

ARCH VILLAIN

2-5 players
60 to 90 minutes
Ages 12 to adult

Introduction:

Taking out villains is not just your secret passion, not just the job you do in the dark of night, it is something you have taken as your self-appointed duty. The only problem--there is always another killer, and why on earth do they seem to get tougher each time--it just doesn't seem fair. Someday they will probably get the best of you, someday the bad guys may gain the power and money they crave, and someday you may just be out-gunned, out-flanked, or out-witted... but not today.

Components:

Board



30 Health Tokens



30 Player Cubes



30 Die Tokens



25 Cube Tokens



8 Character Cards



24 Power Cards



16 Weapon Cards



16 Talent Cards



8 Contact Cards



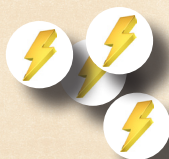
16 Arch Villain Cards



13 Dice



70 Energy Tokens

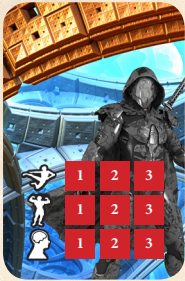


1 Turn Marker



Set Up:

Give each player a player card, matching player cubes, and 10 energy tokens. Place the turn token on the alarm space.



Randomly choose a starting player. The Arch Villain cards are shuffled and the deck is placed face up on the board to the very right edge of the black card spaces--all numbers on those spaces are covered. All other cards are shuffled and placed face down in their respective decks.

Arch Villain is played in 5 rounds. Each round has two phases:

Phase 1: Selection Phase

Each player will choose cards and tokens to place on the board.

Phase 2: Draft/Combat Phase

Each player will do one of 3 things:

- Draft cards and/or tokens from the board.
- Attempt to arrest the villain.
- Leave the round to protect citizens.

Selection Phase/Beginning of the Round:

In turn, each player chooses items and places them on the draft spaces of the board. The choices are:

- 2 health tokens
- 1 double cube token,
- 1 random weapon card,
- 1 random talent card,
- 1 random power card,
- 4 energy tokens,
- 1 die token.

(Health tokens and energy tokens are always placed in groups and not individually.)

The players all go in turn until each has placed 4 times. (On the second round it will be 3 times and so on--see the chart on the right side of the board). The item or token(s) is placed on the board on a draft space. Each space can hold any number of items. The draft spaces on the board show the number of players in the game. Players cannot put any item on a space that has more players than are in the game. For example, in a three player game, players can use the 2 and 3 player spaces, but not the 4 and 5 player spaces. This is done until all players have placed all items possible for that turn.

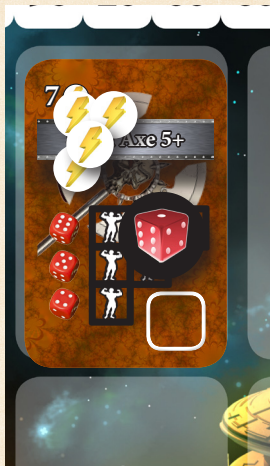
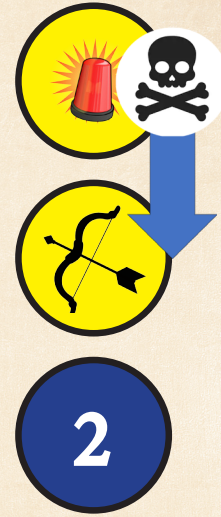


The Draft/Combat Phase:

On his or her turn a player takes one of the three Draft/Combat actions:

1. Draft cards and/or tokens from the board. This can be done by selecting cards and tokens from draft spaces or by selecting one of the green spaces to the right of the draft spaces.
2. Attempt to arrest the villain.
3. Leave the round to protect citizens.

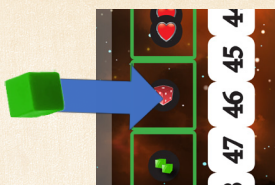
After each player has taken an action the turn marker will move down one space and each player, in turn, takes another Draft/Combat action. This continues until either there is no space to move the turn marker or all players are out of the round. The bow and arrow on a turn space indicates a range attack and only cards with the range symbol can be used to arrest the villain on that turn. Range attacks are also allowed on the first (alarm) turn. On the blue spaces the villain will retaliate after each player's action. The number shows the number of dice the villain will roll in his retaliation. The effects of the roll are described later.



Choosing Items:

The player chooses one draft space on the board. The player must gain all of the items. If the space contains cards the player must have enough energy tokens to pay for all of the cards. If the player does not have enough energy tokens he or she cannot choose that space. If there are energy tokens on a space the player may use them to pay for the cards on that space.

Each player may choose from the draft board spaces or from the list of items shown on the right of the board in the green squares. When an item on a green space is chosen the player places a cube on that board space. That space cannot be chosen by another player--the exception to this is the 4 energy tokens which can be chosen an unlimited number of times. If a card is chosen this way the player takes a random card from the top of the corresponding draw pile. The player pays the energy cost for that card. If that player does not have enough energy to pay for the card or does not want the card the card is placed on any draft space (that is allowed by the number of players) and the player gains a wisdom bonus. A wisdom bonus is two energy tokens or one health token (the player's choice). It is gained for some actions (listed in the rules) when the player does not succeed.



Wisdom Bonus

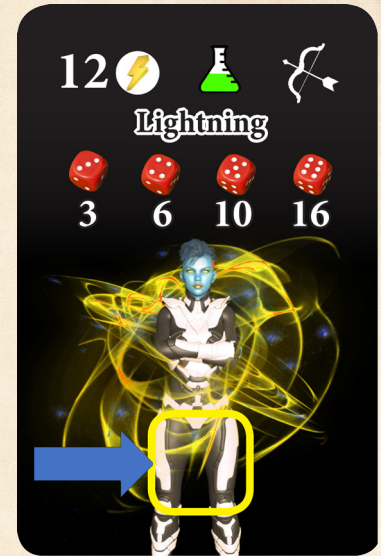


Arrest a Villain:

If a player chooses to arrest a villain, the player rolls one die for each die token he or she owns. The dice are then placed on the chosen weapon or spell card(s) with a square die space. Cards that are used to arrest the villain are Power Cards, Weapon Cards, and the Martial Arts card which is a Talent. All dice not placed on a card are considered hand to hand combat attempts (described later).

Power Cards:

The Lightning Card is an example of a power card. The yellow color means this is an energy emission power. Some villains will have special defense to energy emission powers. The number 12 next to the energy tokens indicates the cost to acquire the power. The green beaker indicates that the origin of the power is a technical procedure (this is helpful if you have a contact card with that symbol). The bow and arrow symbol indicates that this power can be used to arrest the villain in the range or alarm turn of the round. When attempting an arrest the player rolls all dice (equal to the player's die tokens) and chooses which dice to place on the square spaces of his/her cards. Because there is only one square on this card only one die may be placed on it. Below the red dice are numbers that show the damage that is done by the card according to the die placed.



Dice results can be increased by using energy tokens. Each energy token spent increases the pips on a die by one per token. This is done after the dice are rolled. This can be done for powers, weapons, hand to hand combat or the Martial Arts talent.

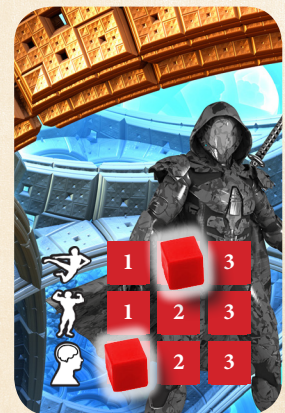
Weapon Cards:

Each weapon card shows the cost in energy tokens and whether the item can be used in the range or alarm turn. The color of all weapons is white and no villain will have special defense against weapons. Each card also has a square to place a rolled die. The damage done by a weapon is the base damage (shown just after the weapon name) plus the player's skill. The skill shown here is agility. If the player has 2 agility and the die roll in the arrest attempt is a 5, the laser pistol will do 7 damage--3 for the base damage plus two for each agility symbol next to the "5" die. If the player has no agility skill, the Laser Pistol does only its base damage of 3 on a roll of 4 or higher. A roll less than 4 indicates a missed shot.



Skills:

Each player has 3 skills. They are agility, strength, and mental power. The way players gain and increase skill is by choosing a double cube token. Double cube tokens allow a player to place a cube on the first space of a skill or to increase the skill by one. Since the token shows two cubes, a player may do this twice for each token. A player may save cube tokens and spend them anytime to increase skills. They may wait until after they acquire a weapon to spend the double cube token.



Arresting the Villain:

All dice are rolled (the number of dice rolled is equal to the die tokens a player owns) and may be assigned to a card. Add up the amount of damage. If that total is equal to or greater than the villain's defense, the villain is arrested. The player places a cube on the villain's picture. The villain's defense is the number in red on the villain card plus the number in white next to it on the main board. For example, in round 3, Crimson Death has a total defense of 19.

Note that the villain deck moves to the left at the beginning of each round and a new villain card is revealed. If the player is using any energy (yellow) power in the arrest, the defense of Crimson Death is 26 (16+10). Crimson Death has special defenses against energy powers as shown in the yellow number 16. Different villains have different defenses against certain types of powers. Yellow for energy emission, blue for mental powers and so on.



Leaving the Round:

Once a villain is arrested that player places a cube on one space of the Protect Citizens/Arrest Villain area of the board. The choices are: gain 3 health tokens, gain points in the red circles, or gain a card at no cost. That player will receive this reward later in the round, but for now that player is out of the round and takes no additional actions. The player cannot place a cube on any reward that has another cube on it. This is the only way to gain a contact card.

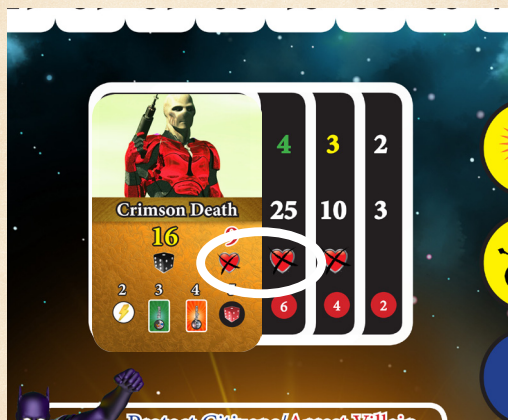
On his or her turn a player may voluntarily leave the round and protect citizens instead of drafting items or arresting the villain. The player will get no victory points for arresting the villain and cannot choose the extra victory points in the red circles, but all other unoccupied protect citizen spaces are available. That player takes no more actions this round. A player may want to choose this option if it looks as if he or she will not be able to arrest the villain this round or if he or she is afraid that the villain will knock him/her out.

Villain Retaliation:

When the turn marker reaches the blue circle with a "2" (and each turn after that) the villain will retaliate against each player after that player's action. (The villain does not retaliate on a turn if arrested or if the player leaves to protect citizens.) The player rolls dice equal to the number in the blue circle. For each "6" rolled the player loses health token(s). The player loses health tokens equal to the hearts on the villain's card plus the hearts shown to the right of the villain card on the board.



For example, in turn 4, Crimson Death costs the player two health tokens for each 6 he rolls. The player can stay in the round as long as he or she can pay the health tokens. Even if the player has none he/she can stay in the round as long as the villain's retaliation does not require additional health tokens. If the player cannot pay the required health tokens he or she is knocked out. In this case the player places a cube on the "heroic loss" space. There can be any number of players on the heroic loss space. The player is out of the round and takes no further actions until the next round. The player will gain something from a heroic loss described later.



Villain's Revenge:

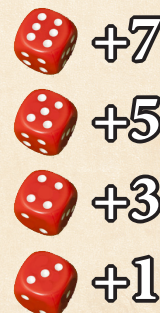
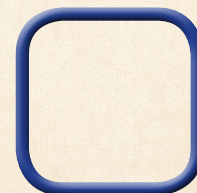
At the bottom of the villain card there are items shown. If any players are still in the round after turn 2 (and each round after that) the item shown on the card is removed from all draft spaces. For example, if Crimson Death is not arrested by every player at the end of turn 2, all energy tokens are removed from the draft spaces. If items remain on the draft spaces after all players have left the round those items remain in place for the next round.

Card Effects:

To use some card effects a die must be played on that card. In this case a player must make an arrest attempt to gain that effect. These effects are listed inside the square. There are some effects that are shown outside the square on a power card. This means this effect is always active even if a die is not placed on that square or no attack is made. For example, with True Flight a die must be placed on the square to make all attacks become range attacks. With Illusions, your 1s rolled become 6s even if you don't place a die on the square. All amounts with a plus sign cannot be used to do damage by themselves but can be used to add damage if another power, weapon, or hand to hand combat is used. Some powers show both damage and items. The hero chooses either the damage or the item. Each turn card effects are renewed. For example, with a Force Field the villain's first 6 rolled is a 1. This is the first die on each villain's retaliation roll.



Your 1s become 6s



Hand to Hand Combat:

Dice that are not assigned to a card are considered hand to hand combat. In this case a player must roll 6s to score any damage. For every 6 rolled the player does damage equal to his highest skill (shown on the player card and marked with cubes--at the start of the game players have zero skills.) For example, if a player has an agility skill level of 2 and rolls two 6s, that player scores 4 points of damage. As with all other combat rolls, energy tokens may be added to the dice to increase the number of 6s rolled.

End of the Round/Scoring:

Once all players have arrested the villain, have been heroically defeated, or have retreated to protect citizens, the round is over. It is possible for a player to attack, not be knocked out, but also not arrest the villain. If that happens a player gains a wisdom bonus. If it happens after the last turn of the round the player does not receive points for arresting the villain, cannot choose the red points spaces in the Protect Citizens/Arrest Villain area, but can choose another unoccupied space of the protect citizen's area of the main board (card or health tokens) at no cost. The player also gains a wisdom bonus. When the round is over, the following happens:

1. Each player that successfully arrested the villain removes his or her cube from the villain card and gains the victory points shown on the card (here it is 9) plus the bonus shown on the round (here it is 4).

These are the victory points even if the player had to arrest the villain using the villain's special defense number (here 16). Players track points on the outer track of the main board.



2. The top, face-up villain card is removed and a new villain card is revealed. The deck of villain cards is moved one space to the left revealing the round number and a new villain defense bonus, point bonus, and damage done by villain attacks.

3. Players remove cubes from the "Protect Citizens" spaces and gain, victory points, cards, or health tokens shown there. Players also remove cubes from "Heroic Loss" and gain two health tokens and 5 energy tokens. Players who arrested the villain on the range or alarm space gain 10 extra bonus points.

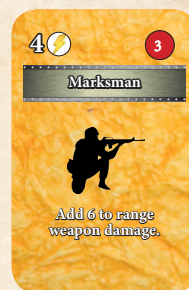
4. Players gain 2 extra points if they have a set of 1 weapon card, 1 power card, and 1 talent card. They gain 5 points if they have 2 of each of those cards and 11 points if they have 3 of each.



5. Move the turn token to the alarm space and players begin another selection phase. The order of players in the new selection phase and action phases goes from the player with the lowest point total to the player with the highest. When players gain points they go in turn order. If point track cubes land on the same space, the cube moved last goes on top. The player whose cube is on top goes before the player with the cube on the bottom in the new turn.

Talent Cards:

Talent cards give the advantage shown on the card. Some Talent cards have victory points showing on the top right. The player gains those points when he gains the card.



Contact Cards:



Contact cards offer special actions on a turn. Each card can only be used once per round (once per villain). A weapon, power, or talent card shown on a contact can be gained with no energy tokens if the symbols match. For example the Physician has two options. She can gain the genetic, psychology or medical talent with no energy spent or she can gain three health tokens. Gaining the talent card can be done with a card on the board or random card from the top of the deck. If the random card drawn is not one of the symbols shown, the player can still pay the cost and gain the card. If the amount can't be paid, the card is placed on the a draft space and the player gains a wisdom bonus. Other cards allow players to gain powers, weapons, die tokens, energy tokens, etc. This action is done in place of any other Draft/Combat action and counts as his or her action for the turn.

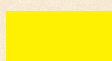

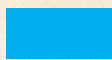

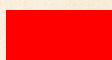





Frequently asked questions about specific abilities:

The **Precognition** power allows a player to place a cube on a green action space that is already occupied by another cube. The player may also choose to place a cube on an occupied space in the Protect Citizens/Arrest Villain area when leaving the round, keeping all other rules of leaving the round.

Detective talent allows a player to consider two draft spaces as if they were one space and take all items on both, but only during the range phase. This includes green draft spaces.

One option on the **Tech Genius** contact card allows a player to re-roll two dice, either villain or hero dice, during combat. This ability is used in conjunction with combat and not instead of an action.

Power Types and Origins of Powers

- | | | | |
|---|----------------------|---|---------------------|
|  | Energy Emission |  | Energy Exposure |
|  | Mental Powers |  | Technical Procedure |
|  | Life Form Control |  | Technical Mishap |
|  | Physical Enhancement |  | Biological Exposure |
| | |  | Endowment |
| | |  | Achievement |

Note: villains do not have special defenses against weapons. However, weapons take more actions to become effective.

 Weapons

