

MADAME MEDUSA

VILLAIN GUIDE



MADAME MEDUSA'S OBJECTIVE

Retrieve the Devil's Eye

To achieve this objective, you will need to have Penny played from your Fate deck, either by another player or by yourself, play The Devil's Eye, and keep Penny in the Cave long enough to retrieve it for you.

THE DEVIL'S EYE

The Devil's Eye is your key to victory, but you cannot simply play it to your realm. Instead, when you play it, set it aside to show that it has yet to be retrieved. Place three Power on it to track how close you are to retrieving it.



PENNY

Only Penny is small enough to go down the Cave and find the Devil's Eye. She is a Hero, but likely you will have to play her by yourself.





TEDDY

When Teddy is played, if Penny is not in your realm, find her and play her to the Morningside Orphanage.

If Madame Medusa is at this location, the Cost to play **Effects** is reduced by 1 Power.

Item

PENNY'S TEDDY

You can get a hold of Penny by playing her Teddy. When you do, find her and play her to Morningside Orphanage.

Also, when your villain mover is at Teddy's location, you can play Effects by paying one less Power than their actual Cost.

RETRIEVING THE DEVIL'S EYE

THE DEVIL'S EYE

When the Devil's Eye is played, set it aside and place 3 Power on it.

If at the start of your turn, Penny is at the Cave, remove one Power from this. If none remains, you retrieve the Devil's Eye and win the game.

Item

Each time you start your turn with Penny at the Cave and the Devil's Eye set aside, remove one Power from it to show you're a step closer to retrieving it. Start four turns this way to retrieve the Devil's Eye. When this happens, you win the game!



PENNY

Penny cannot be defeated.

1 Hero



DEVIL'S BAYOU



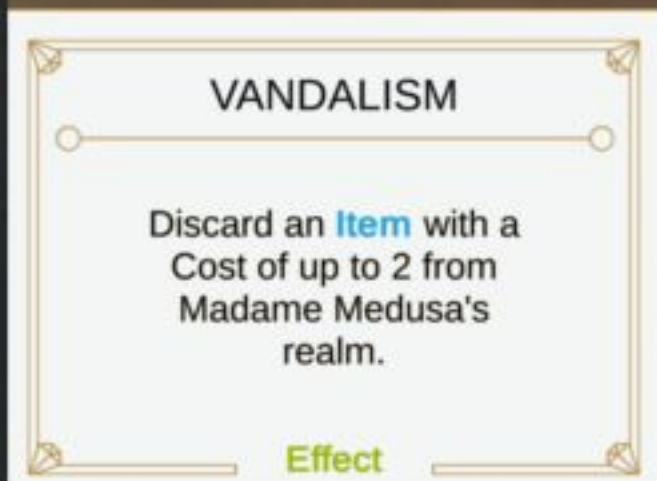
THE CAVE

Note: The turns need not be consecutive.

THE RESCUERS

An entire zoo of pesky critters will try to spoil your plans and move Penny around.

Bernard and Bianca can move Penny to their location after they are moved. This will mean that several other of your Fate cards become more powerful!



Also look out for your Items! Be ready to play the right cards to get them back from your discard pile.

FIREWORKS

Fireworks are a great tool to keep Fate at bay and Penny in the Cave. Place 1 Power on them until next turn to track they were activated.



Note: If Fireworks are discarded, further Fate actions will reveal two cards again.

PARTNERS IN CRIME

Madame Medusa has only three Allies: Her pet crocodiles Brutus and Nero, and her shady business partner, Snoops.



Brutus and Nero are very strong, but their ability is even more useful, as they can help you move Penny back to the cave. Don't discard them in a Vanquish action lightly!

Snoops can keep Brutus, Nero and himself from being discarded, which makes him a very useful Ally. However, there's a catch...

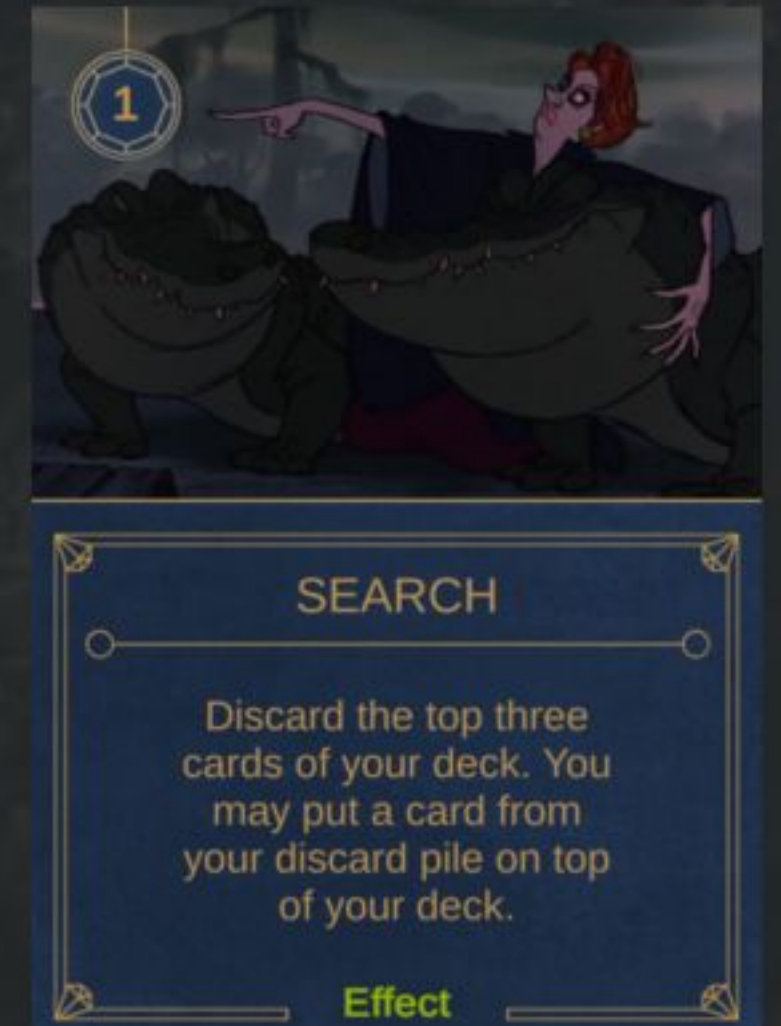
CAREFUL: Snoops wants his share of the Devil's Eye! If he is in your realm when you would remove the last Power from it, first choose another player who then performs a Fate action against you. If the played card moves Penny out of the Cave, you can not retrieve the Devil's Eye this turn, and must try again!



MEDUSA'S TOOLS

Madame Medusa has a wide array of Items and other tricks to help her carry out her schemes.

Search is an excellent way to find Teddy or the Devil's Eye, but it also can get a hold of discarded Items or Allies.



Blaster can be activated to defeat a Hero at its location. Use this if you can't afford to discard Brutus or Nero. Reckless Driving lets you defeat a Hero at your mover's location.



If you do need to discard your Allies after all, Pulley and Telephone can also help you get them back again.



The Swamp Mobile lets you move your villain mover to another location and perform an additional action there. Play this powerful Item as soon as you can!