

MADAM MIM'S OBJECTIVE

Deplete Merlin's Stamina.

It's an all-out Wizard's Duel between Merlin and Madam Mim! You will have to outwit, outrun, transform, and probably break a couple rules in order to take the world's most powerful wizard head on!

SPECIAL SETUP: MERLIN'S STAMINA

Merlin can't keep up with you forever. He has a set amount of Stamina, which represents how much fight he has left in him.

At the start of the game, take 15 Power from the Supply and place it in Merlin's Stamina pile.



DEPLETING STAMINA

In order to deplete Merlin's Stamina, you must defeat his various animal shapes, located in Madam Mim's Fate deck.

Whenever you defeat one of Merlin's forms, count the amount of Strength you used during the Vanquish. For every point of Strength you had above the Merlin form, remove one Stamina from the pile.



7 Strength vs. 3 Strength means 4 Stamina depleted!

CHEATERS NEVER WIN, RIGHT?

I Win allows each Ally at a location to gain 2 Strength for one turn. That's a lot of extra Stamina to be removed with just two or three allies!

The buff only lasts for one turn, so use it on a turn you can actually Vanquish.



YOUR ANIMAL FORMS AND YOU

Madam Mim takes on several different forms during the duel, and each one has a different effect on the game.



Snake Form lets you reveal the top two card son your Fate deck and play a Hero. It's basically using the Fate action on yourself.

Elephant Form lets you play a Hero that was discarded from your Fate deck, or bring back a form you just defeated.



Crocodile Form can follow any Hero wherever they go, even the elusive Merlin Hare form! It makes great Vanquish setup.

Tiger Form is very powerful, but loses Strength the more Heroes are around. Use it when there's only one Hero for best results.



Dragon Form is powerful, and allows you to launch indirect attacks with its fiery breath! Use it to make sneak attacks that no one can see coming.

OUTFOXING THE COMPETITON

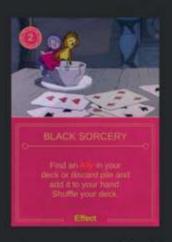
Madam Mim can use a variety of tactics to swing the game in her favor.





You can disguise yourself with I Can Be Beautiful and Perfectly Revolting, allowing you to move Hero cards around the board and even take an extra Vanquish action.





Mischievous and Black Sorcery help you pull Allies in your discard pile back to be used again. Mischievous also serves the double purpose of bringing Effect back too, meaning you get another chance to play I Win.

THE PEANUT GALLERY

Merlin isn't the only Hero nearby--Arthur and Archimedes also appear, making pinning down the wizard more difficult.

Arthur gives every other Hero a boost that effectively negates I Win on a single Ally.





Archimedes helps Merlin to move around and dodge your attacks. Use his panic to maneuver Marlin straight into place!

ARTHUR

All other Heroes gain 1

Merlin's sugar jar even makes an appearance, stopping you from defeeating Merlin while it's stacking sugar on top of everything!

