

Ages 7+  
4-8 Players  
20 Minutes

Disney  
VILLAINS

# Sinister Spoons™ Game



## WATCH THE VIDEO

to learn how to play, or  
continue reading these  
instructions!

[funkogames.com/PlaySinisterSpoons](https://funkogames.com/PlaySinisterSpoons)



## Instructions

Contents: 4 Spoons, 32 Villain Tiles, 96 Cards, Instructions



### JAFAR

**You:** Hold out one hand with your index finger and thumb in the shape of the letter "C" while shouting: "Diamond in the rough!"

**When you match:** Carefully connect the tips of your fingers to the matching player's fingers like you're piecing together a magical scarab.



### URSULA

**You:** Shimmy your shoulders back and forth while shouting: "Body language!"

**When you match:** Run over to the matching player and do a hip bump. Then return to your spot.



### MALEFICENT

**You:** Raise both hands above your head while shouting: "Stand back, you fools!"

**When you match:** High five the matching player with both hands. (Careful not to drop your cards!)



### CAPTAIN HOOK

**You:** Grab a spoon and wave it like a sword while shouting: "Good form!"

**When you match:** Tap both sides of the matching player's spoon like you're sword fighting. Then return the spoon to the play area.

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# Setup

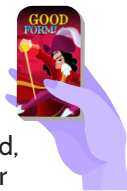
- 1 Place the four spoons in the center of the play area.
- 2 Stand so all players can reach the spoons.
- 3 Each player takes one of each Villain tile and places their four tiles face up in front of them.
- 4 Each player takes a deck of 12 cards with matching-numbered backs, shuffles it, and holds it in their hand face down.
- 5 Return any unused tiles and cards to the game box.

# Object

Be the first player to discard all your cards, then grab a spoon to flip the matching Villain tile. Flip all four of your Villain tiles face down to win!

# Playing a Round

Play is fast and frantic! There are no turns—everyone plays at the same time. To start the round, all players together count out loud, "1, 2, 3!" Then everyone turns their deck over in their hand so only the top card is visible. All players, as quickly as they can, try to match and discard their cards:



- 1 **You:** Look at your top card and do the first part of that Villain's action, as explained on the right. Keep shouting their evil catchphrase until you find another player **doing the same action**.

At any time, if you can't match another player, you can move your top card to the bottom of your deck and do the action on your new top card.

- 2 **When you match:** Complete that Villain's action with the player you matched.

- 3 **Both players:** Discard your card. You can place it on the table or throw it on the floor—just be fast!

Now hurry to match your new top card, repeating the steps above, until you discard your last card.

# Grabbing Spoons

- When you discard your last card, grab one spoon from the table and hold it high above your head.
- As soon as a player holds a spoon above their head, **any player can grab a spoon**, even if they have not discarded all their cards. Race to grab a spoon and hold it high above your head. (No one can ever have more than one spoon.)
- Once players grab all four spoons, the round is over. Each player holding a spoon flips **their matching Villain tile** face down. The player who won the round (the first to hold a spoon above their head) gets to flip **an extra Villain tile of their choice**.

Now return the spoons to the center and gather your 12 cards for the next round.

# Ending the Game

Continue playing rounds until at least one player turns their last Villain tile face down. The first player (or players) with all four of their Villain tiles face down wins!

# 4-Player Setup



## You:



Hold out one hand with your index finger and thumb in the shape of the letter "C" while shouting:  
**"Diamond in the rough!"**

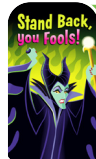
## When you match:

Carefully connect the tips of your fingers to the matching player's fingers like you're piecing together a magical scarab.



Shimmy your shoulders back and forth while shouting:  
**"Body language!"**

Run over to the matching player and do a hip bump. Then return to your spot.



Raise both hands above your head while shouting:  
**"Stand back, you fools!"**

High five the matching player with both hands. (Careful not to drop your cards!)



Grab a spoon and wave it like a sword while shouting:  
**"Good form!"**

Tap both sides of the matching player's spoon like you're sword fighting. Then return the spoon to the play area.

## Grab Fast, Think Fast!

If you grab a spoon that matches a tile that you already flipped, you don't get anything! (Except the round winner, who can still flip an extra tile.)