



# Power Play

A Game Schooler Notebook© for the board game **Villainous**



**Game**  
**SCHOOLER**

Game-Based Learning (Unplugged)



The **Student Guide** helps lead and direct students while completing this Game Schooler Notebook©. It may be given to the students directly or presented to them by the facilitator.

## a. Directions for the Student

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You are a Disney™ Villain, but in order claim power you must understand how your fellow villains operate. Use the provided Notebook to study each villain included in the game to better understand their strengths and weaknesses.

1. Sit at one of the available villain stations.
2. Your teacher will go over the rules for this Notebook Here is the basic rundown:
  - a. You have a Notebook with questions about each of the villains in the game, your goal is to complete each page of the Notebook while studying the villain.
  - b. You must write the win objective and answer the questions for all of the villains.
  - c. You will have 5-minutes to study each villain. Once the timer goes off, you'll rotate around the table to another villain.

**Note:** Every question has a correct answer. Make sure your Game Schooler Notebook© is 100% correct before starting the game. Ask your teacher for help verifying your answers.



**Win Objective:**

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*Circle the correct answer.*

1. Captain Hook can search through his own Fate Deck to find Peter Pan faster by playing these two cards *(Circle 2)*

- a. Give Them A Scare   b. Aye, Aye, Sir!   c. Cunning   d. Worthy Opponent

2. **True or False:** In order to move Peter Pan to the Jolly Roger, you must first find the Ingenious Device.

*Fill in the blank with the correct answer.*

3. Opponent's can attach \_\_\_\_\_ to a Hero and increase its Strength by two.

4. If Captain Hook moves into the same Location as \_\_\_\_\_, Captain Hook must discard his entire hand.

*Fill in each blank with the letter of the correct answer.*

5. The \_\_\_\_\_ Condition allows Captain Hook to play an Ally from his hand for free, which he might use to add \_\_\_\_\_ to the Jolly Roger for +2 Strength.

- a. Smee   b. Obsession   c. Cunning   d. Mr. Starkey

6. Captain Hook can add an extra Vanquish action to a location by playing \_\_\_\_\_, or an extra Move a Hero action with \_\_\_\_\_.

- a. Hook's Case   b. an Ingenious Device   c. a Cutlass   d. a Cannon







**Win Objective:**

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*Circle the correct answer.*

**1. Which Item or Effect will help you find the Scarab Pendent and Magic Lamp?**

- a. Scrying   b. Hypnotize   c. Scarab Pendent   d. Magic Lamp

**2. Which TWO Heroes act as classic trickster figures by taking *Items* from the location they are played? (Circle 2)**

- a. Aladdin   b. Jasmine   c. Genie   d. Abu

**3. True or False: The "Scarab Pendant" unlocks the Cave of Wonders and allows Jafar to draw up to five cards at the end of his turn.**

*Fill in the blank with the correct answer.*

**4. When the \_\_\_\_\_ is played, find Genie and play him to the Cave of Wonders.**

**5. Jafar can play the \_\_\_\_\_ Effect to turn a Hero into Ally.**

*Fill in each blank with the letter of the correct answer.*

**6. \_\_\_\_\_ balances Jafar's ability to draw up to five cards.**

- a. Aladdin   b. Princess Jasmine   c. Sultan   d. Abu





### Win Objective:

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*Circle the correct answer.*

1. What Curse prevents Heroes from being played at a Location?

- a. Forest of Thorns   b. Dreamless Sleep   c. Green Fire   d. Vanish

2. True or False: Maleficent can reduce the cost to play Effect and Curse cards by using the Spinning Wheel.

*Fill in the blank with the correct answer.*

3. The \_\_\_\_\_ Effect allows Maleficent to stay at the same location for her next turn.

4. Playing the \_\_\_\_\_ Ally to a location early allows Maleficent to take an additional action every turn as it moves from location to location.

*Fill in each blank with the letter of the correct answer.*

5. Other Villains could attach the \_\_\_\_\_ Item to \_\_\_\_\_ to create a Hero with seven Strength and increase Maleficent's cost to play Curses by two.

- a. Sword of Truth   b. Spinning Wheel   c. Prince Philip   d. King Hubert

6. \_\_\_\_\_ prevents Curses from being played at her location, \_\_\_\_\_ discards a Curse from her location, and \_\_\_\_\_ forces Maleficent to play with an open hand.

- a. Aurora   b. Flora   c. Fauna   d. Merryweather



# n4 Villain - Prince John



## Win Objective:

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*Circle the correct answer.*

1. Opponent's can reduce the Power Prince John gains by adding this Hero to his Realm.

- a. Lady Kluck   b. Robin Hood   c. King Richard   d. Maid Marian

2. True or False: Prince John can benefit by not defeating Heroes in his realm if he plays the Beautiful, Lovely Taxes Effect.

*Fill in the blank with the correct answer.*

3. The \_\_\_\_\_ Condition prevents opponents from acquiring too much Power, and rewards Prince John when they do.

4. Prince John can play an Ally from his hand for free if another player has three or more Allies in their realm with the \_\_\_\_\_ Condition.

*Fill in each blank with the letter of the correct answer.*

5. The \_\_\_\_\_ location does not have any action symbols that can be covered by Heroes, and Prince John should use the \_\_\_\_\_ Effect to move a Hero to this location.

- a. Imprison   b. Jail   c. Set A Trap   d. Nottingham

6. The \_\_\_\_\_ Effect and the Hero, \_\_\_\_\_, can capture 4 Power from Prince John.

- a. Clever Disguise   b. Robin Hood   c. Little John   d. Steal From the Rich





### Win Objective:

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*Circle the correct answer.*

1. Playing Card Guards and converting them into Wickets costs Power. Which two locations will always give the Queen Power when she travels there. (Circle 2)

- a. Courtyard   b. White Rabbit's House   c. Tulgey Wood   d. Hedge Maze

2. True or False: The Stopwatch is an Item that gives you an additional 1 Power for every Wicket in your realm.

*Fill in the blank with the correct answer.*

3. The \_\_\_\_\_ Effect allows the Queen to convert up to two Card Guards to Wickets.

4. The Queen of Hearts benefits from activating Ally cards, especially Wickets, playing a Hero card at the \_\_\_\_\_ will take away an Activate action.

*Fill in each blank with the letter of the correct answer.*

5. The \_\_\_\_\_ Condition card allows the Queen to gain three \_\_\_\_\_ when another player has three or more Allies in their Realm.

- a. Fury   b. Judgement   c. Fate   d. Power

6. There are two Effect cards in the Fate Deck called \_\_\_\_\_. These cards allow opponents to turn a Hero sideways and take away three total actions.

- a. Down the Rabbit Hole   b. I'm Late   c. Makes You Large   d. Mome Raths



**Win Objective:**

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*Circle the correct answer.*

**1. Ursula's Lock Token shifts between these two locations when she plays a Change Form Card.** (Circle 2)

- a. Ursula's Lair   b. Eric's Ship   c. The Shore   d. The Palace

**2. True or False: The Trident allows you to look at the top two card of your Fate Deck.**

*Fill in the blank with the correct answer.*

**3. When King Triton is defeated, the \_\_\_\_\_ is returned to your side of the Board at the location King Triton was defeated.**

**4. When the "Return to Form" effect card is played from the Fate Deck, your opponent chooses a \_\_\_\_\_ from the discard pile and plays it to Ursula's location.**

*Fill in each blank with the letter of the correct answer.*

**5. If another player has 6 or more Power, \_\_\_\_\_ allows Ursula to reveal and play the top card off of that player's Fate Deck.**

- a. Arrogance   b. Flotsam   c. Jetsam   d. Trickery

**6. Ursula uses a \_\_\_\_\_ to defeat Heroes when they are moved to The Palace.**

- a. Trident   b. Binding Contract   c. Crown   d. Cauldron





### Win Conditions

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Draw a line from the Villain to their Win Condition

**Prince John**

Start your turn with the Trident and the Crown at your Lair.

**Maleficent**

Defeat Peter Pan at the Jolly Roger.

**Ursula**

Start your turn with a Curse at each location.

**Queen of Hearts**

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

**Jafar**

Have a Wicket at each location and successfully take a shot.

**Captain Hook**

Start your turn with at least 20 Power.



## a. Answer Key for Project Facilitator

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### Captain Hook:

1. a/d 2. False 3. Pixie Dust 4. Tick Tock 5. c/a 6. d/b

### Jafar:

1. a 2. a/d 3. True 4. Magic Lamp 5. Hypnotize 6. b

### Maleficent:

1. c 2. True 3. Vanish 4. Raven 5. a/c 6. d/c/b

### Prince John:

1. b 2. True 3. Greed 4. Cowardice 5. b/a 6. d/c

### Queen of Hearts:

1. a/d 2. True 3. By Order of the Queen 4. Hedge Maze 5. b/d 6. c

### Ursula:

1. a/d 2. False 3. Trident 4. Hero 5. d 6. b



## Authors

Douglas Kotecki  
Michael McCabe

## About

Game Schooler utilizes modern tabletop games to develop skills in entertaining and innovative ways to increase engagement while bringing people together in an offline world.

Developed by two avid gamers, one a doctor of education, and the other an entrepreneur, Game Schooler began as an idea to use modern tabletop games to educate students in new and engaging ways.

## Game Schooler Podcast

The Game Schooler Podcast© is a weekly audio show celebrating the educational value of tabletop gaming. Each week Doug and Michael recommend a family-friendly game and uncover the skills players can learn during gameplay. Every episode includes discussion on the merits of gameschooling and features a Weekly High Five list of additional games listeners may want to explore. [Learn More >](#)

## Recommended Games

We make recommendations based on educational merits, popularity, production quality, difficulty, play-time, and overall value. It's basically the Colonel's seven secret spices, but for board games!

These games are great additions to any collection, and have been featured on the Game Schooler Podcast or incorporated into Game Schooler Skill-Builders and Discussion Guides. Use the Filter on the left to find a new favorite. [Check out the Database >](#)

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