

THE RULES



DR. HORRIBLE'S EVIL LEAGUE OF EVIL



2-5



13+



1-2 Hrs



Dear Aspiring Villain,

We have received your application for admission to the Evil League of Evil. Many of my colleagues support murdering you in your sleep to pay for your hubris, but League policy dictates that you be given a chance to impress Dr. Horrible and redeem yourself. Also, tonight is taco night.

What you do next is up to you. But for your sake, we suggest it involves a healthy amount of scheming with your fellow villains. Stay on the move. Get your name in the papers. Put the authorities on high alert. Do your laundry.

Or perhaps you have a secret weapon you would prefer to demonstrate? We hear that annoying nobody Captain Hammer just graduated from his therapy class (and it only took him ten years), so by all means point it his way and fire. Just be sure it, you know, fires.

Remember: there is no penalty for failure. But the penalty for wasting our time is death.

Most Villainously,

The Evil League of Evil

INTRODUCTION

In Dr. Horrible's Evil League of Evil, you play the role of an aspiring Villain who would love nothing more than to be recognized by the new leader of the Evil League of Evil, notorious Dr. Horrible. While the League still considers you small potatoes, completing Schemes, using your Powers, and betraying your "friends" might just do the trick. But be careful—after ten years of therapy, Captain Hammer is back, and his preferred handshake is a punch to the face. Literally. So you and your fellow villains will have to stay on the move. Meanwhile Hammer will patrol the town, heroically fixing your mayhem and stopping any Schemes in his tracks, which means it would take a Weapon of truly epic proportion to defeat him again. Now if only you could get all this foreshadowing off your shoes.

COMPONENTS

60 Part Tiles



42 Loot Cards



12 Scheme Cards



10 Villain Sheets



5 Reference Cards
Front/Back



10 Villain Pawns &
1 Captain Hammer Pawn



6 Pawn Stands



5 Power Indicators



5 Reputation Markers



1 Quad Fold Board & 1 Rule Book

SUMMARY

Dr. Horrible's Evil League of Evil is a semi cooperative (but very competitive) strategy game with dynamic turn order for 3-5 players that insists you work with others to complete evil schemes, then pits you against one another. Changing locations, managing your resources, building your Secret Weapon, and using your powers to devastating effect is just as important as making sure the League recognizes your accomplishments and accepts your application to join the Evil League of Evil.

SETUP

1. VILLAIN SHEETS

Randomize the stack of Villain sheets, then deal two to each player. Each player picks one and discards the other. Each player should introduce their chosen Villain to the table by describing his/her special Power and who they are.



2. STARTING REPUTATION

The Reputation track is the gray brick track surrounding the Evil Lair location. Each player begins by placing his or her Reputation marker on the spaces marked S-T-A-R-T. Reputation

marker starting placement is based on each Villain's age (found on the Villain sheet). The oldest Villain is placed on the spot closest to "1" and then next oldest and so on.



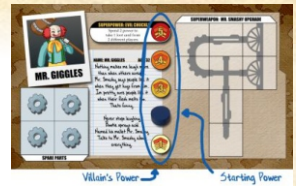
3. SCHEME CARDS

Shuffle the deck of Scheme cards then place one Scheme face up in each of the four Scheme locations in the corners of the board: Scrap Heap, Loot Exchange, EZ Pawn, and Discount Mall. (There are no Schemes in the Evil Lair.) Put the remaining Scheme deck face down next to the board.



4. STARTING POWER IS 2

Each player places their power marker on the "2" in the middle of his or her Villain sheets.



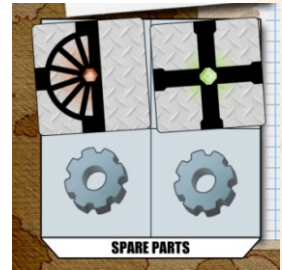
5. LOOT CARDS - START WITH TWO

Shuffle the deck of Loot cards and place the deck face down next to the board. Then place one face up on each of the six Loot card locations on the board, three at Loot Exchange and three at EZ Pawn. Next, deal each player a hand of two loot cards face down. Loot cards in a player's hand are always kept secret from other players. Loot cards that are played (or discarded) should be kept in a discard pile, which should be reshuffled into the Loot card deck whenever it is exhausted.



6. PARTS - START WITH TWO

Shuffle all the Part tiles together in the bag. Then one part face up on each of the six Part tile locations on the board, three at Discount Mall and three at Scrap Heap. Next, each player draws two Part tiles randomly from the bag. New Part tiles are kept face up on the Villain sheet in the Spare Parts location. Part tiles that are discarded should be returned to the bag.



7. PLAYER PAWNS

Each player's Villain is represented by a cutout pawn. Pawns begin the game off the board until each player moves to a location on the first turn.

8. CAPTAIN HAMMER PAWN

Captain Hammer is represented by his own cutout pawn and is always placed on the difficulty number on schemes. The game begins with Captain Hammer being placed on the Scrap Heap Scheme, and can only be placed on locations with an active Scheme. Schemes at Captain Hammer's location cannot be completed.



GAME STRUCTURE

There are five phases to each round: (1) Move; (2) Actions; (3) Last Villain Standing; (4) Schemes; and (5) Refresh Board. These can be referenced on the Phase side of the Reference Cards. In essence, Villains take turns moving around town, performing actions and collecting resources, planning for schemes, and generally causing mayhem. Each day ends when Villains attempt to complete schemes at their location. The rounds repeat until: (A) a Villain builds enough reputation to be admitted into the Evil League of Evil; (B) a Villain builds his or her Super Weapon and defeats Captain Hammer; or (C) there are no schemes left to complete and Captain Hammer declares victory.

ENDING THE GAME (WINNING & LOSING)

Reputation Victory: As soon as any Villain gets to the winning Reputation (16 for three players, 18 for four players, or 20 for five players), the Evil League of Evil accepts that Villain and the game is over. That Villain wins--more importantly, everyone else loses.

There are two ways to gain Reputation: (1) Choosing the reputation reward from completed Schemes; or (2) being the Last Villain Standing.

Secret Weapon Victory: Any Villain who Defeats Captain Hammer is automatically accepted into the Evil League of Evil. That Villain wins, and gloats, and laughs, and everyone else fades into obscurity.

To defeat Captain Hammer you must build your weapon in the Evil Lair, then successfully Fight him and Defeat him all in one round.

Captain Hammer Wins (Literally Everyone Loses): If, however, all the Schemes have been either completed or discarded and no Villain has won, Captain Hammer declares victory. The Evil League of Evil rejects everyone and the players never speak to one another again. Let the finger pointing begin.

GAME PLAY

1. MOVEMENT (PHASE 1)

The first round of the game begins when the Captain Hammer pawn is placed on the Scrap Heap Scheme, and then all players place their pawn in any of the five locations on the board in Reputation turn order (highest to lowest). In all other rounds, Captain Hammer is moved clockwise around the board to the next available Scheme, then all players in Reputation turn order



must move their pawns to a new location. After each player has moved, the game continues to the Actions phase. (Villains must be placed in one of the five locations shown in the image: Loot Exchange, Scrap Heap, Evil Lair, Discount Mall, or EZ Pawn)

2. ACTIONS (PHASE 2)

In the Actions phase, Villains perform one Action at a time in Reputation turn order until every player but one has chosen to "Commit." The last player who has not chosen to Commit may take one final Action before the end of the phase (which may be to Commit or to take another Action).



POSSIBLE ACTIONS

Play a Loot Card

When you play a Loot card, all effects on the card happen immediately.
(See "Loot Cards" for additional rules)



Shop

You may discard a Spare Part to pick up one resource of your choice from your location. If you are in the Evil Lair, you may discard a Spare Part to gain one unit of Power. Note: If there are no available resources in your location (or your Power level is already at its maximum) you may not Shop for that resource.



Equip Parts (Build)

You must be in the Evil Lair to take this Action.

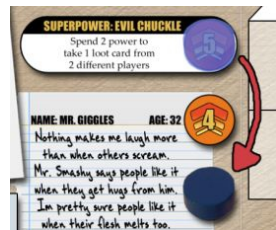
You may move any number of Spare Parts to your Secret Weapon. Once a Part is equipped to your weapon (placed in your weapon schematic), it cannot be moved, stolen or removed. This action can only be taken once per round.



Using Your Superpower

You must have 5 power to take this Action.

When you use your Superpower all effects of the Superpower happen immediately. This action can only be taken once per round.



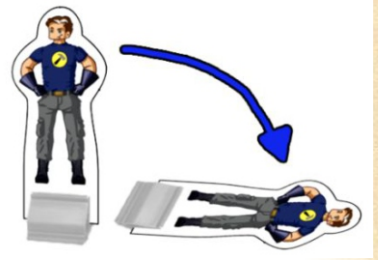
Fight and Defeat Captain Hammer

You may only take these Actions if your Secret Weapon is complete and you are at the same location as Captain Hammer. Each one requires you to spend an Action (you cannot both Fight *and* Defeat Captain Hammer with one Action).

Fight Captain Hammer: Knock Captain Hammer's pawn down and gain one resource of your choice (a Loot card from the deck, a Part from the bag, or one Power).

Defeat Captain Hammer: If you (or another Villain) have already knocked Captain Hammer down, when you take this action you **WIN THE GAME**.

(See "Last Villain Standing" for additional rules)



Commit

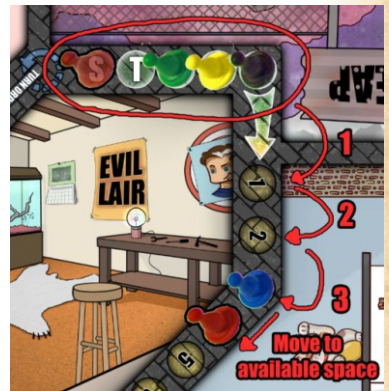
Lay your pawn down and take one resource of your choice from your location (if available). If you are in the Evil Lair, you gain one Power. Once you lay your pawn down, your pawn cannot be moved by any means, and you cannot take any additional Actions this round.



3. LAST VILLAIN STANDING (PHASE 3)

Once all other players have taken the Commit action, the last Villain standing gains three reputation. If the Reputation gained from Last Villain Standing puts you at the winning reputation (16 for 3 players, 18 for 4 players, 20 for 5 players) or higher, you **WIN THE GAME**.

Note: When gaining Reputation, count along the Reputation track. If you land on the same number as another Reputation marker, advance forward to the next unoccupied space.



Alternatively, If you are the last Villain standing and you did not take the commit action, you may instead of gaining three reputation, take a bonus action.

NOTE: If your last action was to "Fight Captain Hammer", you can use the bonus action from last villain standing to "Defeat Captain Hammer".

4. SCHEMES (PHASE 4)

Once all Actions have been taken and the Last Villain Standing has gained his or her Reputation, Villains must participate in the Scheme at their location (participation is mandatory). Schemes can be easy, like gluing quarters on busy crosswalks, to very difficult, like a full blown Wonderflonium heist. These Scheme difficulties are represented by a number. Typically, the more Villains participating in a Scheme, the easier it will be to complete.

If the combined Power of all Villains at a location meets or exceed the difficulty of that location's Scheme, that Scheme will be completed-- unless Captain Hammer is in its location. (Any Villains are in the same location of Captain Hammer will get beaten up, see "*Captain Hammer's Location*" below.) After a Scheme is completed, it should be discarded. Do not reshuffle discarded Schemes into the deck once it is empty.

COMPLETING SCHEMES

When a Scheme is completed, each participating Villain chooses an available reward in reverse Reputation order (lowest to highest). Each reward can only be picked once. If all rewards have been chosen ahead of you, you get nothing. If the Reputation gained from a Scheme puts you at the winning reputation (16 for 3 players, 18 for 4 players, 20 for 5 players) or higher, you WIN THE GAME.

Example:

Name of Scheme - THE TROLL TOLL

Difficulty - 4

Description of the Scheme - Superglue a bunch of quarters in the busiest crosswalk in town.

Available rewards - 3 reputation, 2 parts, or 2 power.



MORE THAN ONE SCHEME COMPLETED

If more than one Scheme would be completed in the same round, those Schemes are completed one at a time starting with the Scheme that has the lowest difficulty.

(If two Schemes have the same difficulty, start with the Scheme which involves the Villain with the lowest Reputation.)

NO COMPLETED SCHEMES

If no Schemes are completed in a round, discard the Scheme card at Captain Hammer's location. Do not reshuffle discarded Schemes into the deck once it is empty.

CAPTAIN HAMMER'S LOCATION

Captain Hammer prevents any Schemes from being completed at his location and beats up any Villains he finds at his location at the end of the round. If no Scheme is completed in a round, discard the Scheme at Captain Hammer's location. Any Villain who ends up in Captain Hammer's location must discard (Loot cards or Spare Parts) or lose (Power) two resources in any combination of his or her choice.

5. REFRESHING THE BOARD (PHASE 5)

After all Schemes are resolved, refresh the board. Deal new Loot cards and Part tiles into all empty locations on the board, replace all Scheme cards at locations on the board (unless the Scheme deck is empty, in which case those location Schemes *stay empty*), stand up all pawns, and then begin the next round.

LIMITS AND INTERACTIONS

LOCATIONS: There are 5 locations on the board. *Scrap Heap, Loot Exchange, Discount Mall, EZ Pawn, and Evil Lair.* These locations each have a corresponding resource. Scrap Heap and Discount Mall correspond to Parts, Loot Exchange and EZ Pawn correspond to Loot Cards, and Evil Lair corresponds to Power. The actions "Shop" or "Commit" can only gain resources at that location on the board already--at the Evil Lair you may gain Power as long as you are not at f5 Power already.

MOVEMENT: During the Movement phase your pawn must be moved to a new location. Movement is done by simply picking up

reputation, but will still act in Reputation turn order (closest to "1" acts first, and then so on).

REPUTATION TURN ORDER: Reputation turn order starts with the player who is highest on the reputation track and continues all the way down the track. All players on the S-T-A-R-T location are considered to have 0 reputation, but will still act in Reputation turn order (closest to "1" acts first, and then so on). **NOTE:** Yes, this means that by gaining Reputation, players can change their turn order for the next round.

EXAMPLES

THANK YOU FOR PLAYING!

