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 Thanos, Hela, Killmonger, Ultron, and Taskmaster!

To learn how to play, watch the video:
Ravensburger.com/HowToPlayMarvelVillainous
Vanquish

Vanquish

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Vanquish

6

ULTRON

of their Strength. If you must reshuffle your
discard pile.

3

Swordsman in your discard pile.

Ally

+1 Strength for each Draugr

Draugr Swordsmen receive

a Swordsman in play.

: Hela may immediately attach Soul Marks on

all Heroes in all Domains who don't already have one.

: Photographic Reflexes

Fate Effects cannot be copied by Photographic

use an activate action to play that Effect as it

is played.

: Butterball cannot be defeated.

Butterball cannot be defeated

via a vanquish action. You must

pay 3 Power and discard one

Effect to its

Effect is not strong enough to defeat

this Event is

This is the easiest way to defeat

Killmonger's Fury

Rage of K'Liluna

Remove this

Effect

Allies in play, he must either pay

and discard one

via a vanquish action. You must

pay 3 Power and discard one

Effect to its

Effect

Find Black Panther and

either play or relocate him to

the bottom of the Villain's Domain. If Thanos

Items, even if Control the Mines

Killmonger may not play any

Items, even if Control the Mines

Adam Warlock can be removed from play

when played, attach Impervious

IMPERVIOUS ALLOY

When played, attach Impervious

Impervious Alloy

The last player to read a Marvel comic goes first.

It face down to the left of your

Domain. Leave room for a discard

pile below the Villain deck.

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.

5 Villain Decks

(30 cards in each deck)

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(30 cards in each deck)

6 Fate Decks

(1 Common Fate deck with 15 cards, and 5 Villain Fate decks with 11 cards each)

12 Specialty Tiles

(6 Infinity Stone Tiles, 4 Ultron Objective Tiles, 2 Killmonger Objective Tiles)

5 Villain Guides

5 Villain Guides

5 Domains

5 Domains

5 Reference Cards

1 Vault

5 Reference Cards

1 Vault

1st Player

2nd Player

3rd and 4th Player

1st Player

2nd Player

3rd and 4th Player

Draw a starting hand of four cards

from your Villain deck. You may look

at your cards, but keep them secret

from other players.

In turn order, read the objective on

Your Domain out loud to make all

players aware of it.

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.

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.

Place your Domain in front of you.

Each Domain depicts (from left to

t right) your portrait and objective,

four locations, and an area for

Specialty cards. Place your Villain

mover on the Villain portrait.

Some Villains have unique setups

as explained in their Villain guides.

Place the Power/Strength
tokens in the Vault within

reach of all players.

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 taken, while the third and fourth

players (if present) each start with two Power.
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, Hel’s Domain includes Niflheim, Hel, Gjoll, and Odin’s Vault. 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 tokens: 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.)
- Strength bonus:

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 actions 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 Hero 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 above.

J. Specialty Area
Play Specialty cards to the rightmost area of your Domain.

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.
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.)

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.

- **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.
  
  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 Playing to and Resolving 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.

   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.
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.

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.

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 may not choose to 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. Setting 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.

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 3 (+1), only two of the Allies need to be used to vanquish the Hero. Discard the Hero. The third Ally remains at the location.

Types of Cards
Each character 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.

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. Taskmaster’s Ally Death Shield, for example, gains 1 Strength for each Hero at his location. If a Hero is added to his location, his Strength increases. If a Hero at this location is defeated or removed, his Strength decreases.
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.

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.

**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 discards 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.

### Special Villain Card Types
- **Some Villains have additional card types unique to them as explained in their Villain guides.**
- **Specialty** cards have an ongoing ability that a Villain can use on their turn. To play a Specialty, 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 Specialties 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.

### Example

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand of Glory</td>
<td></td>
<td>Choose a Hero from the Fate discard pile. Pay Power equal to their Strength, then play them to any Domain and attach a Soul Mark to them.</td>
</tr>
</tbody>
</table>
**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 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.

**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.

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**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!
**NEW DECK**

A new deck.

**CARD ACTIONS**

**Play**
Some cards allow you to add a card to a Villain’s Domain or 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. 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 (such as Consequences) do not require you to perform a vanquish action.

**ENDING THE GAME**
As soon as a player fulfills their Villain’s objective, the game ends and that player wins!

**THANOS AND THE INFINITY STONES**

Thanos thrives on conflict and cannot win the game without confronting other Villains. When Thanos is playing, the rules below impact all Villains.

**Infinity Stones**

Infinity Stones are double-sided tiles: one side shows a Stone as an Item, and the other as a Specialty. The Infinity Stones begin play only through Fate cards and Thanos’ Effect cards. Infinity Stones will almost always enter play outside of Thanos’ Domain, which means that Thanos must actively engage other Villains to collect them.

When a Stone enters play, the targeted player randomly picks a Stone from the remaining Stones in the center of the table. The Stones enter play in any order, and are placed in their appropriate discard pile. No abilities can be triggered to stop this action. 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 (such as Consequences) do not require you to perform a vanquish action.

**Activated Abilities**

While the Stone is in a Villain’s Domain, the Stone is an item with an Activated Ability. (See Activated Abilities.) Players with a Stone in their Domain may activate the Stone, just as they would any other item in their Domain. An individual Infinity Stone can be activated only once per turn, no matter how many activate actions a player has. With the exception of Thanos, a Villain may only relocate an Infinity Stone within their Domain. Infinity Stones and Allies with activated Infinity Stones may not be relocated to an Event or to another Villain’s Domain.

The Stone cannot be discarded or removed in any way, if the Ally attached to the Stone is defeated or removed, the Infinity Stone remains as an unattached item in the Villain’s Domain and may not be attached to another character. Only Thanos can collect the Stone by sending one of his Allies there to retrieve it. (For additional details, see Thanos’ Villain guide.)

The Villain whose location the stone is in can use vanquish actions to defeat Thanos’ Allies and prevent him from retrieving the Stone. Thanos retrieves the Stone when his Ally returns to his Domain with the Infinity Stone.

When an Infinity Stone is in Thanos’ Domain, Thanos flips it to its Specialty side. The Stone then follows all the normal rules for Specialty cards, and Thanos is one step closer to victory.

**FINISHING THE GAME**

Choose a Villain other than Thanos.

That Villain receives an unclaimed Infinity Stone. Once played, they may not discard or remove the Stone. If the card instructs you to reveal a Stone from the remaining Stones in the center of the table, the other player may look at a Stone as an Item, and the other as a Specialty. The Stone then follows all the normal rules for Specialty cards, and Thanos is one step closer to victory.

**REALITY STONE**

Reality Stone enters play in Thanos’ Domain. While the Reality Stone is in Thanos’ Domain, Thanos may use it to perform actions that are not available to other Villains. When an Infinity Stone is in Thanos’ Domain, Thanos flips it to its Specialty side. The Stone then follows all the normal rules for Specialty cards, and Thanos is one step closer to victory.

**THE INFINITY STONES**

THANOS AND

**REALITY STONE**

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When a Stone enters play, the targeted player randomly picks a Stone from the remaining Stones in the center of the table. The Stones enter play in any order, and are placed in their appropriate discard pile. No abilities can be triggered to stop this action. 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 (such as Consequences) do not require you to perform a vanquish action.

**Activated Abilities**

While the Stone is in a Villain’s Domain, the Stone is an item with an Activated Ability. (See Activated Abilities.) Players with a Stone in their Domain may activate the Stone, just as they would any other item in their Domain. An individual Infinity Stone can be activated only once per turn, no matter how many activate actions a player has. With the exception of Thanos, a Villain may only relocate an Infinity Stone within their Domain. Infinity Stones and Allies with activated Infinity Stones may not be relocated to an Event or to another Villain’s Domain.

The Stone cannot be discarded or removed in any way. If the Ally attached to the Stone is defeated or removed, the Infinity Stone remains as an unattached item in the Villain’s Domain and may not be attached to another character. Only Thanos can collect the Stone by sending one of his Allies there to retrieve it. (For additional details, see Thanos’ Villain guide.)

The Villain whose location the stone is in can use vanquish actions to defeat Thanos’ Allies and prevent him from retrieving the Stone. Thanos retrieves the Stone when his Ally returns to his Domain with the Infinity Stone.

When an Infinity Stone is in Thanos’ Domain, Thanos flips it to its Specialty side. The Stone then follows all the normal rules for Specialty cards, and Thanos is one step closer to victory.
Contents: 5 Domains, 5 Villain Movers, 150 Villain Cards, 70 Fate Cards, 12 Tiles, 75 Tokens, 1 Vault, 5 Reference Cards, 5 Villain Guides, Instructions