DOTV
DISORDER OF THE VILLAINS

Disorder of the Villains: A fast-paced card game where each player seeks to locate Villains and collect Monsters that match a Villain's unique DNA. Mint two Villains before your oppoent to win! Sounds easy, right? Maybe.

RULES OF PLAY

version 1.0

CONTENTS

Disorder of the Villains contains 1 Rulesheet, 4 Villain Cards, 16 Monster Cards, and 1 Reference Card.

WINNING & LOSING

To win **Disorder of the Villains (DotV)**, you must face off against an opponent and **MINT** 2 Villains before they do.

SETUP

1. **CHOOSE YOUR DECK.** Ensure you have 4 Villains. You cannot have multiple Villains that are the same name (i.e. Alien). As well, you'll need 1 of each of the 16 unique Monsters.

2. **STARTING VILLAIN.** Players will randomly draw a starting Villain, to put in-play as part of their setup. Shuffle the remaining 3 Villains and 16 Monsters together to make your deck.

3. **DRAW TWO.** Each player takes two cards from their decks to form their starting hands.

GAMEPLAY

Players will Rock-Paper-Scissors to see who gets to choose whether to start the game or defer. The first player will draw a card and place one of their cards in-play without triggering its trait. Hereafter, players take turns playing normally: draw a card and Play a card. Both of these steps are required. If your deck is empty, you get no cards (the discard is not recycled into the deck). You may only have up to 4 Monsters and 4 Villains in-play. When playing a card, if it would exceed your board limit, you must discard a card to make room for the new one.

On your turn, draw a card from the top of your deck and place it in your hand. Next, Play a card from your hand by putting it into the play area (in-play) in front of you. Once a card is put in-play, check the traits on the card to see if a trait triggers at this time. See 'Triggering Traits' for more on this.

As players take turns, the goal is for each of them to optimize their trait usage and interactions to ultimately Mint Villains. See 'Minting a Villain' for more on this.
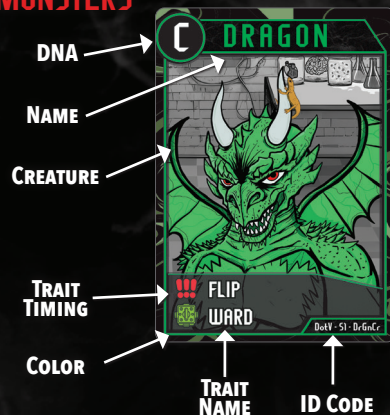
TRIGGERING TRAITS

On your Reference Card, you will see there are 4 types of trait timings, all of which can be found on Monsters and/or Villains. 👊👊👊 (immediately used), 👊 (trigger timing defined), 🔲 (always on while in-play), and 🟠 (triggers only after minting a Villain).

👊 traits need a way to show they have been triggered (turn card sideways) because the card remains on the board. Each of these types of traits may only be used once while in-play, however they can be reset if they somehow leave and re-enter the in-play area or if another trait sets the card back upright. 👊 traits may only be used on your own turns, however if the timing is specified, the timing adheres only to this text. Note that a 👊 trait is not able to be triggered
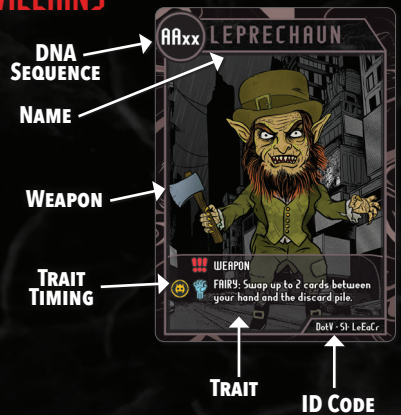
GAME LAYOUT

Villains

Minted Villain

Monsters

Deck

Hand

Discard

MONSTERS

DNA

Name

Creature

Trait Timing

Color

Trait Name

ID Code

DRAGON

👊👊👊 FLIP
🔲 WARD

DotV - S1 - DrGnCr

VILLAINS

DNA Sequence

Name

Weapon

Trait Timing

Trait

ID Code

LEPRECHAUN

AAxx

👊👊👊 WEAPON
🟠 FAIRY: Swap up to 2 cards between your hand and the discard pile.

DotV - S1 - LePrCr

the turn this card is put into play.

In general, triggering 👊👊 traits is required and immediate. Understand that it is possible to have to discard your own Monster that you just played, if there are no other valid Monsters to discard.

MINTING A VILLAIN

Villains are played at the top of your play area (in-play). You may declare a **"MINT"** anytime during your turn (you cannot **MINT** on your opponent's turn), then go ahead and discard the 4 monsters in-play and **MINT** the corresponding un-minted Villain that matches the DNA of 4 monsters. Match the Monster DNA to the Villain DNA Sequence. If the DNA Sequence has an 'x', this means the Sequece must contain a different DNA letter not already listed within the Sequence (namely A, B, C, or D). Another 'x' means both 'x's will need to match each other. For example: to complete a BBxx Sequence, you would need to mint 4 monsters with a DNA of BBAA, BBCC, or BBDD.

A 'y' means it cannot match any listed Sequence letters or the 'x' (so BBxy would require BBAD or BBCD, etc. to mint).

It is also important to note that the order in which the Monsters are presented on the board, in-play, has no importance. Simply that you have the correct 4 cards (if rearranged), is enough to Mint.

When a Villain is **MINTED** 🪙 , set to the side of the play area (much like the deck & discard piles) but nearby because its traits are still very much active. A Minted Villain is still considered as 'in-play', but it is free from interactions that would somehow affect its Minted state, such as **BOUNCE** or **BURN**. Minting a Villain cannot be undone once the declaration is made. Remember, if you **MINT** 2 Villains before your opponent does, you win the game.

🖐 INTERRUPTIONS

There is potential for triggers to happen from both players on any given turn. When playing cards, allow for a few seconds to give your opponent a chance to interrupt with a 🖐 trait if applicable. As well, opponents must be given an opportunity to counter a Play before a **MINT** is announced.

You may even end up having to interrupt one of your own Plays with a Mint. You are permitted to avoid having to use **BURN** or **FLIP** prior to discarding your 4 cards to Mint the Villain. Use this timing to your advantage!

As you play the game, you may discover some interesting combinations using **COPY**, **NEGATE**, **DROP** as well as your Villain's unique traits. Such as being able to **NEGATE** your opponent's **NEGATE**!

It is important to note that unless the text calls for a cancelation of traits, an interuption does not make a recently triggered trait somehow canceled. Such as, Playing a card with **FLIP**, then you can trigger **DROP**, then Mint (discard all 4 Monsters to Mint), and if there are no further interruptions - you will finish carrying out **FLIP**. In a chain of triggers, make sure you resolve the newest played traits before working your way back to the original one.

If a Monster that had previously triggered a 🖐 trait somehow leaves in-play and returns, it is placed upright with a fresh available 🖐 (just as you would renew a 👊👊 or 🟢 trait).

GLOSSARY

CARD : Generally referred to as either a Monster or a Villain.

COLOR : A card may be identified using the true color of the card's border., such as Red or Gold.

DNA : A card may be identified using the letter(s) shown on the top left of the card. For Villains, this is a DNA Sequence.

DRAW : Add a card from your deck to your hand.

DROP : Place a card from your hand to in-play, ignoring its 👊👊 trait.

IN-PLAY : The play area that includes Monsters and Villains that have been Dropped or Played, and have not yet been somehow removed from this area. In-play does not include the hand, deck, discard, or **MINTED** Villain.

MINT : Discard 4 specific Monsters to 'create' 1 specific Villain using its DNA Sequence to match the Monsters' DNA.

NAME : A card may be identified by its name at the top of the card, such as Mummy or Oz.

PLAY : Place a card from your hand to in-play, then trigger the trait if applicable.

TRAIT : A set of text/instructions that may be carried out as part of a turn.

TRIGGER : To read and carry out the text/instructions of a trait.