

LEGENDARY *DXP*TM

RULE BOOK

A Fantasy Deck Building Game



Overview

Welcome to Alamyth! A world abounded with myth and legend. Brave Heroes wage battle throughout the land pushing back the villainous foes looking to satisfy their lust for power and vengeance.

Legendary DXP™, the Fantasy Deck-Building Game, is a game for 1-5 players, each player starting with their own deck of basic Hero cards. At the start of your turn, the top card of the Villain Deck will be played, showing how Villains invade Alamyth, capture Villagers, and create special events. Then you play Hero cards from your hand to generate Attack, Recruit Points and special abilities. You attack with your Heroes to defeat Villains. You use Recruit Points to recruit better Heroes to add to your deck.

Whenever your deck runs out of cards, your discard pile will be shuffled to make a new deck, including all the new Heroes you recruited. This way your deck gets stronger and stronger over time. Build up enough Attack and you can defeat the evil Mastermind! But be careful: if the players don't defeat the Mastermind quickly enough, then the Mastermind will complete their dark Scheme and win the game for evil!

How-to-Play Tutorials

In addition to this rulebook, you can also learn to play by watching the game's "how to play" tutorials. Be sure to "like" us on Facebook and check out the *Legendary DXP™* site at playlegendarydpx.com.

How to Win

Players must work together to successfully attack the evil Mastermind four times. If they do, then the Mastermind is beaten once and for all, and all the players win the game for the forces of good! In addition, defeating Villains and rescuing Villagers earns each player Victory Points. If the players defeat the Mastermind, then the player with the most Victory Points is the most legendary hero of all and the individual winner.

How the Evil Mastermind Wins

Unlike other games, in *Legendary DXP™*, the game itself fights back against the players! The evil Mastermind, like Nax or Durissa, isn't played by a player. Instead, the game itself plays the part of the Mastermind.

The evil Mastermind works to accomplish an evil Scheme throughout the game. Every Scheme card has a part that says "**Evil Wins**," which tells you how the Mastermind completes their Scheme. If the evil Scheme is completed, then the Mastermind wins the game for evil and all the players lose!



Here is a sample of what the play area looks like:



Game Setup

Player Decks

Each player will start with their own personal card deck, made up of these cards:

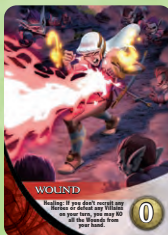
- 8 Envoys
- 4 Guards



Game Stacks

In addition, the following cards will also be in play:

- 30 Mayor Shufflebottoms
- 30 Wounds
- 30 Villagers



Mastermind and Scheme

- There will be **one Mastermind** either chosen randomly or selected by the player(s). The Mastermind in play is shown in the upper left of the game board. Each Mastermind will have **four Mastermind Tactics** cards randomly placed under the Mastermind card.



- There will be **one Scheme card** either chosen randomly or selected by the player(s). Each Scheme card has a **"Setup"** section. This section dictates the number of **"Scheme Twist"** cards that will be added to the Villain Deck. Many Schemes also have unique special rules.



Villain Deck

- There are **five Master Strike** cards in the Villain Deck.



- Villain Groups will be added to the Villain Deck. A Villain Group is a group of eight Villain cards that work together, like “Ernak the Lethal” or “Brigitte Blackbird.” Each Villain card is listed by name.
- The more players you have in the game, the more Villain Groups you use, as shown in this table:

| Number of Players | Villain Groups | Henchman Groups | Villagers |
|-------------------|----------------|-----------------|-----------|
| 2 | 2 | 1 | 2 |
| 3 | 3 | 1 | 8 |
| 4 | 3 | 2 | 8 |
| 5 | 4 | 2 | 12 |

(For 1-player solo play, check the end of the rulebook.)

Villain Groups:

- Each Mastermind card says that the Mastermind “**Always Leads**” a particular Villain Group or Henchman Group. That group will always be included in the Villain Deck.
- Other Villain Groups will be added randomly as needed.

Henchman Groups:

- Henchman Groups will be added to the Villain Deck randomly as needed. Henchman are weaker Villains where each group has 10 identical cards.



Villagers:

- Villager cards will be added to the Villain Deck from the Villager stack using the table to the left. Any Villagers not used in either the Villain Deck or another specific place required by the Scheme stay in the Villager stack.



Hero Deck

There are 15 different Heroes in the game. There are 14 cards for each of these Heroes. The Hero Deck is made this way:

- The Hero deck is composed of **5 Heroes** which are chosen randomly. That's 70 cards total. (If you are playing with five players a sixth hero will be added.)



Starting the Game

- The Villain Deck is facedown on the Villain Deck space just to the right of Alamyth.
- The Hero Deck is facedown on the Hero Deck space just to the right of the Guild Hall. Five cards from the Hero Deck will be placed faceup in the five hero spaces in the Guild Hall.
- Each player will be dealt a hand of six cards and play will begin with the first player.

On Your Turn:

On your turn, follow these three steps:

1. The top card of the Villain Deck will be played.
2. Play cards from your hand, using them to Recruit and Attack by swiping them upwards.
3. Once you have finished all of your actions hit the "end turn" button. You will be dealt a new hand of six cards.

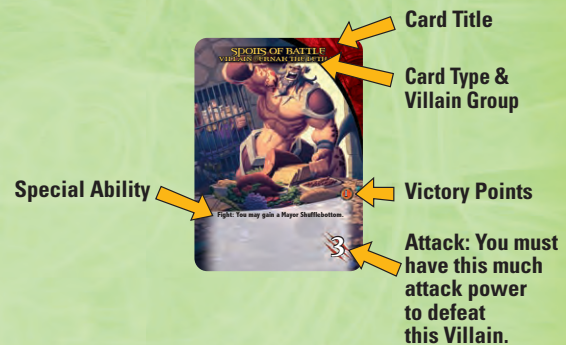
Step 1) The Top Card of the Villain Deck Comes into Play

At the beginning of your turn, the top card of the Villain Deck is played. What happens with that card depends on what kind of card it is. There are four kinds of cards in the Villain Deck: Villains, Villagers, Scheme Twists and Master Strikes.

If the Villain Deck Card Is a Villain:

That Villain invades Alamyth! Here are the different parts of a Villain card:

Villain Card



To have the Villain invade Alamyth, here's what you do:

Villain Enters Alamyth

The new Villain moves into the space closest to the Villain Deck. That space is labeled "Swamp." (Villains in Alamyth are always faceup.)



Push Other Villains Forward if Necessary

Each of the five Alamyth spaces can only hold one Villain. Whenever a Villain enters an Alamyth space, if there's already another Villain there, that existing Villain gets pushed one space forward (to the left) to make room. So a single Villain entering Alamyth sometimes causes a chain reaction of several Villains getting pushed forward.

- Remember: A Villain is only pushed forward if it needs to move to make room for another Villain entering that space.



A Villain Might Escape

If a Villain gets pushed off the final, fifth space, then that Villain "escapes" Alamyth and goes into the Escaped Villains pile (not visible on the screen). Here's what happens when a Villain escapes:

- The escaping Villain KO's a Hero that costs 6 or less from the Guild Hall. (KO stands for "knocked out.") The player whose turn it is chooses which of those Heroes gets KO'd. That Hero gets placed into the KO pile (not visible on the screen). A new Hero is immediately flipped from the Hero Deck, faceup, to fill the empty space in the Guild Hall.

- If the escaping Villain had any captured Villagers, then each player must discard a card from their hand as a penalty for failing to rescue the Villagers. After all, what kinds of Heroes let innocent Villagers get carried away by Villains? Each player only discards one card, no matter how many Villagers were carried away by that Villain. Captured Villagers will go in the Escaped Villains pile.
- If the escaping Villain has an “Escape” effect on its card, that Escape effect triggers now.



New Villain Might Have an Ambush Effect

If the new Villain has an “Ambush” effect on its card, that Ambush effect triggers now. Remember: if a Villain escaped when this new Villain appeared, handle all the Escape effects for the escaping Villain before handling any Ambush effect for the new Villain.



Ambush: Teuthos, Murky Water, captures a Villager from the Villager stack.

Ambush Effect



If the Villain Deck Card Is a Villager:

This innocent Villager is captured by a Villain! The Villager is placed under the Villain in Alamyth that's closest to the Villain Deck. If there are no Villains in Alamyth, then the Villager is captured by the Mastermind.

- Whenever a Villain with one or more Villagers moves to a new Alamyth space, those Villagers all go with that Villain.
- It's up to the players to rescue that Villager! When a Villain or Mastermind with a Villager is defeated by a player, that player rescues that Villager and it goes into that player's personal Victory Pile. Each Villager is worth 1 Victory Point, so the more Villagers you rescue, the more Victory Points you earn.



← Victory Points



If the Villain Deck Card Is a Scheme Twist:

A Scheme Twist card represents the Scheme moving forward towards victory for the evil Mastermind. Every Scheme works in a different way, with its Scheme Twists doing a specific thing related to that Scheme. When a Scheme Twist card is played, the "Twist" effect on the main Scheme card will trigger. The Scheme Twist card is removed from play unless the Scheme says otherwise. Some Schemes say they do something special when **Twist 1** or **Twists 5-6** come up.



If the Villain Deck Card is a Master Strike:

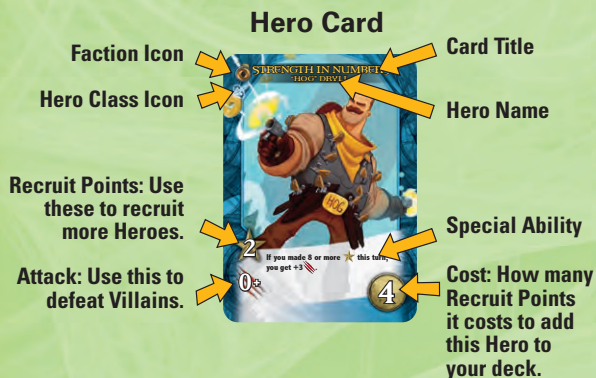
A Master Strike card represents the evil Mastermind coming down to get their hands dirty and smash the Heroes themselves. Each Mastermind card has its own specific Master Strike effect. When a Master Strike card is played, the "Master Strike" effect on the Mastermind card will trigger. The Master Strike is then removed from play.

Note: Villains in Alamyth don't get pushed forward when the Villain Deck card is a Villager, Scheme Twist or Master Strike.



Step 2) Play Cards from Your Hand, Using Them to Recruit and Fight

The only types of cards that can be in your hand are Heroes and Wounds. Here are the different parts of a Hero card:



After the top card of the Villain Deck is played, you play the cards from your hand. Some of your cards produce "Recruit Points" that let you recruit more Heroes. Other cards produce "Attack" that let you defeat Villains. Some cards give you special abilities, like drawing more cards. Here's what you do:

- Play each card in your hand in any order, one at a time. To play a card from your hand simply "swipe" it upwards.
 - Each time you play a card, that card's text may take effect.
 - You also get any Recruit Points listed in the Recruit icon on the card.
 - You also get any Attack listed in the Attack icon on the card.


- Some cards have a number like "2+" inside their Recruit icon. The "2" means that you always get at least 2 Recruit Points from that card. The "+" symbol means that you might get even more Recruit Points based on what the card says in its special ability.
- The cards you play stay on the screen, under the Guild Hall, until the end of your turn.





Combo Power Ability

At times, Heroes may need to dig deep and call upon their inner strength to overpower the forces of evil that threaten to plunge Alamyth into darkness.






- Some cards have a Combo Power ability with a hero class icon and a colon, like

: You get +1 ★.

- You can use that special Combo Power ability only if you have already played another card of that hero class earlier in your turn.

- A card's hero class is shown with the class icon in the card's upper left, and also in the color of the card's border.
- Some Combo Powers use a faction icon like Orrin's Wall  or Magi-Nation  instead of a hero class icon. These work the same way as Combo Powers that use hero class icons. A card's faction icon is in the card's upper-left-hand corner.
- You can only use a card's Combo Power once, even if you played two or more cards of the required hero class earlier in the turn.
- The more Heroes of the same class you recruit, the more often you will be able to use your Combo Power ability! A deck focusing on one or two classes can be very powerful.

Example of Combo Power Abilities:

- Hog Dryll's "Shake Down" card, shown here, always gives you two Recruit when you play it, even if you don't have any other  ("Strength Hero") cards.
- But if you have already played another  card earlier in the turn, then you can use Shake Down's Combo Power ability to get an additional two Recruit, so that Shake Down gives you four Recruit in total.
- The  card you played earlier in the turn could be a  Lord Cedric card, another  Hog Dryll card, or even another copy of Shake Down.
- If you play two Shake Down cards as your first two cards of the turn, you won't get to use the Combo Power ability for the first Shake Down card you play this turn, but you will get to use the Combo Power ability for the second Shake Down card you play this turn. So you would get six Recruit total.



Recruiting Heroes and Fighting Villains

In between playing cards from your hand, or after you've played all your cards, you can recruit any number of Heroes and fight any number of Villains. You can recruit and fight in the same turn.

How to Recruit a Hero:

You use Recruit Points to gain a Hero from the Guild Hall, one at a time. The "Guild Hall" area of the game board has five spaces. Those five spaces always contain exactly five Heroes, all faceup. You can also recruit "Mayor Shufflebottom" Heroes from the Mayor Shufflebottom stack on the game board. To recruit a Hero:

- Use Recruit Points equal to that Hero's cost and put that Hero into your discard pile. Choose a Hero in the Guild Hall and "swipe" down. A Hero's cost is in its lower-right-hand corner. When your deck runs out your discard pile will be shuffled to make a new deck, you will soon draw that new Hero and be able to use their abilities.

- Whenever there is an empty space in the Guild Hall for any reason, that space will be refilled immediately with the top card of the Hero Deck, faceup. You can even recruit a Hero, see what new Hero appears in its place from the Hero Deck, and then recruit that new Hero too, if you have enough Recruit Points.

How to Fight a Villain:

You use Attack to fight any number of Villains in Alamyth, one at a time. It doesn't matter which Alamyth space holds the Villain. To fight a Villain:

- Expend Attack equal to that Villain's Attack to defeat it. Choose a Villain in Alamyth and "swipe" down. You then have the remaining Attack value available to attack another Villain.
- The defeated Villain and any Villagers it had captured are placed into your personal Victory Pile.
- If the Villain card has a "Fight" effect on it that Fight effect triggers prior to comparing Attack totals.

You can only attack a Villain if you have at least as much Attack as the Villain's Attack. You can also fight the Mastermind – see the Masterminds section for details.

Your Victory Pile

- Each player has their own personal Victory Pile. Your Victory Pile holds all the Villains you defeat and all the Villagers you rescue.
- Villains and Villagers are never shuffled into your deck.
- At the end of the game, Villains and Villagers in your Victory Pile are worth the Victory Points shown on their cards.

Step 3) End Turn, Discard Your Hand and Draw Six New Cards

- When your turn is complete hit the "end turn" button. All the cards that you played are placed in your discard pile. Any cards in your hand that you didn't play this turn will also go into the discard pile.
- Then six new cards will be drawn from your deck.
- If you don't have any cards left in your deck and you still need to draw more cards, your discard pile will be shuffled to form a new deck. Then the rest of the cards you need will be drawn.
- Your discard pile won't be shuffled into a new deck until your deck has completely run out **and** you still need to draw or reveal more cards.



Masterminds

A Mastermind is a powerful, evil genius that pursues an evil Scheme and tells all of the other Villains what to do. A player can choose to fight the Mastermind instead of fighting a Villain. Like any other fight, you have to use Attack equal to the Mastermind's Attack to fight that Mastermind.

Mastermind Tactics

Masterminds use different abilities during fights, represented by "Mastermind Tactic" cards. All four "Mastermind Tactic" cards have the same Attack number, but they each have different "Fight" effects on them. When you fight a Mastermind:

- Choose a random card from the four face-down Mastermind Tactics cards underneath the Mastermind.
- That Mastermind Tactic card goes into your Victory Pile. It's worth several Victory Points.
- Then the "Fight" effect listed on that Mastermind Tactic card triggers.

A Mastermind is not truly defeated until all four of their Mastermind Tactics cards have been defeated by the players. If you create an amazing combo that gives you tons of Attack, you can even fight the Mastermind multiple times in one turn.

Note: Defeating any Mastermind Tactic card lets you rescue all the Villagers currently under that Mastermind and put them into your Victory Pile.

Winning the Game:

Players win the game when they have defeated the Mastermind four times.

Mastermind Card



Mastermind Tactic Card



Additional Rules

“KO”

Many card abilities tell you to “KO” certain cards, meaning “knock out”. This means they go into the KO pile. Cards in the KO pile are permanently out of the game. The players and the game all share one big KO pile.

- If a card says to KO “one of your Heroes,” that can be a Hero you’ve already played this turn or a Hero still in your hand. If you KO a Hero you’ve already played this turn, you still get to use the Recruit Points, Attack, and special abilities that Hero produced.
- Getting some of your starting Fixer Heroes KO’d is actually very good for you, since it means you will draw your more powerful Heroes more often, instead of drawing as many of the weaker Fixer Heroes.

Fixer Heroes

Fixer Heroes all count as “Heroes” for special abilities that talk about Heroes. So if you have to “KO one of your Heroes,” you can KO one of your Fixer Heroes if you want. Fixer Heroes are their own color: Grey. Grey counts as its own color for cards that count the number of colors you have. (Some of Lord Cedric’s cards count the number of colors you have, for example.)

“Rescue a Villager”

Some card abilities tell you to “rescue a Villager.” This means the top Villager from

the Villager stack goes into your Victory Pile. This represents saving Villagers that are trapped or in danger from all the chaos and destruction. Each Villager in your Victory Pile gives you additional Victory Points at the end of the game. Villagers can also be captured by Villains, as described above. Cards that say “rescue a Villager” don’t let you save Villagers captured by specific Villains in Alamyth – you have to defeat those Villains to save those Villagers.

“Gaining” Cards

Some card abilities say that a player “gains” a particular card. That means that card goes into that player’s discard pile. The player will draw that card in the future, after their deck runs out and their discard pile is shuffled into a new deck.

Wounds

Some special abilities make you gain Wound cards, representing your Heroes getting hurt very badly. When a player gains a Wound, a Wound from the Wound Stack is put into that player’s discard pile. Wounds don’t have any Recruit Points or Attack, so when you draw Wounds in your hand, your hand is weaker than normal.

- Some cards let you KO your wounds so you don’t have to worry about them anymore. Some cards even turn Wounds to your benefit: when the Cawr gets wounded, it just makes him angry... and Villains wouldn’t like him when he’s angry!
- Wound cards aren’t Heroes. If a card tells you to “KO one of your Heroes,” you

can't KO a Wound. However, if a card says "KO one of your cards," then you can KO a Wound, since Wound cards are still cards.

Healing Wounds

If you have one or more Wounds in your hand, you can use the ability written on the Wound card:

- "Healing: If you don't recruit any Heroes or defeat any Villains on your turn, you may KO all the Wounds from your hand."
- This is often worth doing if you have at least two Wounds in your hand, or if your turn wouldn't have been very good anyway.
- It's okay to play the cards in your hand and use some abilities like "draw a card," then use the "Healing" ability to KO Wounds from your hand, as long as you don't recruit any Heroes or fight any Villains during your turn.

Running out of Cards in the Hero Deck or Villain Deck

If either of these decks runs out of cards before the Scheme is completed, finish the turn, and then the players have successfully survived the Scheme, but they didn't defeat the Mastermind. As a result, the game is a draw between good and evil. The player with the most Victory Points wins an individual victory. Be sure to get the Mastermind next time!

Running Out of Cards in the Villager, Wound or Mayor Shufflebottom Stacks





If one of these stacks runs out, the game continues. If a player would gain one of these cards, and there aren't any more of that card left in the appropriate stack, then you don't gain that card and the game continues.

Special Abilities on Cards

Special abilities on cards can override the rules of the game. Some cards tell each player to do something. In those cases, the player whose turn it is does it first. Then go to the next player. If a card tells you to do something, and you can't do all of it, then do as much as you can. For example: if a card tells you to KO two Villagers from your Victory Pile, and you only have one Villager, then KO that Villager.

"Your Heroes" & "Heroes You Have"

These phrases include both the cards in your hand and the cards you've played this turn. The Heroes in your deck and discard pile don't count.

- For example, say you play Lord Cedric's "We Happy Few" card. If you've played this  card and two  cards this turn, and you still have two  cards and a  card in your hand, then We Happy Few would make four Attack, since you have four colors of Heroes.



“Each Hero You Played This Turn”

This phrase only counts cards you have already played this turn, and not other cards still in your hand.

- For example, say you play Lollycooler’s “Hand It Over!” card. You’ll get extra Attack for any other 🌀 (Magic Hero) cards you played before Hand It Over!, but not for any other 🌀 cards still in your hand.



“Reveal a Magi-Nation Hero or Gain a Wound.”

“Reveal a card” just means show that you have it. You don’t play or discard the card you revealed. When you have the opportunity to “reveal a card,” the revealed card can be from your hand or a card that you have played this turn.

- For example, say you play a Kamina card and a Nunchi card to make 5 Attack, and you still have four Fixers Envoys in your hand. Then you fight the Villain Sarco, Gator Bait. For Gator Bait’s “Fight” effect, you can reveal the Kamina 🌀 (Magi-Nation) card you already played this turn so that you don’t have to take a Wound.

“Villain gets -2 Attack”

Some cards reduce Villains’ Attack. A Villain’s Attack can never go below 0.

Masterminds Don’t Count as “Villains”

Masterminds are so powerful that they are far beyond regular Villains. As a result, Masterminds don’t count as mere “Villains,” and special abilities that only affect Villains won’t affect Masterminds. For example, the Scheme “Pillage the Countryside” says “Each Villain gets +1 for each Villager it has.” Masterminds don’t get this bonus.

“The Lure of Voodoo”

Note: Heroes carried away under escaping Villains like Brigitte Blackbird do count towards evil winning.



Hero Classes



Strength Heroes include Heroes with raw strength, but also Heroes with strength of will, determination and strong leadership.



Intelligence Heroes use knowledge and quick wits to dominate combats. Some Intelligence Heroes can also use wisdom, experience or instincts to get an edge on their opponents.



Skill Heroes best their foes using unique talents gained from years of training. They have worked long and hard to be able to triumph over their enemies, whether that be by mastery of weapons, sleight of hand or any number of other abilities.



Magic Heroes are masters of wizardry, experts in sorcery and gifted enchanters. They use spells and mystical items to defeat all who dare stand against them.



Ranged Heroes are Heroes that pack a punch from a distance. It may be with a bow, a gun, a magic wand or maybe just a deadly glance, but one thing's for sure: evil does can't run and they can't hide.

Basic Heroes include all the starting Fixer Heroes and Mayor Shufflebottom. They are Heroes in their own way, but they don't quite get the job done as well as high-powered heroes.

From birth, every citizen in Alamyth has greatness within them. How they choose to develop this greatness is a choice they all must make. The numerous factions within Alamyth represent this choice. Some citizens follow a path dictated by family and tradition while others blaze their own trail looking for adventure or enlightenment.

Factions



Magi-Nation: This group of traders call Thornport their home. They draw their power from their close association with nature and objects forged within the deep mystical forest that surrounds them. The Magi-Nation Heroes in the first set of *Legendary DXP™* are Disaray, Doneya Petalfall, Makea, Ceridwen, Ordmantil and Kamina.



Orrin's Wall: The members of Orrin's Wall are the unyielding guardians. They are the gatekeepers. From their powerful citadel they stand between Alamyth and the evil that lies to the west beyond the Burning Mountains. The Orrin's Wall Heroes in the first set of *Legendary DXP™* are Steelvara, Lord Cedric, Arcillo, Cawr, Lollycooler and "Hog" Dryll.



The Intrepid: The Intrepid have an insatiable hunger for adventure and excitement. Their home of Skyreach rests in mountains high amongst the clouds, touching the sky. Loyal and passionate, it is said that these mischievous dreamers soar on the wind.



Fixers: At the heart of Alamyth lies Coffe Crossing. Here the Fixers thrive in a bustling hub of trade and commerce. The capable Mayor Shufflebottom and his trusty adviser Mal Gravemore manage the Guild Hall where aspiring Heroes from all over look for work. The Fixers Heroes in the first set of *Legendary DXP™* are Mal Gravemore and the Fixers Envoys, Guards and Mayor Shufflebottoms.

Cooperative and Competitive Play

Legendary DXP™ is both cooperative (with players cooperating to beat the Mastermind) and competitive (with players competing to get the most Victory Points). Some players like to focus on cooperating. Others focus on competing. And some do a little of both. Some players even start out competing, and then switch to cooperating more and more as the Mastermind gets closer to victory.

Adjusting Difficulty

Some players like an easier challenge when introducing new or younger players or after the Mastermind wins. Others like to face tougher and tougher challenges. One way to adjust the difficulty level is by choosing which cards to use in your next game:

- **Mastermind**
The Masterminds with higher Attack are much harder to beat. This is the easiest way to adjust difficulty.
- **Scheme**
You will find that some Schemes are more difficult than others. Some Schemes are especially difficult in combination with certain Masterminds or Villain Groups.
- **Villain Groups**
Some Villain Groups are tougher than others. For example, Nortagem is especially tough, while Ernak the Lethal is much easier.

How to Learn the Game

For most, the best way to learn the game is just to start playing it. There's no need to know every single detail before you begin. You might want to watch the tutorial videos at www.playlegendarydxp.com to learn the basics. Maybe play a few solo games so that you get the feel of the game play, then just dive right in and have fun!

Solo Play

You can also play *Legendary DXP™* with a single player. Here are the adjustments:

Solo Setup

- **Hero Deck** - Use the cards for three Heroes. 42 cards in total.
- **Mastermind** - Ignore the Mastermind's "Always Leads" ability.
- **Scheme** - Use any Scheme except No More Heroes and Overwhelming Hordes.
- **Villain Deck**: Use these cards:
 - 1 Villain Group
 - 3 Henchman cards from the same Henchman Group
 - 1 Villager
 - 5 Master Strikes
 - The normal number of Scheme Twists listed on the Scheme Special Solo Rules

Whenever you complete a Scheme Twist effect, put a Hero from the Guild Hall of cost 6 or less on the bottom of the Hero Deck.

Whenever you complete a Master Strike, play another card from the Villain Deck. When a Villain or Mastermind Tactic tells "each other player" to do something, do it yourself.



Scoring

If you win the game, add up your Victory Points and subtract these penalties:

- -4 for each Villager carried away by escaping Villains
- -3 for each Scheme Twist that occurred
- -1 for each Villain that escaped

Compete to get better scores against that Mastermind and Scheme with different Heroes!

