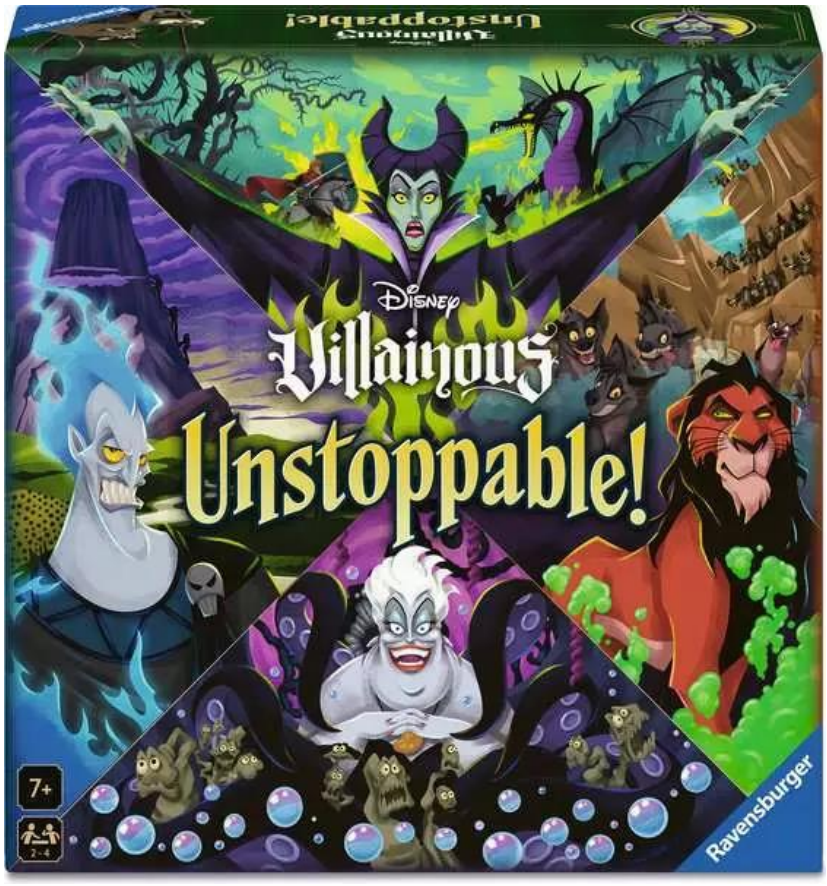
Disney Villainous: Unstoppable! — Rulebook



A standalone, fast-paced racing entry in the Disney Villainous family.

Game Overview & Objective

In **Disney Villainous: Unstoppable!**, players take on the role of an iconic Disney Villain. Unlike traditional *Disney Villainous* titles where players pursue distinct story objectives, **Unstoppable!** is a streamlined head-to-head race.

Objective: Be the first player to collect all 4 unique tokens that comprise your **Evil Plan** to win the game.

Note: As a standalone game, components from Disney Villainous: Unstoppable! cannot be mixed with other Disney Villainous titles.

Components

- **1 Central Game Board**
- **4 Player Boards / Realms** (4 unique locations per realm)
- **4 Villain Movers** (3D sculpted movers)
- **Villain Decks** (Personal card deck for each Villain)
- **Fate Decks / Hero Tiles** (Heroes and traps used to hamper opponents)
- **Evil Plan Tokens** (4 unique segments per Villain)
- **Power Tokens & Damage / Action Trackers**
- **4 Reference Guides**

Setup

1. **Place the Central Game Board:** Put the main board within reach of all players.
2. **Choose Your Villain:** Each player selects a Villain and takes their matching:
    - Player Board (Realm)
    - Villain Mover
    - Personal Villain Deck
    - Fate Deck / Hero Set
    - Reference Card
3. **Set Up Your Realm:** Place your Player Board in front of you. Place your Villain Mover on the leftmost starting space.
4. **Prepare Decks:**
    - Shuffle your Villain Deck and place it face-down to the left of your board.
    - Shuffle your Fate Deck and place it face-down to the right.
5. **Set the Supply:** Place Power Tokens and Evil Plan Tokens near the central board within easy reach.
6. **Draw Starting Hands:** Each player draws 4 cards from their Villain Deck.
7. **Determine Starting Player & Power Adjustments:**
    - **Player 1:** 0 Power Tokens

- **Player 2:** 1 Power Token
- **Player 3:** 2 Power Tokens
- **Player 4:** 2 Power Tokens

Game Turn Structure

Turns take place sequentially in clockwise order. On your turn, execute the following 3 steps in order:

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[1. Move Mover] ---> [2. Perform Actions] ---> [3. Refill Hand]
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1. Move Your Villain Mover

- You **must** move your Villain Mover to a *different* location on your Player Board.
- You cannot stay on the same space you occupied on your previous turn.

2. Perform Available Actions

- At your new location, perform any or all of the visible action symbols available on that space in any order you choose.
- **Hero Blockade:** If a Hero card/tile is covering the top section of your location, the blocked actions cannot be performed until the Hero is defeated or moved.

3. Refill Your Hand

- At the end of your turn, draw cards from your Villain Deck until you hold **4 cards** in your hand.
- If your hand already has 4 or more cards, do not draw.
- If your Villain Deck runs out, shuffle your discard pile to form a new deck.

Action Types

Action Symbol	Action Name	Description
Gain Power	**Gain Power**	Take Power Tokens from the supply equal to the number shown in the symbol.
Play Card	**Play Card**	Pay the Power cost (top left of card) to play an Ally, Item, or Effect card from your hand.
Activate	**Activate Ability**	Pay the activation cost of an in-play Item or Ally to trigger its activated effect.
Fate	**Fate Opponent**	Draw a Fate/Hero card targeted at an opponent to block their actions or disrupt their progress.

Defeat	**Defeat a Hero**	Defeat a Hero covering your location by using Allies with equivalent or higher Strength.
Move	**Move Item / Ally**	Relocate an Item or Ally from one space in your Realm to an adjacent space.
Discard	**Discard Cards**	Discard any number of cards from your hand to make room for new draws at turn end.
Advance Plan	**Claim Evil Plan Token**	Pay the required cost or meet conditions to acquire 1 of your 4 Evil Plan tokens.

Key Gameplay Mechanics

Heroes & Blocking

When an opponent targets you with a **Fate** action, a Hero is placed at one of your location spaces.

- **Top Block:** Heroes sit at the top of a location board and cover up the action symbols there.
- **Effect:** You cannot land on or perform those covered actions until you clear the Hero using a **Defeat** action.

Advancing Your Evil Plan

- Your primary goal is to gather all 4 **Evil Plan Tokens**.
- Each Villain has specific card combinations, power costs, or board states needed to claim each segment. Refer to your individual **Villain Guide** for character-specific requirements.

Winning the Game

The game ends **immediately** when a player claims their 4th and final **Evil Plan Token**. That player is crowned the supreme Disney Villain!