

2 or 3 Players • Ages 12 and Up • 40 to 60 Minutes

**MARVEL**

# Villainous

## INSTRUCTIONS

Dominate the Marvel Universe as an iconic Marvel Villain. Wield sinister abilities to pursue your objectives and follow your unique path to victory. Use your Villain guides to master the game with Loki, M.O.D.O.K. and Madame Masque!

To learn how to play, watch the video:



[Ravensburger.com/HowToPlayMarvelVillainous](https://Ravensburger.com/HowToPlayMarvelVillainous)

# COMPONENTS

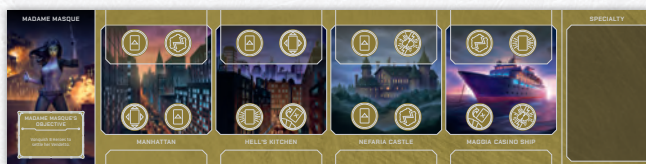
LOKI



M.O.D.O.K.



MADAME MASQUE



3 Villain Movers

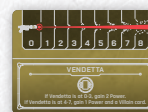
3 Domains



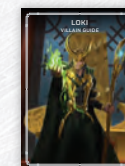
3 Villain Decks  
(30 cards in each deck)



4 Fate Decks  
(1 Common Fate deck with 15 cards and 3 Villain Fate decks with 11 cards each)



2 Specialty Tiles



3 Villain Guides



3 Reference Cards



25 Power Tokens



10 Strength Tokens



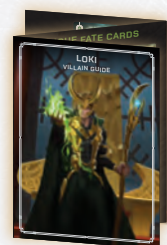
15 Mischief Tokens



1 M.O.D.O.K. Token

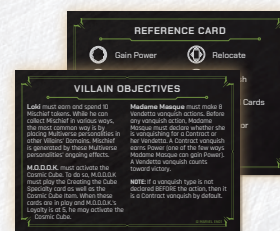


1 Slide Clip



## VILLAIN GUIDE

Read the Villain guide for your chosen Villain before starting the game. These guides detail your Villain's objective and unique cards, and which **Heroes** and **Events** can slow you down. Keep your Villain guide handy and refer to it as needed when you play new cards—or when others play cards against you!



## REFERENCE CARD

One side of the reference card lists how each Villain reaches their objective. This will help you determine whether an opponent is nearing victory. The other side identifies the actions and icons in the game.

## GAME OVERVIEW

Each player takes the role of a Marvel Villain with their own objective to achieve. On your turn, place your Villain mover on a different location in your Domain, then perform the actions available there. Achieve your Villain's objective first to win the game!

## OBJECTIVE

As soon as a player has achieved their Villain's objective, the game ends and that player is the winner! Refer to your Villain Guide for tips on how to achieve your Villain's objective.

## GAME MODES

### Omnipotent (Easy):

If you're trying Marvel Villainous or a new Villain for the first time, remove all Events from the game, return them to the box, and ignore all references to Event cards. This mode also allows for a faster game.

### Inevitable (Intermediate):

Once you've mastered the rules, follow setup as detailed below to incorporate Events for a greater challenge and longer game.

### Undying (Difficult):

For a true test and longer game, experienced players should review the Events section of the rules for an additional rule variant.

# SETUP

**1** Each player chooses a Villain and takes the corresponding Villain Domain, mover, guide, Villain deck, and Fate deck, as well as a reference card. Return remaining Villains and their components to the box.

**2** Place your Domain in front of you. Each Domain depicts (from left to right) your portrait and objective, four locations, and an area for Specialty cards. Place your Villain mover on the Villain portrait.

**3** Shuffle together the Common Fate deck and the Fate decks from all Villains playing this game to create a single Fate deck. Place this deck within reach of all players. Leave room for a discard pile next to the Fate deck.



Fate Deck

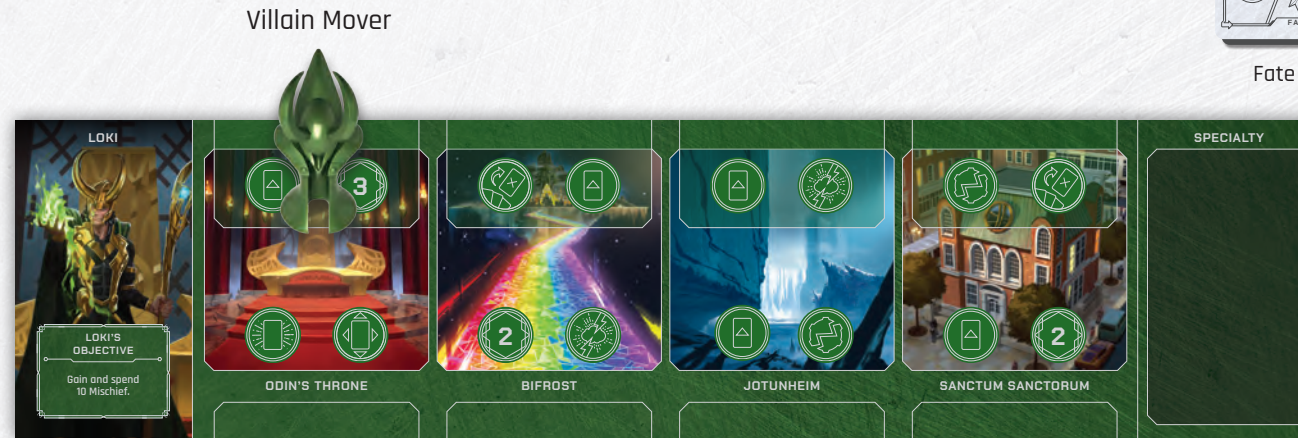


Fate Discard Pile

## PLAYER SETUP



Villain Deck

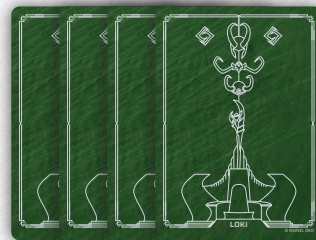


Domain

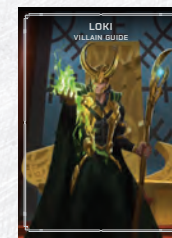
Some Villains have unique setups as explained in their Villain guides.



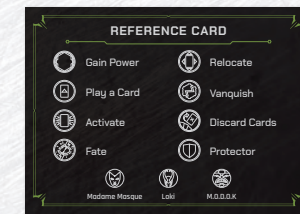
Villain Discard Pile



Starting Hand



Villain Guide



Reference Card




**4** Shuffle your Villain deck and place it face down to the left of your Domain. Leave room for a discard pile below the Villain deck.

**5** Place the Power/Strength tokens in the Vault within reach of all players.



**6** Draw a starting hand of four cards from your Villain deck. You may look at your cards, but keep them secret from other players.

**7** The last player to read a Marvel comic goes first. When in doubt, the oldest player starts. Play proceeds clockwise. The first player starts with no Power tokens. The second player starts with one Power token, while the third and fourth players (if present) each start with two Power tokens.

-  1st Player
-  2nd Player
-  3rd and 4th Player

**8** In turn order, read the objective on your Domain out loud to make all players aware of it.



# GAME OVERVIEW

Each player takes the role of a Marvel Villain with their own objective to achieve. On your turn, place your Villain mover on a different location in your Domain, then perform the actions available there. Achieve your Villain's objective first to win the game!

## A. Domain

All cards played to your Domain, including **Specialty Cards**, are "in" your Domain. Cards in your hand, deck, and discard pile are not in your Domain, nor are cards at **Events**. (See **Event Cards**.)

Each Domain has four locations to which you may move your Villain. For example Loki's Domain includes Odin's Throne, Bifrost, Jotunheim, and Sanctum Sanctorum. The icons on each location indicate the actions you may perform after you move to it. To the far left of each Domain is each Villain's objective, showing what you must achieve to win the game. To the far right is a space for **Specialty cards**.

## B. Villain Mover

Each player has a mover representing their Villain. Players will move this piece to a new location within their Domain each turn.

## C. Villain Deck

Draw from this deck to achieve your objective.

## D. Villain Cards

Play cards from your hand to the bottom of your Domain. These do not block actions.

## E. Power Tokens & Strength Tokens

In Marvel Villainous, there are two types of game tokens: Power and Strength. Gain and pay Power from the Vault unless specified otherwise. Use +1 or -1 Strength tokens to represent a permanent change in Strength to **Allies** or **Heroes**. (See **Strength**.)

## F. Villain Guide

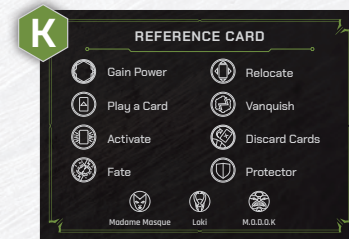
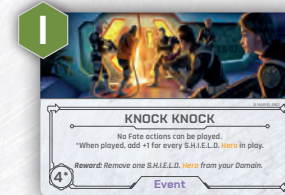
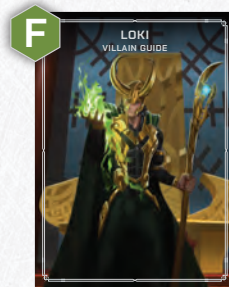
Read the Villain guide for your chosen Villain before starting the game. These guides detail your Villain's objective and unique cards, and which **Heroes** and **Events** can slow you down. Keep your Villain guide handy and refer to it as needed when you play new cards—or when others play cards against you!

## G. Fate Deck

Draw and play from this deck to foil your opponents' plans.

## H. Fate Cards

Your opponents can play **Hero** and **Item** cards from the Fate deck to the top of your Domain. These cards cover up actions at the location to which they are played, preventing you from taking those actions. (See **Blocking Actions**.) The Fate deck also contains **Effect** cards and **Event** cards. (See **Types of Cards**.)



## I. Events

In the Fate deck are **Events**, which are placed in the center of the playing area as a new and unique location. Events are not considered to be in any Domain. Villain movers and **Heroes** never move to Events. To scale the difficulty of your game by using different Event options, reference the game modes (See **Game Modes**).

## J. Specialty Area

Play **Specialty cards** to the rightmost area of your Domain. Specialty cards are in your Domain and cannot be relocated or removed. (See **Specialty Cards**.)

## K. Reference Card

One side of the reference card lists how each Villain reaches their objective. This will help you determine whether an opponent is nearing victory. The other side identifies the actions and icons in the game.

# YOUR DOMAIN

Each player has their own Board, representing their Villain's **Domain**. All cards played to your Board are considered to be in your Domain. Cards in your hand, decks, and discard piles are not in your Domain. Card Abilities only affect cards in the same Domain.

## Mid-Game Example

### Locations

Each Domain has four named locations you may move your Villain to.

### Actions

Each location has symbols for actions you may perform when you move to that location.

### Fate Cards

Your opponents play Fate cards to the top of your Board.



### Objective

Each Villain has a different objective they must achieve to win the game.

### Villain Cards

You play Villain cards to the bottom of your Board.

### Specialty Cards

You play your Specialty cards here. You can have more than one Specialty card in play at any time.

# ON YOUR TURN

DO THE FOLLOWING, IN THIS ORDER:

## 1 Move Your Villain

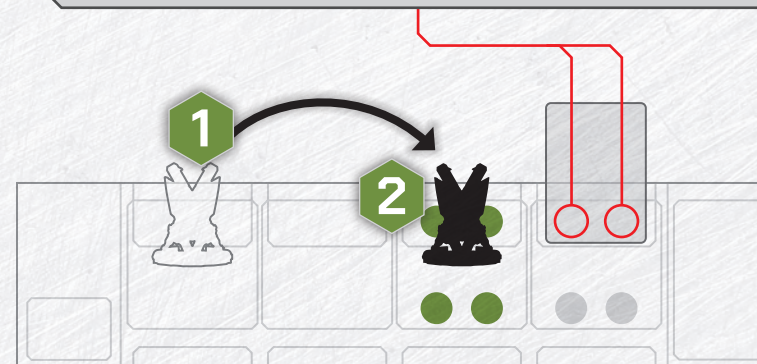
Move your Villain from its current location to a different location in your Domain. You may not stay in your previous location in your Domain. You may not move your Villain to **Events** or to another player's Domain.

## 2 Perform Actions

Each location has icons representing the actions you may take on the turn you move there. You may perform the available actions **in any order**. Each action may be performed once for each icon that appears. **All actions are optional.** (See **Types of Actions**.)

### Blocked Actions

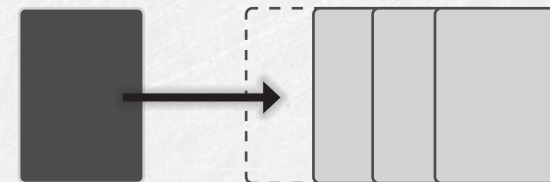
During the game, actions may become covered by Fate cards or by an opponent's **Ally**. Actions covered this way are blocked. If an action is blocked, that action is unavailable and may not be performed until the card covering it is relocated, vanquished, defeated, or removed. When an action is uncovered, it is available immediately; if your Villain is at that location and it's still your turn, you may perform it.



## 3 Draw Cards

At the end of your turn, if you have fewer than four cards in your hand, draw from your Villain deck until you have four cards. If you need to draw from your Villain deck when it is empty, shuffle your Villain discard pile to form a new deck, then continue your draw.

You must wait until the end of your turn to draw cards, even if you have fewer than four cards at the start of your turn.



Now it's the next player's turn.

## TYPES OF ACTIONS

Cards and their abilities may alter what you can and cannot do with an action. When in doubt, cards overrule anything in this rulebook. If one card grants an ability and another restricts your actions, the card restriction takes precedence and the restriction applies.

Your Villain mover's location dictates which actions you may perform on your turn, but these actions can be carried out at any location in your Domain or at an Event.

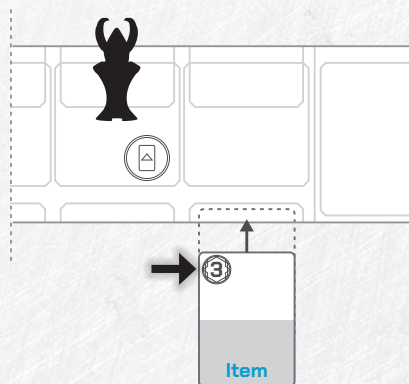
### Gain Power

Collect Power from the Vault equal to the number in the icon and place it on your portrait. Power is this game's currency. You need Power to play cards and activate abilities.



### Play a Card

**Play** a card from your hand. You may play only **one card** for each play a card action. Most cards have a **cost** in the upper-left corner. When you play a card, you must pay its cost by returning that much Power to the Vault (unless otherwise stated). If you don't have enough Power to pay a card's cost, you cannot play the card. Some cards have a cost of zero; you must have a play a card action to play these as well.



**Example:** Pay the cost (3 Power), then play this item to any location.

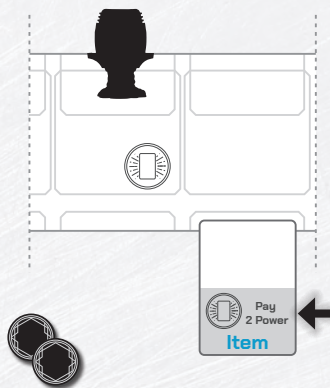
You may play an **Ally** to any location in your Domain or directly to an **Event**. **Items** are directly played to your Domain only. To play a card **at any location in your Domain**, pay the card's cost, then place the card below your Domain to any location of your choice. (You do not have to play cards to your Villain mover's location.) To play an **Ally to an Event**, pay the card's cost, then place the card beside the chosen Event. (See **Events**)

### Activate

Choose one of your **Allies**, **Items**, or **Specialties** with an activate symbol. Pay the card's activation cost, if any, then perform the card's Activated Ability. You may also activate your Ally or Item in another player's Domain or at an **Event**.

#### Activated Abilities

Cards include an activate symbol to indicate that their ability is not always in effect. Play a card with an Activated Ability as normal. Each time you wish to use that card's ability, you must perform an activate action and pay the activation cost, if any.



**Example:** Use an activate action and then pay 2 Power to use this card's Ability.

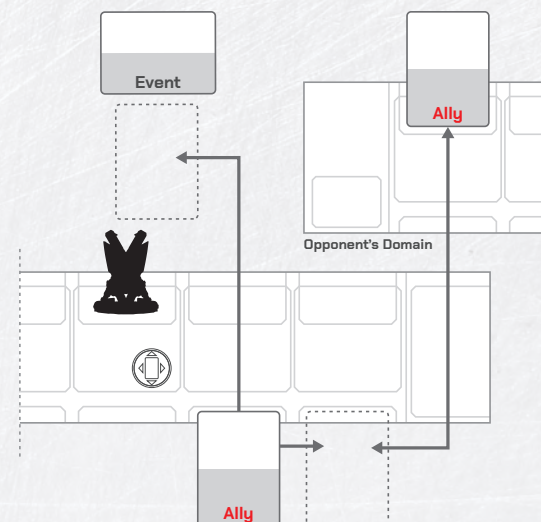
### Relocate

Move one of your:

- **Allies** or **Items** from a location in your Domain to another location within your Domain.
- **Allies** to either a **Global Event** or your specific Targeted Event.
- **Allies** from another Villain's Domain to a location in your Domain.

Unless a card specifies otherwise, you cannot relocate an Ally or Item to a location in an opponent's Domain, nor can you relocate Fate cards. If an Ally you relocate has an attached Item, that Item moves with the Ally. You cannot relocate Allies or Items you do not control.

Relocating a card is not the same as playing a card. If a card's ability is triggered when it (or another card) is played, that ability is not triggered if it is moved by a relocate action or a character's ability.



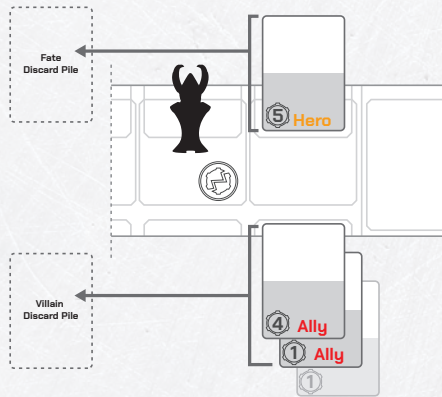
## TYPES OF ACTIONS, CONTINUED



### Vanquish

Defeat **one** character (a **Hero** or an **Ally**) at any location in your Domain by using one or more of your Allies in the same location. Each character has a Strength in the lower-left corner. (See **Strength**.) Strength may be modified by other cards in play. **Your Ally or Allies must have Strength equal to or greater than the Strength of the character you choose to vanquish.**

After using this action, both the Allies you used in the vanquish action and the character you are vanquishing are placed face up in their respective discard piles.



**Example:** You have three **Allies** at the same location as a **Hero** with a Strength of 5. Because two of the Allies have a combined Strength of 5 (4+1), only those two Allies need to be used to Vanquish the Hero. Discard the Hero and the two Allies. The third Ally remains at the location.



### Fate

Using a Fate action can disrupt an opponent's progress. Reveal one card from the top of the Fate deck, then choose which player to target. (See **Fate Cards**.)

You cannot use a Fate action to play cards into your own Domain. If you draw a Fate card and cannot play it for whatever reason, discard it with no effect. Fate was not on your side this turn.



### Discard Cards

Discard **as many cards as you wish** face up from your hand to your discard pile. Getting rid of unwanted cards will give you new options on your next turn.

After discarding, do not immediately draw new cards. You must wait until the end of your turn to draw back up to four cards.

## TYPES OF CARDS

Each player has two decks of cards: Villain cards (with colored backs featuring a unique design) and Fate cards (with white backs featuring the same design). Play your Villain cards from your hand to the bottom of your Domain, to **Events**, and to the tops of other players' Domains. **Specialty** cards from your Villain deck are played to the right side of your Domain. Opponents play Fate cards (and sometimes their **Allies**) to the top of your Domain.



Villain Cards



Fate Cards

All face-up cards that are not in a discard pile are in play, and their effects are ongoing for as long as the card remains in play. Cards placed in locations on your Domain affect only you. This includes Specialty cards, **Items**, characters played by other Villains, and any cards from the Fate deck.

Any number of Villain cards and Fate cards may be played to a location. As cards are played, slightly offset them so that all cards at a location are visible.

Some cards may allow you to draw additional cards from your Villain deck into your hand. There is **no hand size limit**. If you have fewer than four cards at the end of your turn, draw back up to four; if you have four or more, do not draw.

### Strength

A character's Strength (both **Heroes** and **Allies**) is indicated in the lower-left corner of their card.



#### Zero Strength Allies and Heroes

If an Ally or Hero is reduced to 0 Strength by other card abilities, that card remains in its location. A 0 Strength Ally cannot be used in a vanquish action, but you may still use its ability, and it can be relocated. A 0 Strength Hero remains in place at its location and continues to block actions. You may use a vanquish action against this Hero as per normal, but the Ally used in the vanquish action is not discarded.



#### Placing Strength Tokens

When you **place a +1 or -1 Strength token** on a character, this character's Strength is permanently affected as long as that token remains on the card.

#### Gaining and Losing Strength

When a character gains or loses Strength, this change is temporary and often relies on the presence of other cards in play.

**For example,** Loki's Ally Lorelei reduces the Strength of Heroes at her location by 2. If either the Hero or Lorelei are relocated, then those Strength penalties are removed.

## VILLAIN CARDS

If you cannot follow all of a card's instructions to resolve it completely, you may not play it.

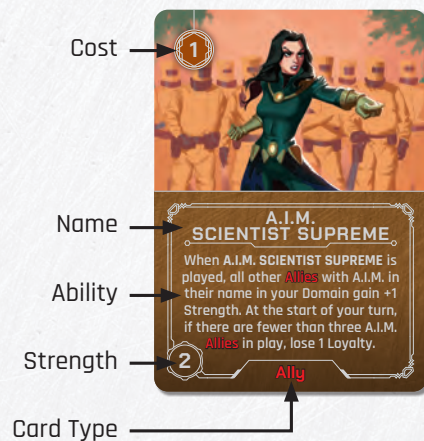
**Ally** cards represent your Villain's henchmen and minions. To play an Ally, pay its cost (shown in the upper-left corner), then place that card either at an **Event** or at the bottom of your Domain in one of the four locations. You do not have to play Allies to your Villain mover's current location.

In many cases a card may refer to a set or sub-set of cards with certain words in their name. We use the following phrases to indicate that in the game: "X in their name," "X Allies" or "X Heroes." For example, we use "A card with Avenger in their name," "A.I.M. Allies" or "S.H.I.E.L.D. Heroes."

Some Allies have abilities allowing you to play them to another Villain's Domain. Allies played to another Villain's Domain are placed at the top of that player's Domain and block actions at that location just like **Heroes** do. However, they are still considered Allies and are controlled by their original Villain. These Allies may be vanquished just like Heroes.

Once Allies have been played to a location, you may use them to defeat characters at the same location by performing the vanquish action. Each Ally has a Strength (shown in the lower-left corner) that may be modified by other cards in the Domain. Additionally, most Allies have an ability that affects other cards or actions. Once an Ally is in your Domain, you need to decide whether to use it to defeat a character, keep it in your Domain for its ability, use it to meet your objective, or use it in some other way.

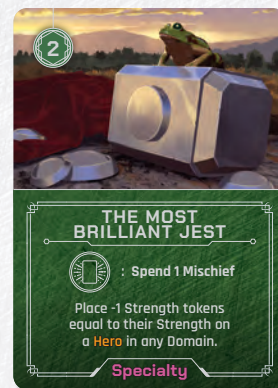
Some Villains have additional card types unique to them, as explained in their Villain guides.



**Item** cards have an ability affecting other cards or actions. To play an Item, pay its cost (shown in the upper-left corner), then place the card below any location in your Domain. If an Item says to attach it to an **Ally**, you must place the Item under an Ally in your Domain. If you have no Allies in your Domain, you may not play an attached Item.

If an Ally with an attached Item is relocated, that Item is relocated, too. If an Ally is defeated, vanquished, or removed, all attached Items are placed in their appropriate discard piles. Unattached Items cannot be relocated to an Event.

**Effect** cards are one-time abilities. To play an Effect, pay its cost (shown in the upper-left corner), do what the card says, then place it face up in the appropriate discard pile.



**Specialty** cards have an ongoing ability that a Villain can use on their turn. To play a Specialty card, pay its cost, if any (shown in the upper-left corner), then place it in the rightmost space of your Domain. Some Specialty cards may have an additional requirement to be played or have Activated Abilities. (See **Activated Abilities**.) While you may use multiple Specialty cards in a single turn, you may not use the same Specialty card more than once per turn. Specialty cards cannot be defeated or removed unless you're required to do so to meet an objective. Refer to your Villain guide to learn more about your Villain's unique Specialty cards.



# FATE CARDS

Fate decks include three types of cards; **Heroes**, **Effects**, and **Events**. Some Fate cards are **Targeted**, and therefore more effective against a specific Villain as indicated by the Villain icon in the lower-right corner. Though these cards impact the Targeted Villains more than others, some situations may lead you to target a Villain other than the one indicated on the Fate card; it's your choice. Targeted Events have unique rules and must be played on the Villain indicated. (See **Events**.)

**Hero** cards represent the heroes trying to stop Villains from accomplishing their sinister plans. To play a Hero, place the card so that it covers the top of any location in the targeted player's Domain, blocking the actions in that location. Heroes cannot be played to **Events**.

You can use a Hero to hinder an opponent's progress by covering useful actions. These actions are blocked until the Hero is defeated, vanquished, or removed.

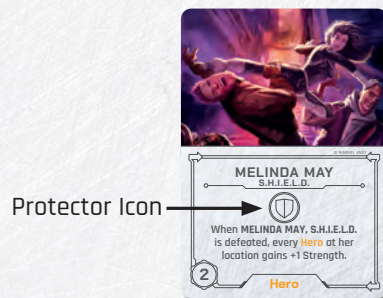
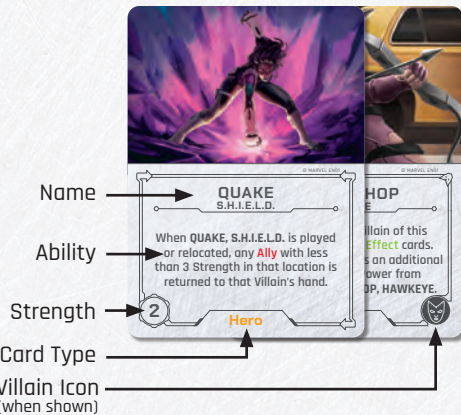
Each Hero also has a Strength (shown in the lower-left corner) that may be modified by other cards. Additionally, most Heroes have an ability that makes it harder for a Villain to achieve their objective.

If multiple Heroes or opponents' **Allies** are at a location, and the character covering the action symbols is defeated or removed, use any other character in that location to cover the action symbols at the top of the Domain.



## Protector

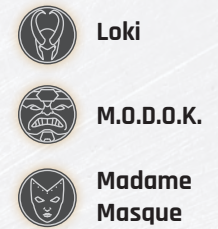
Some Heroes have the Protector ability. If multiple Heroes are in a location, you must defeat the Hero with the Protector ability first. If multiple Heroes in one location have the Protector ability, you may choose which of those Heroes to defeat first.



**Item** and **Effect** cards also appear in the Fate deck; they do not have a cost to play them, although other conditions may need to be met for the card to be played.



## Villain Icons



**Event** cards are situations with far-reaching effects, which inflict powerful and negative penalties on Villains while in play. The penalty is ongoing, and each player must deal with it on their turn until the Event is resolved.

When a **Global Event** (one without a Villain icon) is revealed during a Fate action, immediately play this Global Event to the center of the playing area unless a Global Event is already in play. Only one Global Event card can be in play at a time. If a Global Event is in play and you draw a new one from the Fate deck, place the newly drawn Global Event on the discard pile.

Each Event has a Strength requirement in the lower-left corner. To resolve an Event, play **Allies** directly to the Event itself or use a relocate action to move Allies from a Villain's Domain to an Event. Once the combined Strength of all the Allies at the Event meets or exceeds the Strength requirement, the Event is resolved immediately.

**Villains with Allies at the Event receive a reward for resolving it.** Place the Event on the Fate discard pile. All Allies used to resolve the Event are placed face up on their respective Villains' discard piles. **Items** may not be played directly to Events. Allies with attached items may be relocated to Events.

Events are not in anyone's Domain. You can relocate your Allies to an Event, but while there, they are not part of any Villain's Domain.

**Targeted Events** must be played against the Villain indicated by the icon in the lower-right corner, whether or not a Global Event is already in play. Place this Targeted Event above the indicated Villain's Domain. It is not considered part of their Domain. Only the indicated Villain can relocate Allies to their Targeted Event. This is a personal vendetta only that Villain can resolve.

If you draw a Targeted Event card for your Villain, discard it without effect.

## Game Modes

When playing an **Omnipotent** game, remove all Events from the game and ignore all game text referencing Events.

For a tougher challenge, play in **Inevitable** mode, and read the rules as written.

For true test, play in **Undying** mode, and do not restrict the number of Global Events that may be in play. Each time a Global Event is drawn, play it next to any other active Events. In this game, a single Villain may be affected by multiple Events at the same time!

## CARD ACTIONS

### Play

Some cards allow you to add a card to a Villain's Domain or to an **Event** directly from a Villain deck, Fate deck, or discard pile as if it were being **played** from your hand. Pay the card's cost unless otherwise specified.

### Reveal

If a card instructs you to **reveal** cards, you must show those cards to all players. If the cards are in your hand, show those specific cards to your opponents, then return them to your hand. When revealing cards from your Villain or Fate decks, turn the cards face up as you draw so all players can see them.

Once you have finished revealing cards, shuffle all unchosen revealed cards back into the deck. If you ever need to reveal a card from a Villain or Fate deck when it's empty, shuffle its discard pile to form a new deck.

### Look

If a card instructs you to **look** at cards, either from your Villain deck or the Fate deck, you may look at them privately, keeping them secret from the other players. If you ever need to look at a card from a deck when it is empty, shuffle its discard pile to form a new deck.

### Find

If a card instructs you to **find** a specific card or card type, you must take the specified card or card type from wherever it is, then follow the rest of the instructions on the card initiating the "find" action. When finding a card or card type, first check to see whether it is already at a location in a Domain or at an **Event**. If so, remove it from its location.

If the card is not already in a Domain, search the appropriate discard pile. If it is not in the discard pile, search the appropriate deck, reveal that card to your opponents, then shuffle that deck.

### Defeat

To **defeat** a character (whether a **Hero** or an **Ally**), take that character and place it in the appropriate discard pile. You can defeat a character either by performing a vanquish action or by playing a card. Card abilities that allow you to defeat a character do not require you to perform a vanquish action.

### Remove

If a character or **Item** is **removed** by a card, place it into the appropriate discard pile. No abilities can be triggered to stop this action. Removing a card is a free and separate action you may take only during your turn and does not require an action or cost. Defeating or discarding a character as a result of a vanquish action or card ability does not count as a removal.

Unless otherwise stated, players receive no rewards (such as Soul Marks or Infinity Stones) for removing a card from play, and effects that trigger after a character is "defeated" do not trigger after a character is removed.

## ENDING THE GAME

As soon as a player fulfills their Villain's objective, the game ends and that player wins!

## MARVEL Villainous INFINITE POWER

Includes:  
**Thanos**  
**Hela**  
**Ultron**  
**Killmonger**  
**Taskmaster**



## MIXING GAMES

You can mix the Villains in this box with other Marvel Villainous games to add additional players or explore new rivalries. Discover more Villains, more strategies, and more twists of fate!

### Mixing Common Fate Decks (Optional):

You may mix the Common Fate deck of this set with that of any other Marvel Villainous release. To do so, follow these steps:

- 1 Remove the Events from the decks.
- 2 Combine all Common Fate decks into one deck.
- 3 **BEFORE** adding in the Villain Fate decks, deal out 11 cards face down. This is the deck you will be playing with, and you can add the specific Villain decks to this deck.

If playing with Events, shuffle all the Common Fate Events and draw four Events. Add them to the new Fate deck created above with the specific Villain Events, and reshuffle. The remaining Common Fate cards and Common Events are not used in this game.


**MARVEL**

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Ravensburger



**Contents:** 3 Domains, 3 Villain movers, 90 Villain Cards, 48 Fate Cards, 51 tokens,  
1 Loyalty Tile, 1 Vendetta Tile, 1 Slider Clip, 3 Reference Cards, 3 Villain Guides, Instructions

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