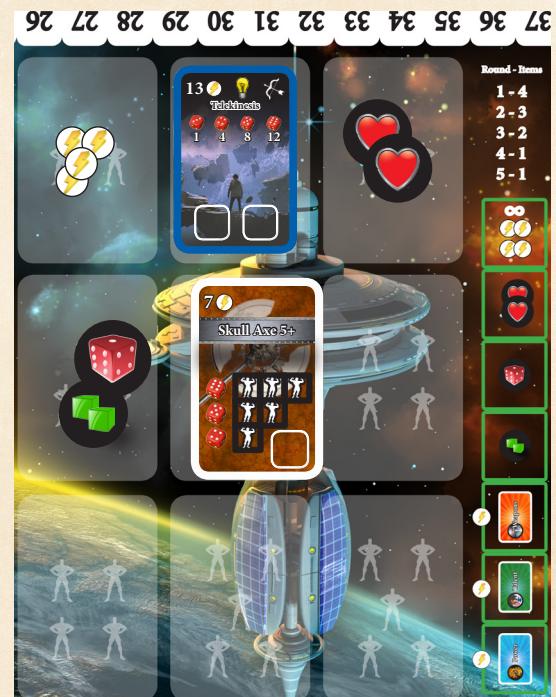
Randomly choose a starting player. The Arch Villain cards are shuffled and placed face up on the board to the very right edge of the black card spaces--all numbers on those spaces are covered. All other cards are shuffled and placed face down in their respective decks.

Each Round



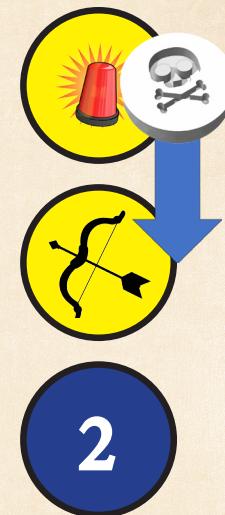
Option Phase:

In turn, each player chooses items and places them on the action spaces of the board. The choices are: 2 health tokens, a double cube token, weapons card, a talent card, a power card, 4 energy tokens, a die token. (health tokens and energy tokens are always placed in groups and not individually.) The players all go in turn until each has placed 4 times. (on the second round it will be 3 times and so on). The item or set of items is placed on the board on one action space. The action spaces on the board show the number of players in the game. Players cannot put any item on a space that has more players than are in the game. For example, in a three player game, players can use the 2 and 3 player spaces, but not the 4 and 5 player spaces. Each space can contain any number of items. This is done until all players have placed all items possible for that turn.



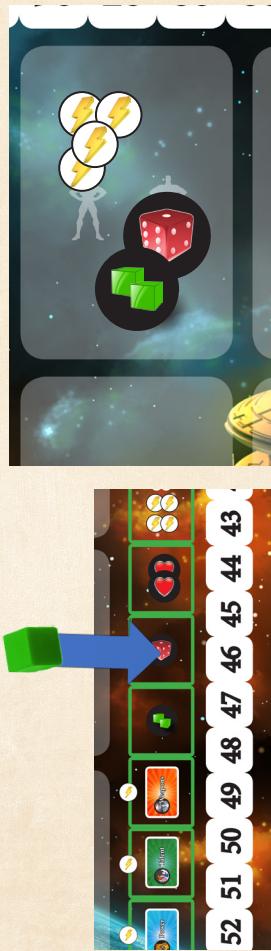
The Round:

On his or her turn, the first player can either choose an item or any number of items on one action space, or attempt to arrest the face up villain at the top of the deck on the main board (an arrest can't be done on the first turn--the alarm turn), or protect citizens. Then each player, going clockwise, takes one action. After that the turn marker will move down one space and each player, in turn takes another action. This continues until the turn marker reaches the last space--the "5" space. This is the end of the round. The bow and arrow on the turn spaces indicates a range attack, and only cards with the range symbol can be used to arrest the villain on that turn. On the blue spaces the villain may retaliate after any player action or failed arrest attempt. The number shows the number of dice the villain will roll in his retaliation. The effects of the roll are described later.



Choosing Items:

The player chooses one action space on the board. The player may gain any or all of the items. If it is a card, the player must have enough energy tokens to pay for the card or cards. If the player does not have enough energy tokens, he cannot choose that card or cards but can still take other items on the space. If there are energy tokens on a space, the player may use them to pay for the cards on that space. Each player may choose from the action board spaces or from the list of items shown on the right of the board in the green squares. When an item on the right is chosen, the player places a cube on that board space showing the item and that item cannot be chosen by another player--the exception to this is the 4 energy tokens which can be chosen an unlimited number of times by any player. If a card is chosen this way, the player takes a random card from the top of the corresponding draw pile. The player pays the energy cost for that card. If that player does not have enough energy to pay for the card or does not want the card, the card is placed on any action space (that is allowed by number of players) of the board and the player cannot make another choice this turn.



Arrest a Villain: If a player chooses to arrest a villain, the player rolls one die for each die token he owns. The dice are then placed on the chosen weapon or spell cards with a space allowing for the dice. Cards that are used to arrest the villain are Power Cards, Weapon Cards, and the Martial Arts card which is a Talent Card. All dice not placed on a card are considered hand to hand combat attempts (described later).

Power Cards:

The Lightning Card is an example of a power card.

The Yellow color means this is an energy emission power (some villains will have special defense to energy powers.) The 12 energy tokens is the cost to acquire the power. The green beaker indicates that the origin of the power is a technical procedure. The bow and arrow indicates that this power can be used to arrest the villain in the range phase of the round.

The outline white square is the place where a player may place a die rolled in the arrest attempt. Because there is only one square on the card, that means that only one die per attempt may be placed. Below the red dice are numbers that show the damage that is done by the die.



Dice can be increased by using energy tokens. Each energy token spent increases the pips on a die by one per token. This is done after the dice are rolled. This can be done for powers, weapons, hand to hand combat or the Martial Arts talent.

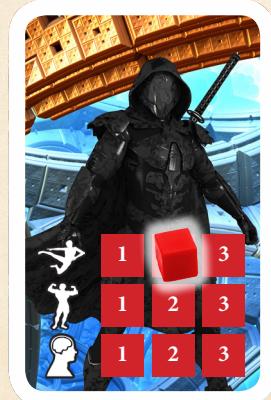
Weapon Cards:

Each weapon card shows the cost in energy tokens and whether the item can be used in the range turn. The color of all weapons is brown/orange and no villain will have special defense against weapons. Each card also has a square to place a rolled die. The damage done by a weapon is the base damage (shown just after the weapon name) plus the player's skill. The skill shown here is agility. If the player has 2 agility and the die roll in the arrest attempt is a 5, the laser pistol will do 7 damage--3 for the base damage plus two for each agility symbol next to the 5. If the player has no agility skill, the Laser Pistol does only its base damage of 3 on a roll of 4 or higher. A roll less than 4 indicates a missed shot.



Skills:

Each player has 3 skills. They are agility, strength, and mental power. The way players gain and increase skill is by choosing a double cube token. Cube tokens allow a player to place a cube token on the first space of a skill or to increase the skill. Since the token shows two cubes, a player may do this twice for each token.



Arresting the Villain:

When all dice are rolled (the number of dice rolled is equal to the die tokens a player owns), total the amount of damage. If that total is equal to or greater than the villain's defense, the villain is arrested. The player places a cube on the villain's picture. The villain's defense is the number in red on the villain card plus the number in white next to it on the main board. For example, in round 3, Crimson Death has a total defense of 19. Note that the villain deck moves to the left

at the beginning of each round and a new villain card is revealed. If the player is using any energy (yellow) power in the arrest the defense of Crimson Death is 26 (16+10). Crimson Death has special defenses against energy powers as shown in the yellow number 16. Different villains have different defenses against certain types of powers. The color matches the type of power for which the villain has a special defense. Yellow for energy emission, blue for mental powers and so on.



Protect Citizens:

Once a villain is arrested by a player, that player moves immediately to protect citizens. To protect citizens the player places a cube on a reward of the protect citizens space of the board. The choices are: gain 3 health tokens or gain a card at no cost (random power, weapon, talent, or contact from the top of the appropriate deck.) That player will receive this reward later in the round, but for now, that player

is out of the round and takes no additional actions. The player cannot place a cube on any reward that has another cube on it. This is the only ways to gain a contact. Or choose additional victory points as shown in the red circles.

At the time of choosing an action a player may voluntarily leave the round and protect citizens instead of using an action space or arresting a villain. The player will get no victory points for arresting a villain and cannot choose the extra victory points in the red circles, but all other protect citizen rewards are available. That player takes no more actions this round. A player may want to choose this option if it looks as if he will not be able to arrest the villain this round or if he is afraid that the villain will knock him out.

Villain Retaliation:

Starting with the turn where the turn marker is in the blue circle with a "2," the villain will retaliate against each player after that player's action. The player rolls dice equal to the number in the circle. For each "6" rolled the player loses health tokens. The player loses heart tokens equal to

the hearts on the villains card plus the number shown next to the right of the villain card. For example, in turn 3, Crimson Death costs the player two health tokens for each 6 he rolls.

The player can stay in the round as long as he can pay the health tokens. Even if the player has none, he can stay in the round as long as the villains retaliation does not require additional health tokens.

If the player cannot pay the required health tokens, he is knocked out. In

this case, The player places a cube on the heroic loss space. There can be any number of cubes on the heroic loss space. The player is out of the round and takes no further actions until the next round. The player will gain something from a heroic loss described later.



Villain Strikes:

At the bottom of the villain card there are items shown. If the villain is not arrested by every player, the item shown on the card is removed from the action spaces at the end of the turn shown. For example, if Crimson Death is not arrested by every player at the end of turn 2, all energy tokens are removed from the action spaces.

Card Effects:

To use some card effects, a die must be played on that card. In this case, a player must make an arrest attempt to gain that effect. These effects are listed inside the square. There are some effects that are not shown inside the square on a power card. This means this effect is always in place even if a die is not placed on that square or no attack is made. For example, with True Flight a die must be placed on the square to make all attacks become range attacks. With Illusions, your 1s rolled become 6s, even if you don't place a die on the square. In addition, all amounts with a plus sign cannot be used to do damage by themselves, but can be used to add damage if another power, weapon, or hand to hand combat are used. Some powers show damage or items. The hero chooses either the damage or the item. Each turn, the effects are renewed, for example with a Force Field the villains first 6 rolled is a 1. This is the first die on each villain's retaliation roll.

All
attacks
are range

Your 1s
become
6s

- +7
- +5
- +3
- +1

Hand to Hand Combat:

Dice that are not assigned to a card are considered hand to hand combat. In this case a player must roll 6s to score any damage. For every 6 rolled the player does damage equal to his highest skill (shown on the player card and marked with cubes, at the start of the game players have no skills.) For example, if a player has an agility skill level of 2 and rolls two 6s, that player scores 4 points of damage. As with all other combat rolls, energy tokens may be added to the dice to increase the number of 6s rolled.

End of the Round:

Once all players have arrested the villain, have been heroically defeated, or have retreated to protect citizens, the round is over. It is possible for a player to attack, not be knocked out, but also not arrest the villain. If that happens after the last turn of the round the player does not receive victory points for arresting the villain, cannot choose a point bonus in the protect citizens spaces, but can choose another unoccupied space of the protect citizen's area of the main board (card or health tokens) at no cost.

When the round is over, the following happens:

1. Each player that successfully arrested the villain removes his cube from the villain card and gains the victory points shown on the card (also defense) plus the bonus shown on the round. These are the victory points even if the player had to arrest the villain using the villain's special defense number. Players track points on the outer track of the main board.



2. The top, face up villain card is removed and a new villain card is revealed. The deck of villain cards is moved one space to the left revealing the round number and a new villain defense bonus, point bonus, and damage done by villain attacks.
3. Players remove cubes from the "Protect Citizens" spaces and gain, victory points, cards, or health tokens shown there. Players also remove cubes from "Heroic Loss" and gain two health tokens and 5 energy tokens. Players who arrest the villain on the range space gain 10 extra bonus points.

4. Players gain 2 extra points if they have a set of 1 weapons card, 1 power card, and 1 talent card. They gain 5 points if they have 2 of each of those cards and 11 points if they have 3 of each.

+2



+5



+11



5. Move the turn token to the alarm space. The order of players in the next round goes from the player with the lowest point total to the player with the highest total going last. When players gain points they go in turn order. If cubes land on the same space, the cube moved last goes on top. The player whose cube is on top goes before the player with the cube on the bottom in the next turn.

Talent Cards:

Talent cards give the advantage shown on the card. Some Talent cards have victory points showing on the top right. The player gains those points when he gains the card.



Contact Cards:



Contact cards offer special actions on a turn. Each card can only be used once per round (once per villain). A card shown on a contact can be gained free if the symbols match. For example the Physician has two options. She can be used to gain the genetic, psychology or medical talent with no energy spent or she can gain three health tokens. Gaining the talent card can be done with a card on the board or random card from the top of the deck. If the card drawn is not one of the symbols shown, the player can still pay the cost and gain the card. If the amount can't be paid, the card is placed on the board. Other cards allow players to gain powers, weapons, die tokens, energy tokens, etc. This action is done in place of any other action a player may take and counts as his action for the turn.

Frequently asked questions about specific abilities:

Precognition power allows a player to place a cube on either green action space that is already occupied by another cube. This can be done on the right side of the board or at the end of the round in the “protect citizens” area of the main board.

Detective talent allows a player to consider two action spaces as if they were one space and take all items on both, but only during the range phase.

One option on the **Tech Genius** contact card allows a player to re-roll two dice, either villain or hero dice, during combat.

Power Types and Origins of Powers



Energy Emission



Mental Powers



Life form Control



Physical Enhancement



Weapons



Energy Exposure



Technical Procedure



Technical Mishap



Biological Exposure



Endowment



Achievement

