

JAFAR  
VILLAIN GUIDE



# Jafar's Objective

Start your turn with the Magic Lamp at Sultan's Palace and Genie under your control.

To achieve Jafar's Objective, you must unlock the Cave of Wonders with the Scarab Pendant. Then the Magic Lamp must be played to the Cave of Wonders, which also brings Genie to the same location. You must Hypnotize Genie, which puts Genie under Jafar's control, and move the Magic Lamp to Sultan's Palace.

**Important:** To win, the Magic Lamp must be on your side of the Board.



## Special Setup

Place a Lock Token on the Cave of Wonders, as that location is locked at the beginning of the game.

# Scarab Pendant



Playing the Scarab Pendant is the first step to achieving victory. When you play the Scarab Pendant, unlock the Cave of Wonders by removing the Lock Token from the location.

Additionally, while the Scarab Pendant is in your Realm, you may draw an extra card at the end of each turn.

# Magic Lamp



After the Cave of Wonders has been unlocked, you may play the Magic Lamp to that location. When you play the Magic Lamp, immediately find Genie and play him to the Cave of Wonders.

**Note:** If Genie is under Jafar's control when the Magic Lamp is played, he is no longer under Jafar's control.



## Get What You Need

You will want to play the Scarab Pendant and the Magic Lamp as soon as possible. Scrying and Gazeem are cards that can help you find them.



## Under Your Control



Jafar is able to Hypnotize Heroes. When you Hypnotize a Hero, you defeat them and move them to the bottom of your Board. The Hypnotized Hero is now under your control and is treated as an Ally with the same Strength. When a Hypnotized Hero is used to defeat another Hero, they are both discarded to the Fate discard pile.

# Activated Abilities

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



Iago may be used to move the Magic Lamp toward Sultan's Palace. Snake Staff can help you get a Hypnotize card when you are ready to put Genie under your control. Giant Hourglass weakens Heroes to make them easier to Hypnotize or defeat.