Game 1 Overview

The master villain reveals villains from his deck, working towards his win condition. The top half of the villain cards revealed show the "defence" of the villain, and any special trigger effects. The bottom half shows the rewards a player will receive when they defeat that villain. Players take turns fighting the revealed villains, and collecting rewards, until one of them has enough combat to defeat the master villain.
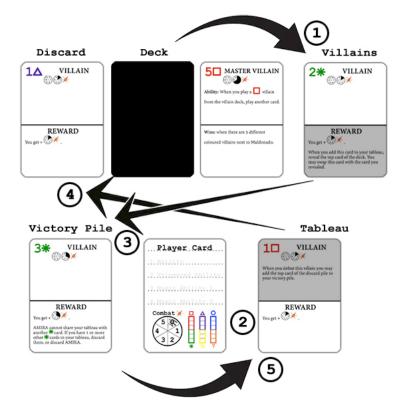
Game 1 Setup

Place the player cards in front of the players. The lowest number on the combat wheel is your base "attack". Players start the campaign with a combat of 1. As your character develops, you colour in wedges of your combat wheel, increasing your combat. The coloured bars are part of the future development of your character. Ignore them now as they are not used in game 1.

Place the master villain above the player card. The lowest number on his combat wheel is his "defence", and indicates the amount of attack you need to generate on a single turn to defeat him, thus winning the game. The master villain will also get stronger during the campaign.

The other cards have two halves. The top half is a regular villain, with their defence shown in the same way. The bottom half is a reward, that you will get to use in your fight against the villains in the next turn. Shuffle these cards together, and place them face down to the left of the master villain.

A Turn

1. Reveal a card from the deck, and place it to the right of the master villain. Read any villain text (in the top half of the card) and action it as needed. Check the master villain effect. Check for the master villain win condition.
2. The player adds up the available combat on their player card and the cards in their tableau, which is to the right of their player card. If they have enough combat to defeat the master villain they win.
3. Otherwise, it they have enough combat to defeat 1 or more villains, they place them in their victory pile, to the left of their player card, whilst following the instructions of any villain text. Any villains not defeated on a turn remain in play, and are joined by a new villain at the start of the next turn.

4. After combat is complete, the player discards the cards from the tableau, in any order they choose.
5. Move the cards from the victory pile to the tableau, again in any order they choose, following the instructions of the reward text (in the bottom half of the card).