

SEVEN SECRET SUPERVILLAINS

THE RULES



HOLD UP, DON'T READ THESE RULES!
SERIOUSLY, A BETTER WAY TO LEARN EXISTS!
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THE BASICS

RULE THE WORLD

YOU AND YOUR RIVAL ARE SUPER EVIL SUPERCOMPUTERS BENT ON WORLD DOMINATION. THE FIRST TO AMASS FOUR OF THE SEVEN SECRET SUPERVILLAINS WINS THE WORLD.

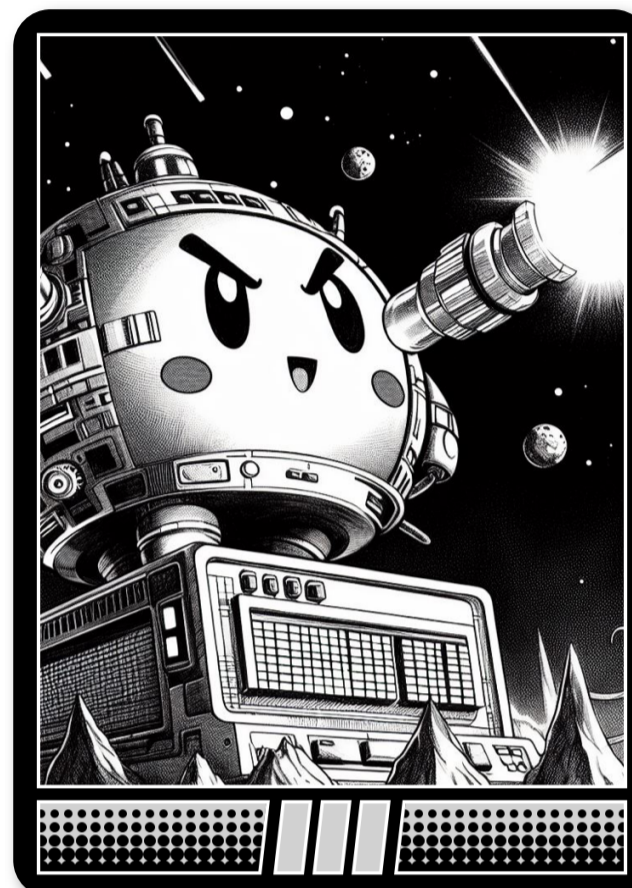
OVERVIEW

SEVEN SECRET SUPERVILLAINS IS A TURN BASED DECK BUILDER AND DECK DECONSTRUCTOR.

THERE ARE SEVEN SECRET SUPERVILLAIN CREWS EACH WITH THEIR OWN UNIQUE POWERS AND ABILITIES. EACH PLAYER PLAYS THEIR BOTS TO GAIN POWER AND ADD MINIONS TO THEIR DECK IN ORDER TO WIN OVER THE SUPERVILLAINS OF THEIR CREWS.

THE CARDS

2 SUPERCOMPUTERS



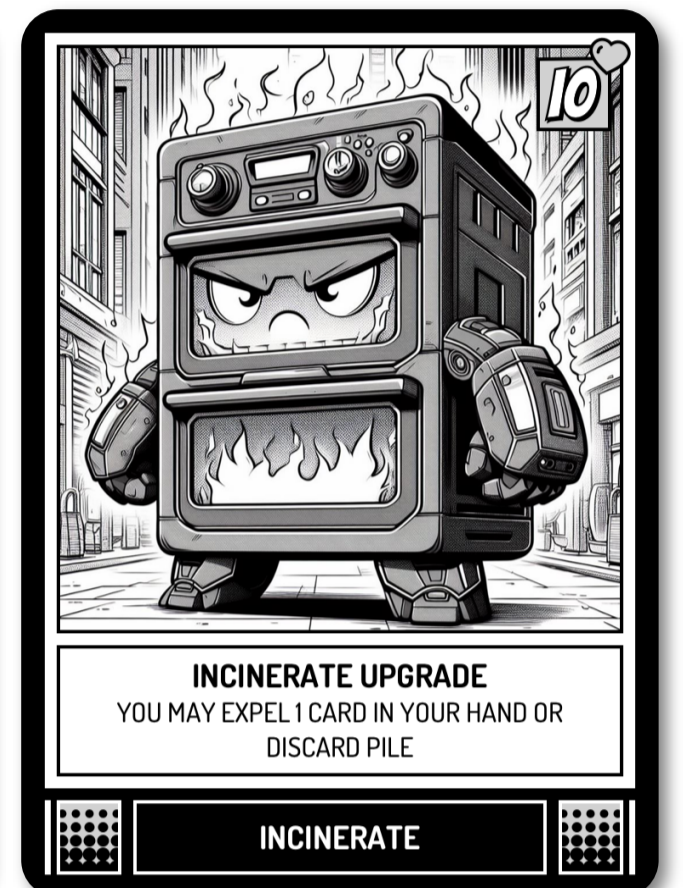
7 SUPERVILLAINS



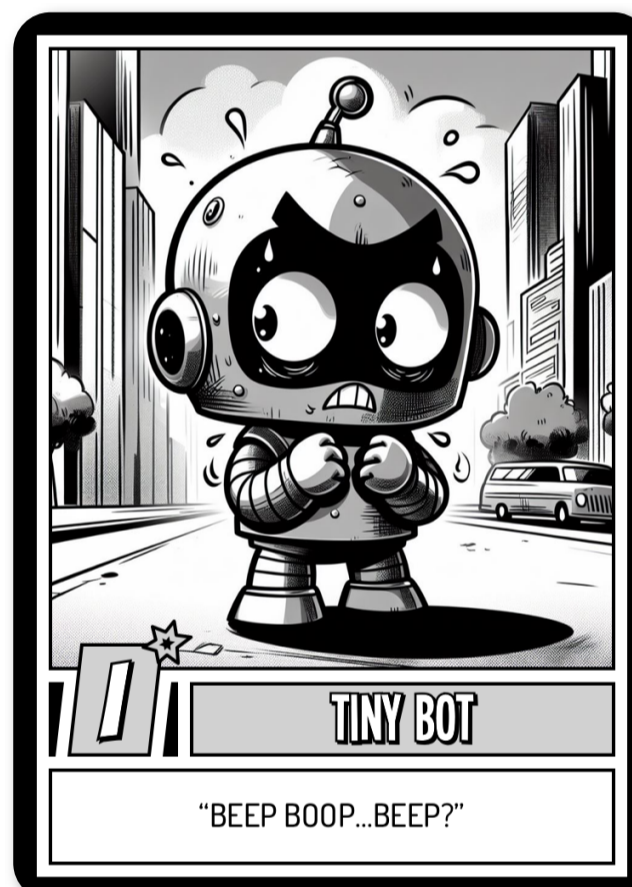
63 MINIONS



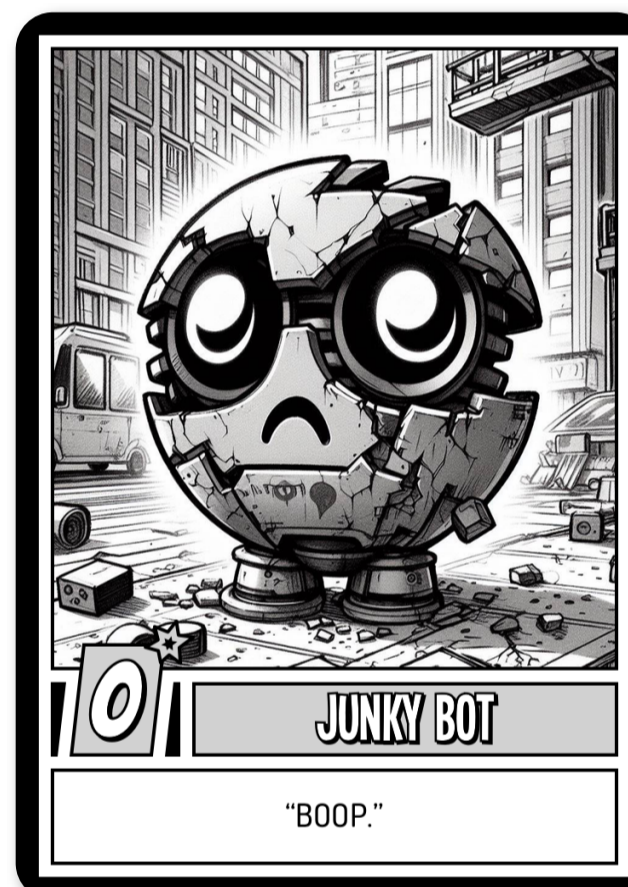
7 UPGRADES



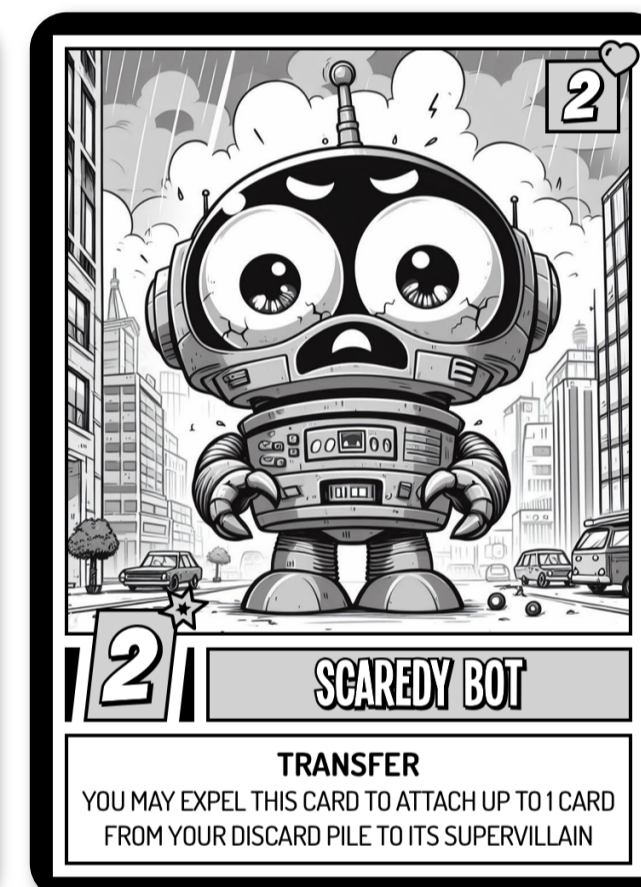
16 TINY BOTS



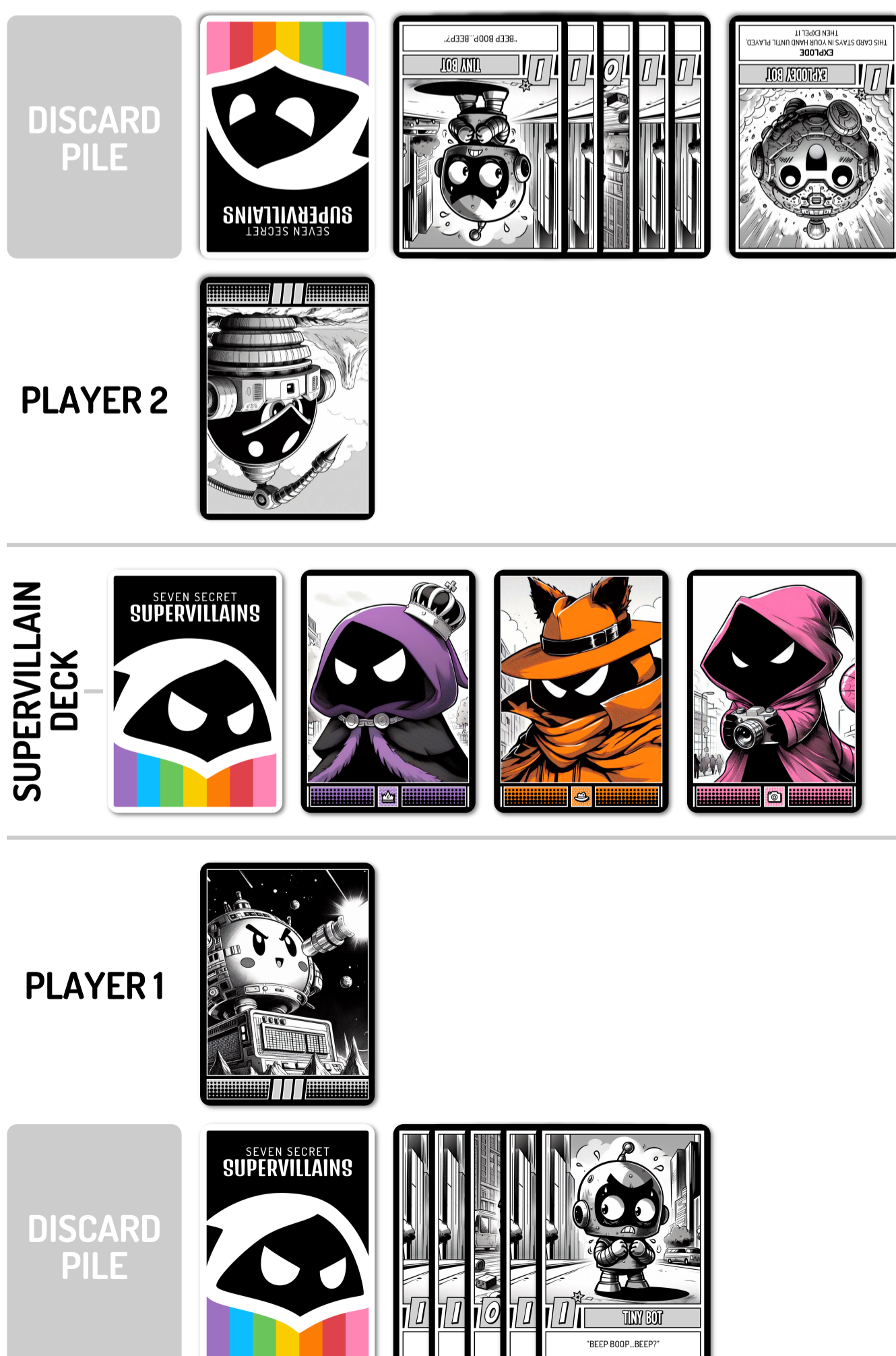
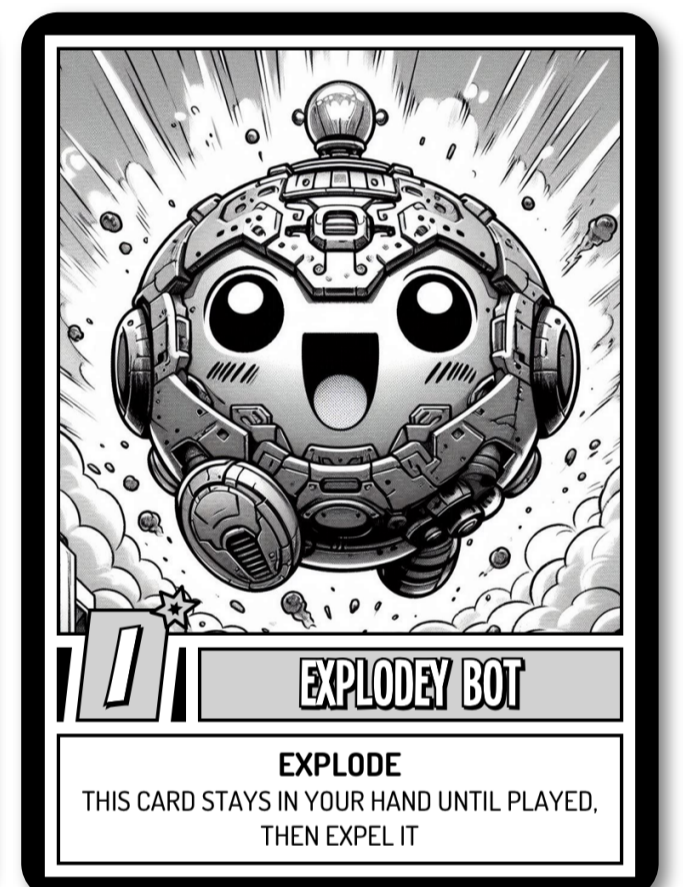
4 JUNKY BOTS



10 SCAREDY BOTS



1 EXPLODEY BOT



THE SETUP

- EACH PLAYER GETS 1 SUPERCOMPUTER
- SHUFFLE THE 7 SUPERVILLAINS, REVEAL 3
- SHUFFLE THE 63 MINIONS, REVEAL 5
- SHUFFLE THE 7 UPGRADES, REVEAL 1
- PLACE THE 10 SCAREDY BOTS
- DETERMINE WHO GOES SECOND, THEY GET THE EXPLODEY BOT
- EACH PLAYER GETS 8 TINY BOTS AND 2 JUNKY BOTS FOR THEIR STARTING DECK
- EACH PLAYER SHUFFLES THEIR DECK AND DRAWS 5 CARDS

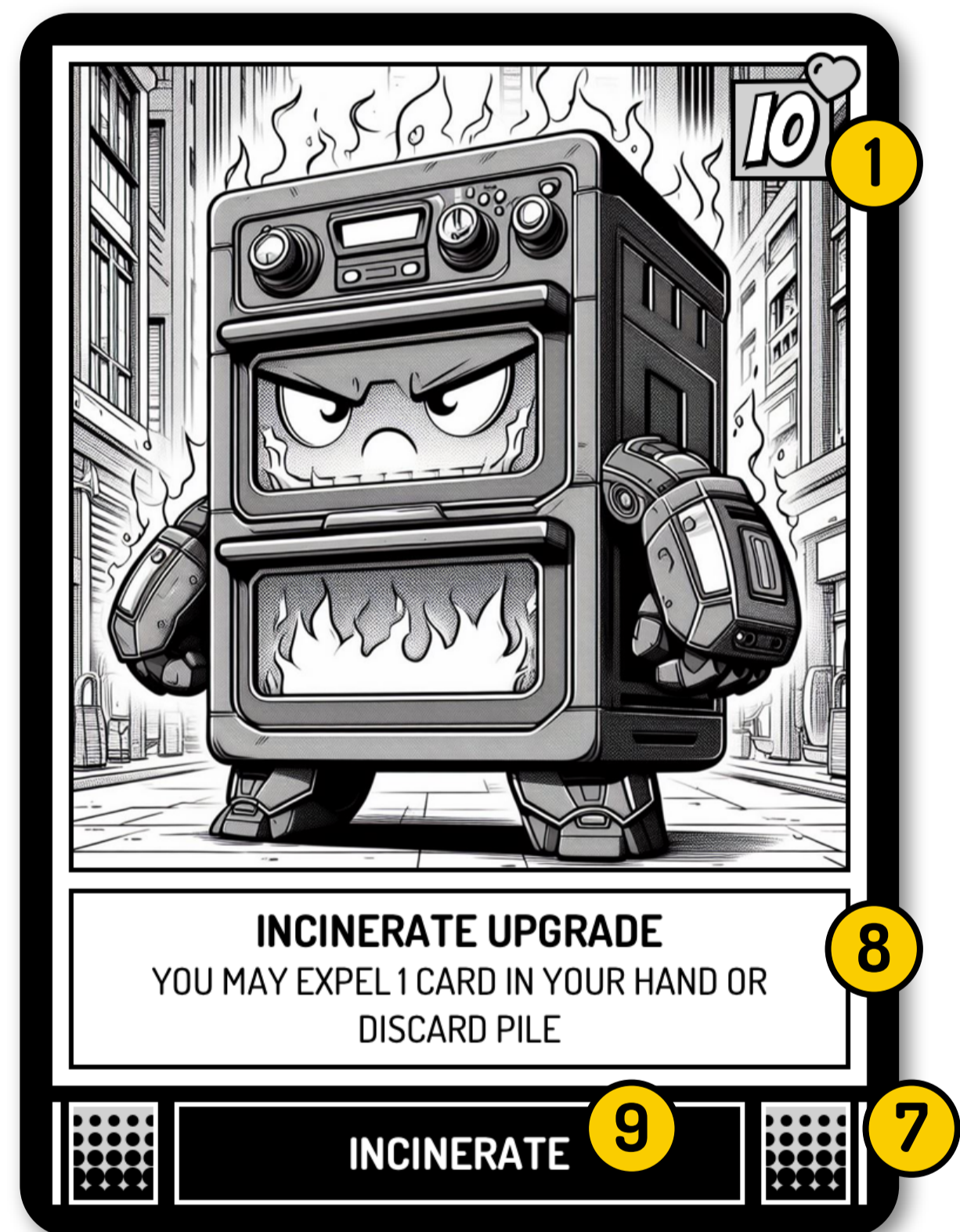
(REFER TO THE IMAGE FOR CARD PLACEMENT)

THE LAYOUT

THE TURN



MINION CARD

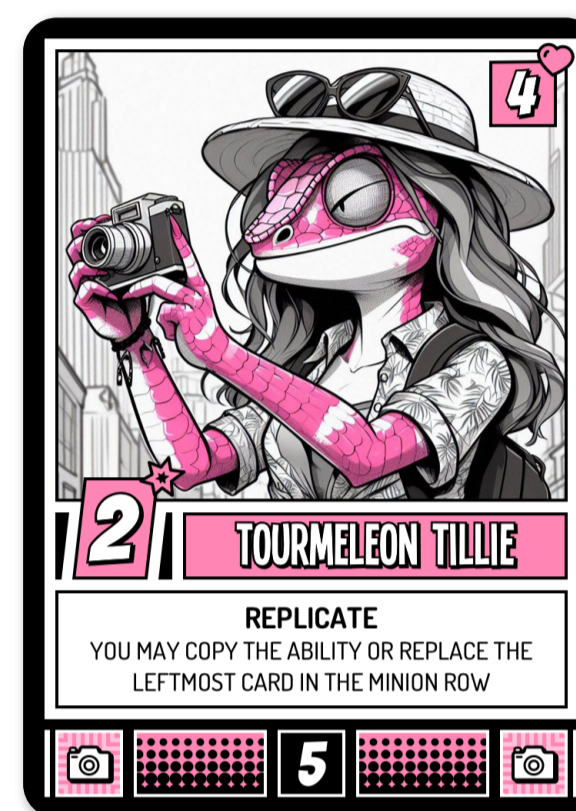


UPGRADE CARD

- 1 HEALTH** ♥
THE COST OF THE CARD, IT TAKES THAT MUCH POWER TO BUY IT
- 2 POWER** ☆
THE BUYING POWER THE CARD GIVES YOU TO BUY OTHER CARDS
- 3 NAME**
THE NAME OF THE CARD
- 4 ABILITY**
THE EFFECT THE CARD GIVES YOU IN ADDITION TO ITS POWER
- 5 CREW**
THE ICON INDICATES WHICH CREW THIS CARD BELONGS TO
- 6 REPUTATION**
THE AMOUNT THAT CAN BE PUT TOWARDS WINNING THE SUPERVILLAIN OF THE SAME CREW
- 7 EXPANSION**
THE WHITE LINE INDICATES WHICH EXPANSION THIS CARD IS FROM
- 8 UPGRADE ABILITY**
THE EFFECT THE CARD GIVES YOU ON EACH OF YOUR TURNS
- 9 UPGRADE ABILITY NAME**
THE CLEANER WAY TO SEE WHAT UPGRADES HAVE BEEN ADDED TO YOUR SUPERCOMPUTER WHEN PLACED UNDERNEATH IT

PLAYING CARDS

YOU CAN PLAY ANY NUMBER OF CARDS FROM YOUR HAND ON YOUR TURN. WHEN YOU PLAY A CARD YOU GAIN ITS POWER AS WELL AS ITS ABILITY. HOWEVER, YOU DO NOT NEED TO USE EITHER RIGHT AWAY.



- 2 POWER**
CAN BE USED ANY TIME ON YOUR TURN
- REPLICATE**
CAN BE USED ANY TIME ON YOUR TURN

YOU STORE YOUR POWER AND ABILITIES IN 2 SEPERATE POOLS, USE THEM WHENEVER YOU SEE FIT.

BUYING CARDS

CARDS AVAILBLE FOR PURCHASE ARE THE 5 MINIONS IN THE MINION ROW, THE REVEALED UPGRADE, AND THE SCAREDY BOT.

WHEN A CARD IS PURCHASED, IT IS IMMEDIATELY REPLACED AND A NEW CARD IS IMMEDIATELY AVAILABLE FOR PURCHASE.

ACTIVATING UPGRADES

YOU CAN ACTIVATE EACH UPGRADE ATTACHED TO YOUR SUPERCOMPUTER ONCE ON YOUR TURN WHENEVER YOU SEE FIT.

THE CLEANUP

DISCARD PILE ADDITIONS
CARDS THAT YOU PLAYED, CARDS YOU CHOSE NOT TO PLAY, AND CARDS THAT YOU BOUGHT ON YOUR TURN GO INTO YOUR DISCARD PILE AT THE END OF YOUR TURN, NOT AT THE TIME THAT THEY ARE PLAYED OR PURCHASED.

UPGRADE ATTACHMENTS
UPGRADES YOU BOUGHT DON'T GO TO YOUR DISCARD PILE. ATTACH THEM TO YOUR SUPERCOMPUTER. MAX 3 UPGRADES ATTACHED.

DRAW A NEW HAND
DRAW 5 CARDS TO END THE TURN.

OUT OF CARDS
WHEN YOU PERFORM ANY ACTION THAT REQUIRES YOU TO HAVE A DECK, SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK. FOR EXAMPLE, DRAWING A CARD OR USING THE FREEZE ABILITY COULD REQUIRE A SHUFFLE.

THE OBJECTIVE

AMASSING SUPERVILLAINS

TO WIN THE GAME YOU NEED TO WIN FOUR OF THE SEVEN SECRET SUPERVILLAINS. TO WIN A SUPERVILLAIN, YOU WILL NEED TO ATTACH CARDS TO THEM WITH A TOTAL OF 17 OR MORE REPUTATION.

MINION REPUTATION

MINION CARDS ARE THE ONLY CARDS THAT HAVE REPUTATION. THERE ARE 9 MINIONS ON EACH CREW, AND THEIR REPUTATION VALUES RANGE FROM 1 TO 9.

ATTACHING MINIONS

ON YOUR TURN, INSTEAD OF CHOOSING TO PLAY A MINION CARD FROM YOUR HAND, YOU CAN CHOOSE TO ATTACH IT TO ITS CORRESPONDING SUPERVILLAIN, IF THAT SUPERVILLAIN IS REVEALED. SIMPLY PLACE THE MINION UNDER ITS CORRESPONDING SUPERVILLAIN.

THE DANGER ZONE

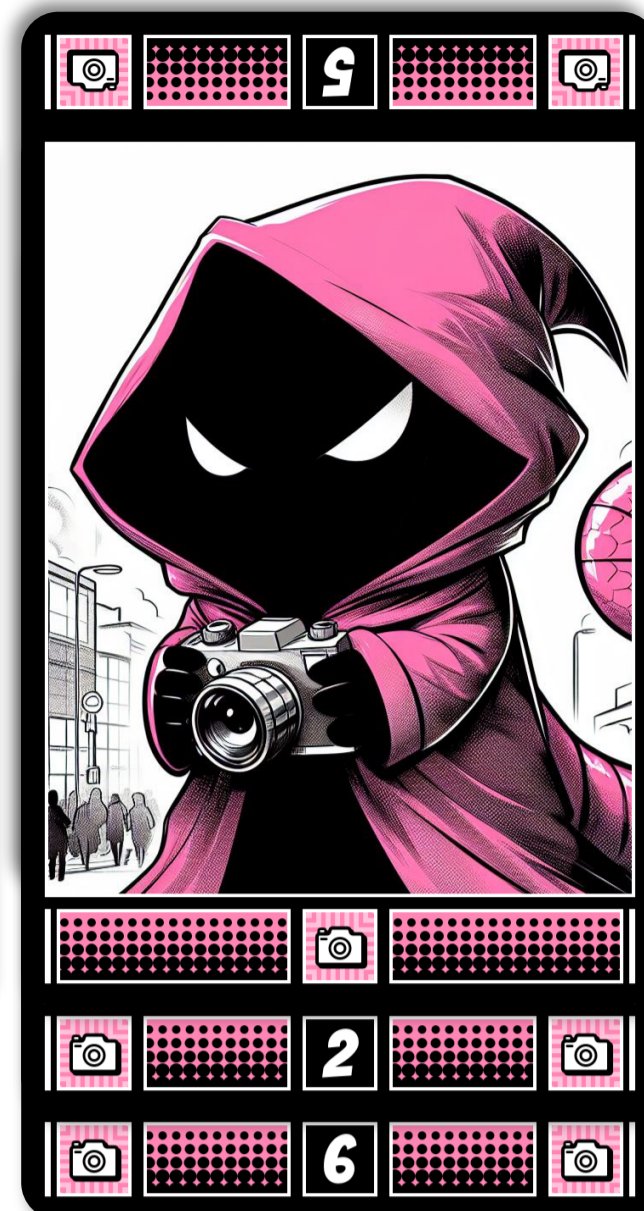
ONCE A VILLAIN HAS 10 TO 16 REPUTATION DEDICATED TO THEM, THEY ARE MOVED TO THE OPPOSITE SIDE OF THE SUPERVILLAIN DECK, AND A NEW SUPERVILLAIN IS REVEALED IN THE OPEN SPACE.

WINNING A SUPERVILLAIN

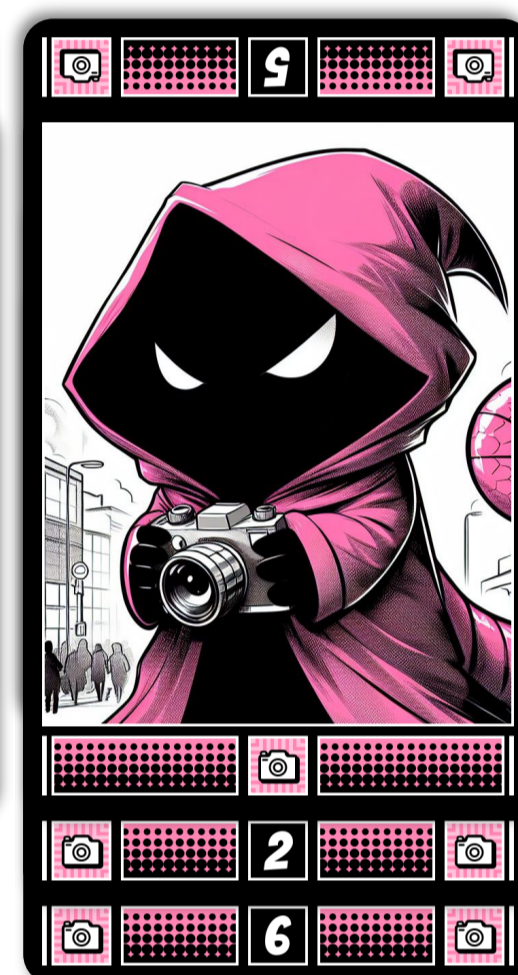
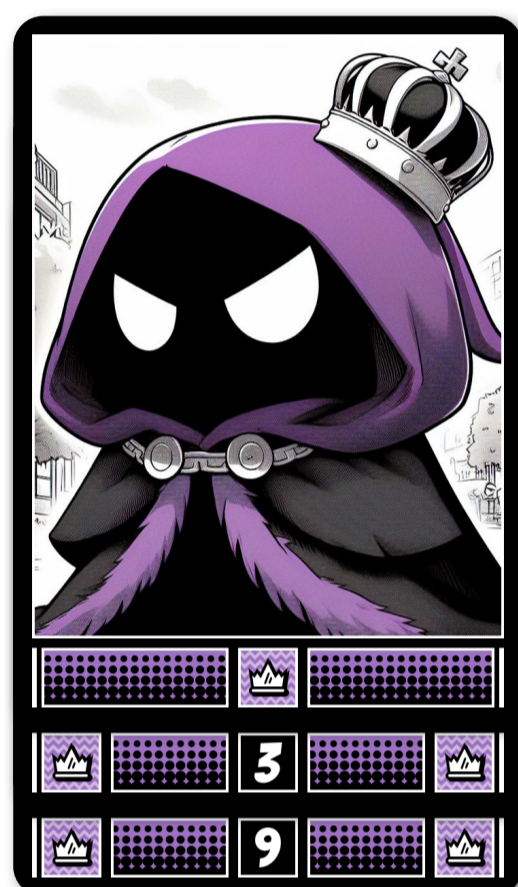
WHEN A PLAYER HAS CARDS WITH A 17 OR MORE REPUTATION ATTACHED TO A SUPERVILLAIN, THEY WIN THAT SUPERVILLAIN. IT IS EXPELLED FROM THE GAME ALONG WITH ALL ATTACHED CARDS. IF IT WASN'T IN THE DANGER ZONE, REPLACE IT.

WINNING THE GAME

WHEN A PLAYER WINS THEIR FOURTH SUPERVILLAIN THEY WIN THE GAME.



ATTACHED MINIONS



DANGER ZONE SCENARIO

THE EXCEPTION



UNLIKELY STAR OF THE SHOW

REPUTATION RACE

TO WIN SUPERVILLAINS, YOU NEED TO ATTACH MINION CARDS OF THEIR CREW TO THEM. INSTEAD OF PLAYING THE CARD FOR VALUE, YOU CHOOSE TO ATTACH THEM, FOREGOING ANY POWER OR ABILITY BENEFITS OF THAT CARD. HOWEVER, THERE IS ONE WAY AROUND THAT.

TRANSFER CHEAT CODE

SCAREDY BOTS MIGHT NOT BE THE BEST EARLY GAME, BUT LATE GAME THEY ARE MONSTERS. YOU CAN USE THEIR TRANSFER ABILITY TO EXPEL THEM IN EXCHANGE FOR ATTACHING A MINION CARD FROM YOUR DISCARD PILE TO ITS SUPERVILLAIN. TRULY A GAME CHANGING PLAY.