

SEVEN SECRET SUPERVILLAINS

4 PLAYER RULES



THE CLASSIC

- 4 PLAYERS
- TEAMS ARE EVERY OTHER PLAYER (PLAYERS 1 & 3 VS PLAYERS 2 & 4)
- PLAYER 3 GETS 1 EXPLODEY BOT
- PLAYER 4 GETS 2 EXPLODEY BOTS
- EACH PLAYER TAKES THEIR TURN INDEPENDENTLY (THEY BUILD THEIR OWN DECKS)
- TEAMS ATTACH MINIONS TO SUPERVILLAINS ON THE SAME SIDE OF THE CARD (REPUTATION IS TEAM TOTAL)
- REPUTATION REQUIRED TO WIN SUPERVILLAINS IS 17
- 4 SUPERVILLAINS WINS THE GAME

THE BRAWL

- 4 PLAYERS (CAN BE 3 WITH ADJUSTMENTS)
- 9 SUPERVILLAIN CREWS (EXPANSIONS ADD NEW CREWS)
- FREE FOR ALL
- PLAYER 1 STARTS WITH 4 CARDS
- PLAYER 3 GETS 1 EXPLODEY BOT
- PLAYER 4 GETS 2 EXPLODEY BOTS
- EACH PLAYER ATTACHES MINIONS TO A DIFFERENT SIDE (TOP, BOTTOM, LEFT & RIGHT)
- DANGER ZONE IS 8 REPUTATION
- REPUTATION REQUIRED TO WIN SUPERVILLAINS IS 11
- 3 SUPERVILLAINS WINS THE GAME

THE SECRETIVE

- 4 PLAYERS (CAN BE 3 WITH ADJUSTMENTS)
- 7+ SUPERVILLAIN CREWS (EXPANSIONS ADD NEW CREWS)
- FREE FOR ALL
- SUPERVILLAINS NOT ON TABLE (PLAYERS DO NOT ATTACH MINIONS)
- PLAYER 1 STARTS WITH 4 CARDS
- PLAYER 3 GETS 1 EXPLODEY BOT
- PLAYER 4 GETS 2 EXPLODEY BOTS
- MINION DECK GONE ENDS GAME
- PLAYERS COMPARE THEIR CREWS (MOST CREW REP IS 1 PT, 1/2 PT TIE)
- MOST POINTS WINS (IF TIE TOTAL REP WINS)

THE CLASSIC SETUP

PLAYER 1 (Left): Discard Pile, Hand (4 cards), Minion Row (Explodey Bot, The Bomb).

PLAYER 2 (Right): Discard Pile, Hand (4 cards), Minion Row (Explodey Bot, The Bomb).

PLAYER 3 (Left): Discard Pile, Hand (4 cards), Minion Row (Explodey Bot, The Bomb).

PLAYER 4 (Right): Discard Pile, Hand (4 cards), Minion Row (Explodey Bot, The Bomb).

SHARED DECKS:

- SUPERVILLAIN DECK:** 3 cards (The Doctor, The Bomb, The Bomb).
- UPGRADE DECK:** 1 card (The Bomb).
- MINION DECK:** 6 cards (Explodey Bot, The Bomb, The Bomb, The Bomb, The Bomb, The Bomb).

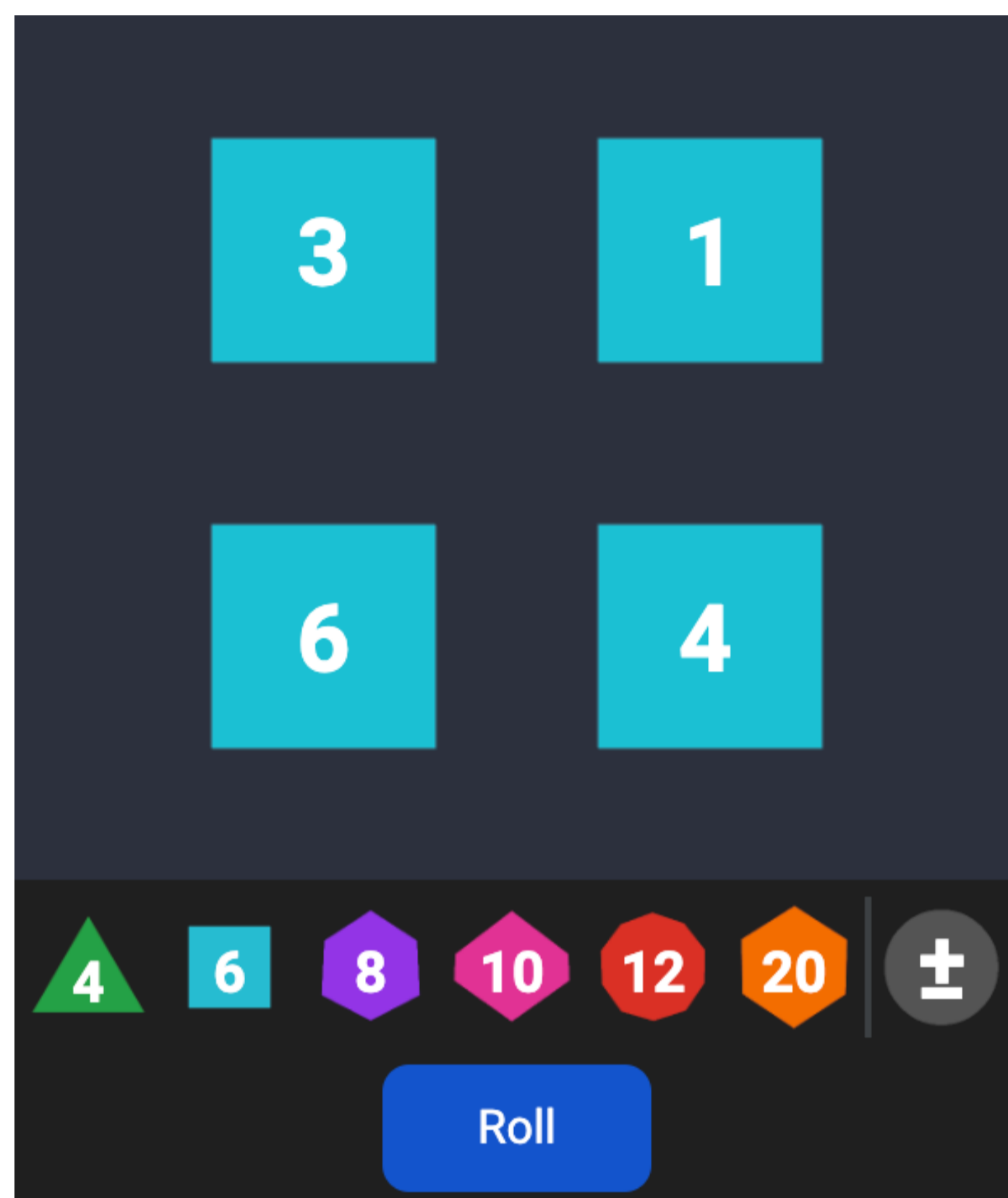
SEVEN SECRET SUPERVILLAINS

SOLO RULES



THE GAMBLER

- COMPETING FOR THE MOST TOTAL REPUTATION IN DECK
- NO SUPERVILLAINS TO WIN OVER
- TAKE YOUR TURNS NORMALLY
- ROLL DICE FOR CHAOS TURNS (GOOGLE'S: G.CO/KGS/IQLCRQY)
- THE NUMBERS ROLLED ARE THE MINION ROW CARDS CHAOS GETS (6 IS NOTHING)
- RECOMMENDED # OF DICE IS 2 - 4
- THE GAME ENDS WHEN THERE ARE NO MINION CARDS TO BUY



THE CLIMB

- 1 PLAYER VS YOURSELF
- THIS IS A SELF DRIVEN FORMAT
- SET GOALS (FOR EXAMPLE):
 - # TURNS TO 4 SUPERVILLAINS
 - # TURNS TO CLEAR THE DECK
 - # TURNS TO X REPUTATION
 - # TURNS TO X UPGRADES
- KEEP TRACK AND ADJUST YOUR GOALS TO KEEP IMPROVING



UPGRADE DECK



MINION DECK



MINION ROW

