

BILL CIPHER VILLAIN GUIDE



BILL CIPHER'S OBJECTIVE

Turn your realm upside down and gain control over Stanford

Bill Cipher is an interdimensional fiend with a two-part objective. First, you need to find and play the Interdimensional Rift, which turns your realm upside down. Second, you need to find and play Stanford, the Hero standing in your way, usually by playing Journal #1. Then you need to play a Deal to control him. When you seize control over Stanford, you immediately win the game.

THE ANOMALY DECK



Bill Cipher has a unique deck of cards called his Anomaly deck. Before the game starts, shuffle the 12 cards with the Anomaly back (see left) and put them next to your Villain deck.



ANOMALIES



The cards in the Anomaly deck are a unique type of card called Anomalies. These cards are neither in your Villain nor Fate deck.

Certain cards in your deck, like Reality Break, let you play a random Anomaly. This means revealing the top card of the Anomaly deck and then playing it below the board.



Note: When an Anomaly is discarded, it is always immediately shuffled back into the Anomaly deck.



All Anomalies benefit you, as they add an action to the location they are at. Some Anomaly actions are regular actions you know, but most are special.

Gideon is incredibly useful to play additional Anomalies. Amulet gives you the choice which Anomalies you play.





TELEKINESIS

This location gains:
Reveal cards from the top of your deck until you reveal an **Ally** or **Item**. Put it that card your hand and discard the rest.

Anomaly

ANOMALY ACTIONS

Telekinesis helps you find Allies or Items in your Villain deck.

Time Travel and Ghosts let you use other actions. Combine them with Shape Shifter to use actions covered by Heroes.



TIME TRAVEL

This location gains:
Perform an available action you already performed this turn and that isn't an **Anomaly** or **Fate** action.

Anomaly



GHOSTS

This location gains:
Perform an available action at an adjacent location that is not an **Anomaly** or **Fate** action.

Anomaly



SHAPE SHIFTER

This location gains:
You may perform actions covered by **Heroes** until the end of your turn.

Anomaly



POSSESSION

This location gains:
You may play a Deal from your discard pile.

Anomaly

Possession allows you to play a Deal from your discard pile.

DEALS

Bill Cipher lacks a Vanquish action and instead must make Deals to defeat and control Heroes.



DEAL

Defeat a **Hero** and move them to the bottom of your board. That **Hero** is under your control and treated as an **Ally** with the same Strength. Ignore their ability. The cost to play Deal is equal to the **Hero's** Strength.

Effect

Use the Play a Card action and pay the Hero's Strength in Power to play the Deal. Move the Hero below the board to show they are now your Ally. As they are defeated in the process, discard any Fate deck Items attached to them.



MEMORY GUN

Discard an **Ally** in Bill Cypher's realm that was a **Hero** and play them again as a **Hero** at the same location.

Effect

Look out: The Memory Gun can turn your Allies into Heroes again!

WEIRDMAGEDDON



Bill Cipher needs the Interdimensional Rift so he can turn reality upside down. You can only play it if each location has at least one Anomaly.

When you play the Interdimensional Rift, turn your board 180 degrees so that the previously leftmost location is now at the right, leaving all cards in place. Put the board down so all cards are now at a location in the same spot as before. Your mover stays on the board and moves with it.



All your Anomalies will end up at different locations and Heroes in your realm cover up the actions now at the top, so the available actions at each location will change. Once turned, your realm cannot turn back, even if Interdimensional Rift gets discarded. While it is in your realm, Reality Breaks also cost 1 less Power to play. Play the Rift as soon as you can!

STANFORD



Once your realm is upside down, you can finally defeat Stanford. Other players might not play him, but you can play Journal #1 to find him yourself.

Play as many Anomalies as you can to weaken Stanford, then play a Deal on him.

Henchmaniacs can weaken him further, especially if you already turned your realm upside down.

Once you defeat Stanford, you win the game.



MYSTERY TWINS



While Journal #1 lets you find Stanford and play him, Journals #2 and #3 will do the same for Mabel and Dipper. Each Journal you have in your realm also increases the number of cards you draw at the end of your turn. While you don't need them to win, still consider playing #2 and #3 - especially if Mabel or Dipper is already in your realm.

