

QUEEN OF HEARTS  
VILLAIN GUIDE



# Queen of Hearts' Objective

Have a Wicket at each location  
and successfully take a shot.

## Activated Abilities

Queen of Hearts has some cards with Activated Abilities. See the Instructions for details on how cards with Activated Abilities are played and their Abilities activated.



# Card Guards / Wickets

Card Guards are played like other Allies, and may be used to defeat Heroes. However, if you activate a Card Guard's Activated Ability, it is converted into a Wicket and is no longer considered a Card Guard. Rotate the card 90 degrees to indicate that it is a Wicket.



Wickets may not be used to defeat Heroes. However, you may convert a Wicket back to a Card Guard by activating its Ability again.

**Note:** A Wicket is still considered to be an Ally. Their Strength is affected by any Abilities on cards that are in your Realm. In addition, Spears may be added to Wickets to increase their Strength, thereby increasing your chances of successfully taking a shot.

## Take the Shot



If there is at least one Wicket at each location in your Realm, you may play Take the Shot to attempt to win the game.

Reveal the top five cards of your Villain deck and add up the total Cost of those cards. If the total

Cost of the revealed cards is lower than the total Strength of all of the Wickets in your Realm, then you make the shot and win the game! If you do not make the shot, discard the five revealed cards and try again later.

# Shrinking Heroes

Makes You Smaller and Fury allow Queen of Hearts to Shrink Heroes. When a Hero is Shrunk, rotate the Hero 45 degrees so that only one action symbol is covered by the corner of the card, leaving the other action available.



If there are multiple Heroes at a location with a Shrunk Hero, the Shrunk Hero is the only Hero that covers up an action symbol. The other Heroes do not cover any actions until the Shrunk Hero is moved or defeated.

# Enlarging Heroes



## MAKES YOU LARGER

Either Enlarge a **Hero** or turn a Shrunken **Hero** back to normal.

Effect

When an opponent plays **Makes You Larger**, they choose a Hero in your Realm and Enlarge it. The Hero card is rotated 90 degrees so that it covers one action symbol at an adjacent location in addition to the two action symbols at the Hero's location. Your opponent chooses which action to cover.

ROTATE  
90°

