



villainous

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The Setup

Separate the white-backed cards (Minions), black-backed cards (Jobs/Schemes), and the red-backed cards (WMDs).

Youngest player goes first. All Players take 5 white cards (Minions), and 5 Red cards (WMDs). You can look at them, but don't let anyone else see them.

Player one starts as the SuperVillain (or Judge) of the round. They draw a black card (Scheme) face up.

All players other than the Supervillain than take the amount of red and white cards from their hand as shown on the scheme to make their "team" to tackle the Scheme.

Next, all players turn over their cards and reveal their teams.

The Job Starts:

All players argue and plead their cases about why their team would be best suited to the Scheme at hand.

Once the arguing is done, the SuperVillain votes for a winner.

In the event of a tie, the table votes (not being allowed to choose their own submission). If there is still no winner the Scheme goes into the "Failed Schemes" discard pile.

The winning player takes the scheme card as a victory point. All players than discard their teams and draw cards equal to the number discarded to replenish their hands. The turn passes clockwise and repeats until a player has 10 victory points.

NOTE: The Supervillain should try to pick either the most impressive or most outlandish ideas for completing their scheme, but focus should be on the theme of the scheme. For instance a combination for world domination might not be so good at

assassination or theft. Feel free to make up a superhero for schemes involving them as you present the scheme card.

ALTERNATE RULES

THERE CAN ONLY BE ONE:

Separate the white cards (Minions) and red cards (WMD's) into two piles and shuffle them. Remove the black cards (Schemes) for this game.

Every player draws three white cards and three red cards. You can look at them, but don't let anyone else see them. The most evil person at the table takes the first turn as the SuperVillain.

The Villain chooses one white card and one red card from their hand and places those cards face up on the table. Then the Villain draws one random red or white card from the deck and adds it to their team.

The player to the left of the SuperVillain chooses one white card and one red card from their hands to create their team to defeat the Villain. The Supervillain and their challenger argue who would win a fight between their teams. The rest of the players then vote on the winner of the fight. The winner becomes the new SuperVillain (or remains the SuperVillain), gets a Victory point, and then the round continues with the next player to the left. If the SuperVillain won they must keep the same cards down and draw 1 new random red or white card for each round until they lose.

Each round the Challenger Player should add a number of random red or white cards to their challenger to equal the same amount as the SuperVillain.

When a Supervillain is defeated reset the fight using the new SuperVillain player, by removing all the added random cards from

that SuperVillain and adding 1 random card (similar to the first round of play).

FREE FOR ALL:

Separate the white cards (Minions) and the red cards (WMD's). Remove the black cards (Schemes) for this game.

The Oldest players starts the turn order in this game.

All players draw three white cards and three red cards. You can look at them, but don't let anyone else see them. Each player places one white card and one red card face down on the table. One at a time, players reveal their teams and announce the teams to the table.

In turn order each player adds a red or white card to another player's team either from their hand or randomly from the decks. Each team can only have 1 added card each round, so the last player each round will not have a choice of target for their villainy.

Everyone then votes on a winner (not allowed to vote for your own). Winner gets a victory point and remains on the table, all the rest of the teams get discarded. The round then resets with the next player to the left as the leader for turn order.

DEFEAT THEM WITH LAUGHTER:

Follow any of the rules outlined above, but this time choose the winner based on who is the craziest, most outrageous, or silly. This requires more imagination!

I HATE "DO IT YOURSELF" OPTIONS:

Remove any choose you own cards from the game ahead of time, then play as normal.

UTTER FAILURE OF A VILLAIN:

If your failed scheme pile ever exceeds your supervillain points pile, you are considered outed as the supervillain and cannot earn more points. Instead future points you earn go toward the failed scheme pile. This continues until one player is left as the winner.

EXPANDED STOCKS (Recommended for with Expansions):

If you have an expansion set or want more options in general. Have each player draw 6-7 white and red cards instead of 5. Optionally when a card asks for 2-3 Minions or WMDs draw the following first then decide on your submitted team.

Card Req.	2	3	4
Draw #	1	2	3

Example: If the card requires 2 Minions and 3 WMDs, than have each player draw 1 extra Minions and 2 extra WMDs before playing their cards.