

Sinister

You're an agent of the Syndicate, a band of five ruthless villains who rule the city with an iron fist. But you also have a secret - you're trying to make your boss dominate over everyone else! Aid or sabotage each villain's sinister missions and use their resources to make them rise to power or decline in strength. But don't let anyone know the identity of your master, because the Syndicate does not take kindly to traitors...

GOAL

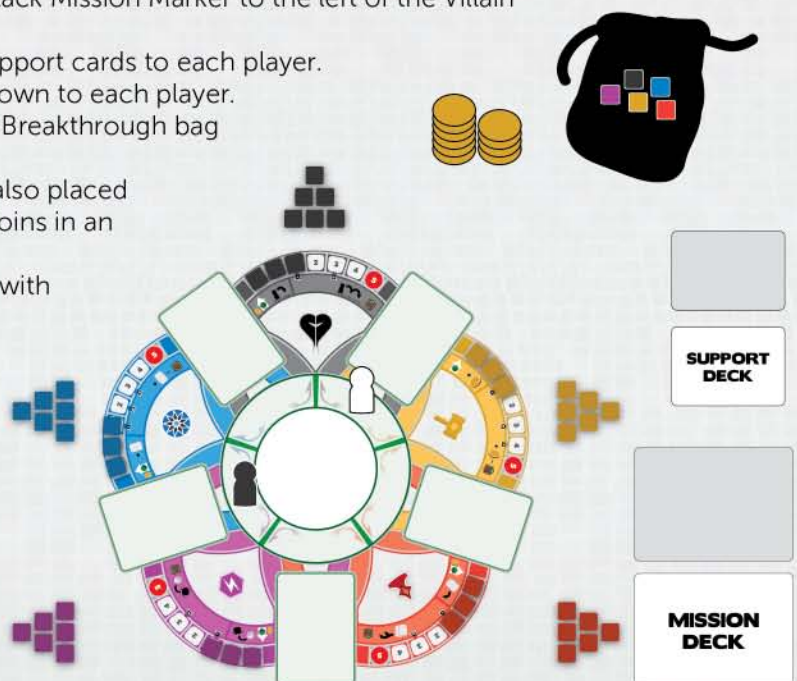
Each player has a Goal card that describes how they can win the game. For most goals you are serving one of the five villains, trying to get your villain's Power to 5. However, there might be a government spy hidden among you, trying to drain the Syndicate of its reserves...

SETUP

1. Place 3 cubes of the matching color on the five Power tracks. They should be placed at the bottom end so that two cubes are in the Buffer circles and one is on the 1 space.
2. Place 1 cube of each color into the Breakthrough bag.
3. Place the remaining cubes in an easy to access location. These are the Reserve Supplies.
4. Give a screen to each player.
5. Shuffle the Mission and Support decks. Set them in an accessible location and allow space for discard piles.
6. Flip over the top Support card. Place the white Action Marker to the left of the Villain on this card. If you draw a card with no associated Villain, keep drawing until you draw one with a Villain.
7. Flip over the next Support card. Place the black Mission Marker to the left of the Villain on the second card.
8. Reshuffle the Support deck and deal five Support cards to each player.
9. Shuffle the Goal cards and hand one face down to each player.
10. Each player secretly draws a cube from the Breakthrough bag and places it behind their screen.
11. Give three Coins to each player. These are also placed behind their screen. Place the rest of the Coins in an easy to access location. This is the Bank.
12. Take turns laughing maniacally. The player with the best evil laugh goes first.

COMPONENTS

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|-----------------------------|------------------|
| 1 board | 12 mission cards |
| 1 bag | 60 support cards |
| 50 cubes (10 of each color) | 1 white pawn |
| 50 coins | 1 black pawn |
| 5 player screens | |
| 6 secret goal cards | |



ON YOUR TURN

First, draw up to a hand size of five cards from the Support deck. If you already have five or more cards, you do not draw more, but you do not have to discard.

ACTION PHASE

Spend any combination of Coins and cards to move the white Action marker that many spaces clockwise around the rondel. Any cards you spend should be discarded face down. You also have the option of spending nothing to leave the Action marker where it is.

When you have finished moving the Action marker, you may activate one of the Villains adjacent to the marker. Most Villains (except Goldhammer) require you to spend a Coin to activate them. When you activate the Action ability, take one cube from the left (bottom) end of their Power track and put it behind your screen. If there are no cubes on a Power track, you cannot activate that Villain's ability. See the Action Abilities section for descriptions of each Villain's powers. **Note: You can choose to not activate a Villain's ability as well.**

MISSION PHASE

Move the black Mission marker one space clockwise on the rondel.

Flip over the top card from the Mission deck. To succeed, the total values contributed to this mission must be equal to or greater than the number on the Mission card.

Each player plays one card from their hand face down to the Mission location. If this is a 2 or 3 player game, add one extra card from the top of the Support deck to the Mission location. Any player may choose to abstain from supporting the mission, in which case a card is taken from the top of the Support deck (and played directly to the mission without looking at it in place of the one they would have played). The cards are then shuffled and revealed.

Most support cards are associated with a specific Villain. The bottom half of the card gives the value to use if that Villain is one of the two participating in this Mission. If the card does not match either of the Villains on this Mission, use the value of the top half of the card.

If the Mission fails, one cube is taken off the top of the Power track for each participating Villain. These cubes are then placed in the Breakthrough bag. If the Mission succeeds, one cube is taken from the reserve and placed at the top of the Power track for each participating Villain. (If there are no cubes in a Villain's reserve, this does not happen.) If the Power track is completely empty, add three cubes instead of one in the same way as during game setup. The players also receive rewards shown on the bottom of the card.


BREAKTHROUGHS


Cubes in the Breakthrough bag represent a Villain's impetus to scheme, research, brood, and otherwise try to become stronger. When a cube comes out of the bag, that Villain has made a breakthrough, and the cube is placed at the top end of his or her Power track.


Cubes can come out of the bag in a few different ways:


- As a mission reward.
- Someone uses Electrode's Power ability.
- Any time the Action marker or Mission marker move and they both meet on the same space, a cube comes out of the bag. This can occur even if a marker moves multiple spaces and ends up passing the other.

Mission Rewards:

 : The active player draws one cube from the Breakthrough bag and places it on the board.

 : Cubes are added to the bottom end of all Power tracks. If there are no vacant spaces at the bottom of a track, no cube is added there.

+  : All players receive the indicated number of Coins.

+  : All players receive the indicated number of Support cards.



ACTION AND POWER ABILITIES

Each villain has two abilities: an Action ability, and a Power Ability.

Action Abilities: These abilities are activated during the Action Phase as described in the Action Phase section.

Power Abilities: If you have a cube behind your player screen, you can spend it (putting it back in the Reserve Supply) to use that Villain's Power ability. You can do this any time even on someone else's turn, though common sense should apply to how it effects order of events. For example, after a Mission card has been flipped to start a mission, using Shadowheart's ability will move the marker but does not change the active mission location.

There is also no limit on how many cubes you can spend this way at one time.

Power abilities get stronger the higher up the Power track your villain is. If the villain is weak, it might not do anything at all! Look for the Ability Level arrow to determine how effective your ability is when you use it.

NOTE: Any time you take an action, use an ability, or otherwise receive a reward, you may choose to take less of a reward or no reward.

ACCUSATION

Once per turn, at any point in your turn you can place two Coins on the table and accuse a fellow player of serving one of the villains or being the Government Spy. That player must honestly confirm or deny your accusation. If you are wrong, the player you accused gets the two Coins. If you are right, the player's card is placed face up on the table in front of them for everyone to see, and you keep the Coins. Additionally, the accuser gets the rewards listed on the bottom of that player's Goal card.

When a Villain's Power track is at 4, you do not have to wager two Coins to accuse a player of serving that Villain. The accusation is free.

If you are Revealed, play continues normally, but you no longer pick up cubes when you activate a Villain's Action ability. There must still be at least one cube in the Power track, and you still pay the cost, but you don't get the cube to use later. However, you may still use any cubes already behind your screen.

All is not lost, though. Openly supporting a Villain grants you a specific ability listed on your Goal card that you can use any time, much like Power abilities. See the Villains/Government Reference section for details

WINNING

As soon as the conditions on your Goal card are satisfied, you can flip it over and claim victory. If two players achieve victory simultaneously, the Villain with more cubes in the Breakthrough bag is the victor. If they are still tied, they are the ultimate supervillain duo and nothing can stop them.

Alternately, you also can win if you are the last player left with an unrevealed goal.

VILLAINS/GOVERNMENT REFERENCE



Action Ability: Move the black Mission marker one space.

Power Ability: Move the black Mission marker the number of spaces indicated by Shadowheart's Power Level arrow.

If you're revealed: Spend 1 Coin any time to move the Mission marker one space.

Your accuser gets: 1 black cube from the bottom end of Shadowheart's Power track, and the option to move the Mission marker one space.



Action Ability: Take one Coin from the Bank.

Power Ability: Take a number of Coins from the Bank as indicated by Goldhammer's Power Level arrow.

If you're revealed: During Mission resolution, you may spend 1 Coin to increase the result by 1.

Your accuser gets: 1 yellow cube from the bottom end of Goldhammer's Power track, and 1 Coin.



Action Ability: Take one Support card from your hand and place it face down on the Mission location of your choice.

Power Ability: Place a number of Support cards from your hand indicated by Doomking's Power Level arrow on one or more Mission locations.

If you're revealed: Spend 1 Coin any time to play an extra card to any mission location.

Your accuser gets: 1 orange cube from the bottom end of Doomking's Power track, and the option to play an extra card to any mission location.



Action Ability: Secretly place one cube of any color from behind your screen into the bag.

Power Ability: Pull the number of cubes indicated by Electrode's Power Level arrow out of the bag and place them on that villain's Power track.

If you're revealed: Spend any number of Coins any time to draw an equal number of cubes from the bag. Place one of your choice on the board and put the rest back in the bag.

Your accuser gets: 1 purple cube from the bottom end of Electrode's Power track, and the option to secretly place a cube in the bag.



Action Ability: Draw two Support cards and place them into your hand.

Power Ability: Draw a number of Support cards from the deck indicated by Supernova's Power Level arrow and place them into your hand.

If you're revealed: Spend 1 Coin any time to draw 2 Support cards.

Your accuser gets: 1 blue cube from the bottom end of Supernova's Power track, and 2 cards.



Special Goal: Empty the Power Tracks of two Villains.

Action Ability: None

Power Ability: None

If you're revealed: Once per Mission resolution, spend 2 Coins to remove one card from the mission.

Your accuser gets: Any cards you have in your hand.