

Disney Villainous

UNOFFICIAL INSTRUCTIONS FOR SOLO PLAY

VERSION 2.5.3





RULES

Playing Disney Villainous solo allows you to take your time to strategize, plot, and scheme . . . like any good villain. Familiarize yourself with each villain and discover how best to play (or defeat) each.

These rules will supplement the standard gameplay rules in the official instructions as well as in your Villain Guide.

NEEDED COMPONENTS

To play solo, you will need a turn counter to keep track of your turns. A 20-sided die (D20) works well, but you can also just use Power tokens.

You will also need a 10-sided die (D10), or use *Google's* free dice roller on your PC, tablet, or mobile phone. Go to **www.google.com**, type '**roll dice**' into the search bar, and hit "Enter" on your keyboard. You can edit both the type and number of dice to roll.

SETUP

Set up your board as normal, or as indicated by your Villain Guide. Since you are the "first" player, you start with no Power tokens.

GOAL/WINNING

To win, you must complete your villain's objective within **20 turns**. Can you do it?

CONDITION CARDS

Condition cards are played at the time when the conditions are met by either you or the Phantom player.

When following the instructions on any card (not just Condition cards), **you** make decisions on behalf of the Phantom player. When cards require the Phantom player to make a decision, make the one **most devastating** to you at that time[†].

FATE ACTIONS

You may purposely perform Fate actions on yourself. It sounds counterintuitive, but some villains can use this action to their advantage. These Fate actions are performed by the Phantom player, so they will still do harm.

Begin by drawing two cards from the top of your Fate deck. Play the card that is the **most devastating** to you at that time[†]. If both cards are equally devastating, pick one at random (flip a coin, roll a die, etc.).

If the card needs to be played to a Location or attached to a Hero, choose the option that is the **most devastating** to you at that time[†].

If neither card can be played, you have escaped Fate.

ENDING YOUR TURN

End your turn as usual, drawing cards from your deck and placing them into your hand (up to your hand limit), and adjust the turn counter by 1. If you have played 20 turns, the game is over.

THE PHANTOM PLAYER'S TURN

The Phantom player's turn begins after you end your turn. Roll the D10 to check if the Phantom player performs Fate on you. If you roll a 1-4 (40% chance), perform Fate on yourself as previously described, making decisions on behalf of the Phantom player.

At any time during the Phantom player's turn (before/during/after Fate), you may play Condition cards if the conditions are met by either you or the Phantom player.

When the Phantom player is finished, you may begin your next turn.

[†]Only take into consideration any face-up cards in the play area, including discard piles, as these are public knowledge. DO NOT consider the cards in your hand, any cards that you have privately seen, or your future plans as the Phantom player would not know these in a normal multi-player game. When in doubt, try the "Random Decisions" gameplay option.



OPTIONAL GAMEPLAY OPTIONS

ADJUST THE DIFFICULTY LEVEL

If you want to play an easier/harder game, you can adjust any of the following:

- Increase/decrease the number of turns for an easier/harder game. It is not recommended to adjust beyond ± 5 .
- Increase/decrease the die values that trigger fate for a harder/easier game. It is not recommended to adjust beyond ± 2 .
- Begin the game with 5 power for an easier start. Increase/decrease the number of starting power as desired.

RANDOM DECISIONS

For a more honest game, try doing this: **don't** make decisions on behalf of the Phantom player. When it is required for the Phantom player to make a decision, assign values (i.e. numbers, even/odd, heads/tails) to each playable decision and then either roll a die or flip a coin for a completely random choice.

Do the same when choosing between which playable Fate card to play. For choosing where to play a Fate card, assign values to each playable location and roll a die.



SPECIAL VILLAIN RULES

One of the great things about Disney Villainous is that some villains have unique abilities and/or game mechanics. This makes playing each villain a different experience. However, they sometimes don't work very well with these solo rules, so we've created some "fixes" for certain villains.

If you find gameplay problems/solutions to villains, please feel free to contact us through our website, www.disneyexperience.com.

MALEFICENT

"Raven" The Ally card, "Raven," is a powerful card even in a normal multi-player game. If you feel that it makes the game too easy, play this card without the ability to perform one action at a new location. This way, he can still "fly" to a new location to help other Allies that need just one more strength to defeat a Hero.

LADY TREMAINE

"Locked Up" The Condition cards, "Locked Up," are a bit problematic since they are only triggered when a Vanquish action is performed. Since Lady Tremaine has no Vanquish actions in her realm, play "Locked Up" whenever a Hero is removed from the board. Discarding "Cinderella" to play "Ball Gown Cinderella" does not count.

GASTON

"Maurice's Invention" If you have an early copy of the game, "Maurice's Invention" has a misprint that has confused many players because it is an Item card that has its own strength. Ravensburger has acknowledged this error; treat the card as a normal Item with **no strength**.

YZMA

Fate Actions When the Phantom player performs a Fate action, assign numerical values to each available Fate deck. Then, roll a die to randomly choose a Fate deck. From the chosen Fate deck, randomly choose a single Fate card to play, and play it. If the card cannot be played, choose another random card from the Fate deck. Continue until **one** Fate card is played, and shuffle the unused Fate cards back into the Fate deck. Yzma may gain some insight into that Fate deck.

If none of the Fate cards can be played, shuffle them together and return them to the Fate deck. Yzma has escaped Fate, and she has sneakily gleamed the contents of that Fate deck.

MADAM MIM

"Germ Merlin" Since the Phantom player cannot perform Vanquish actions, treat the Discard action on "Germ Merlin" as a Vanquish action.

SYNDROME

"Infiltrate" Since there are no other actual players, the Effect card, "Infiltrate," essentially does no harm. Either remove "Infiltrate" from the Fate deck, or leave it in as a dud Fate card.

OOGIE BOOGIE

"Trick or Treat" Take power from the Cauldron.

KING CANDY

Playing as King Candy, you have the daunting task of not only racing against Vanellope von Schweetz but also against the limited number of moves that you have. For your first few plays, try increasing the number of turns to 25. After you get the hang of King Candy's strategy, reduce the turns back to the normal 20.