

SCAR

VILLAIN GUIDE



Scar's Objective

Start your turn with at least 15 Strength in the Succession pile.

Scar is unique because during the game, you will put Heroes you defeat into a Succession pile instead of the Fate discard pile. If the Heroes in your Succession pile have a total Strength of 15 or more at the start of your turn, you achieve your Objective. However, you cannot start putting Heroes in your Succession pile until you defeat Mufasa.

Note: You may defeat other Heroes before defeating Mufasa. However, they are discarded to your Fate discard pile instead of being put into the Succession pile.



Controlling Your Fate

Your first step toward your Objective is to find and defeat Mufasa, who is in your Fate deck.



Long Live The King lets you reveal four cards from your Fate deck, which will help you quickly find and play Mufasa.



Whisper allows you to play any card from your Fate discard pile, in case Mufasa is discarded by an opponent. You can also use Whisper to play Hakuna Matata in order to move a Hero in your Realm to any location.

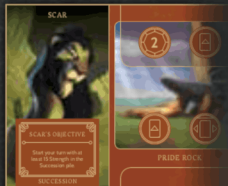
After you defeat Mufasa, both Long Live The King and Whisper will help you play Heroes so you can quickly defeat them and add them to the Succession pile.

Succession Pile

Scar has a Succession pile that is separate from his decks and discard piles. When you defeat Mufasa, put him into the Succession pile instead of in the Fate discard pile. For the rest of the game, all Heroes you defeat are put into the Succession pile. Keep the Succession pile face up below your Board. The cards in the Succession pile are public information.

Items are not put into the Succession pile. If a Hero has a Prophecy attached to them when they are defeated, the Prophecy is discarded to the Fate discard pile.

Important: The Succession pile is not considered to be in your Realm. The Abilities of Heroes in the Succession pile are ignored, and no cards can be played directly to the Succession pile.



Hyenas

Hyenas are the Allies that you'll most often use to defeat Heroes, and the more Hyenas there are, the stronger they become. Hungry Hyenas get additional Strength for each other Hyena at their location.

Simba is a Hero that limits the Strength of all Hyenas in your Realm. If a Hyena would have a Strength of more than 2, their Strength is reduced to 2 until Simba is defeated.

Example: There are three Hyenas at Pride Rock, including Ed. Normally each Hungry Hyena's Strength would be 3 and Ed's would be 2. However, Simba limits each Hyena's Strength to 2. If you perform a Vanquish action to defeat Simba, whose Strength is 5, you must discard all three Allies.



Leaders of the Pack

The Hyenas Shenzi, Banzai, and Ed are Allies that help you gain or save Power. By playing them as early as possible, you can use their Abilities to play more Hyenas, which you'll use to defeat Heroes.



Shenzi lets you play another Hyena for free.



Banzai gains you Power when other Hyenas at his location are discarded, even if Banzai is discarded in the same action. For example, if you perform a Vanquish action using Banzai and two Hungry Hyenas, you gain 2 Power.



Ed reduces the Cost to play Hyenas to his location.

Note: Shenzi, Banzai, and Ed are Hyenas. Any card that refers to Hyenas includes them.