

YZMA
VILLAIN GUIDE

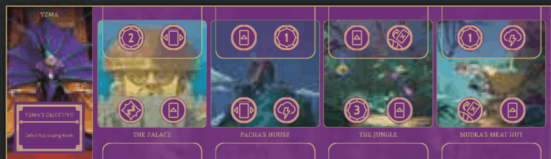


Yzma's Objective

Defeat Kuzco with Kronk.

Special Setup

Instead of having a single Fate deck, Yzma has four. Shuffle your Fate cards and deal them evenly to form four Fate decks—one at each location. Place them above your Board, leaving space for Heroes.



Finding Kuzco

To achieve Yzma's Objective, you'll need to find Kuzco, who is in one of your Fate decks.



Eavesdrop lets you look at all the cards in one Fate deck, which is the safest way to search for Kuzco.



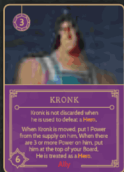
After Them! reveals the cards in a Fate deck and plays all the Heroes to that location. This is most useful if you know which Fate deck Kuzco is in. But be careful—if you ever reveal Wrong Lever, you lose Power.



Smash It With A Hammer reveals and discards two cards from a Fate deck, allowing you to get rid of troublesome Fate cards like On The Run and Beware The Groove. But if you discard Kuzco, he gets reshuffled into your Fate decks.

Controlling Kronk

Kronk is a powerful Ally and essential to your Objective, but he can turn against you. Each time Kronk is moved, whether by an action or card Ability, put 1 Power from the Supply on him. When he has 3 or more Power on him, he becomes a Hero. Put him at the top of your Board at the same location. He has the same Strength, but ignore his Ability—moving him when he's a Hero does not add Power.



The Path That Rocks lets you gain the Power on Kronk, whether he's an Ally or a Hero. Right-Hand Man can be used to put Kronk into your hand, whether he is close to turning, already a Hero, or still in your deck.

Note: Removing Power from Kronk when he's a Hero does not turn him back into an Ally.

Yzma's Fate

When an opponent targets you with a Fate action, they must choose one of your Fate decks, **secretly look at all the cards in it**, and choose one card to play. If they choose to play a Hero, that Hero must be played to the location of the Fate deck it came from. All other cards are shuffled and returned to that Fate deck. If none of the cards can be played, all of them are returned.

Note: Since your opponents do not reveal the cards, they can choose not to play Wrong Lever, unless there are no other cards they can play.



If a Fate deck is empty, do not shuffle the discard pile yet—your opponents will choose from only the remaining Fate decks. However, if all of the Fate decks are empty, shuffle the discard pile and deal the cards as evenly as possible to form four new Fate decks.

Example: An opponent targets you with a Fate action. They choose the Fate deck at The Palace and look at all the cards in that deck. They choose to play Bucky, who must be played to the same location.

Note: There is no limit to the number of Heroes at a location. Move the Fate deck to make room, and offset the Heroes so all cards can be seen.

