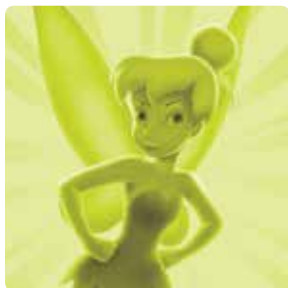
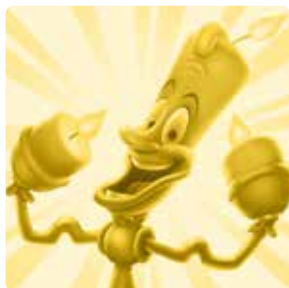




Disney

# SideKICKS

*TIME TO 'KICK IT' INTO HERO MODE!*



BY ERIC M. LANG

## RULEBOOK

AGE / ÂGE  
**8+**

2-4  
PLAYERS  
JOUEURS

40  
MINUTES

For set up and how-to-play video please visit  
[www.spinmastergames.com/DisneySidekicks](http://www.spinmastergames.com/DisneySidekicks)

Knowledge of English Required  
Connaissance de l'anglais nécessaire



Disney

# Sidekicks

**B**eing a Sidekick is hard work. Sure, you get to crack jokes and sing songs most of the time, but when the Heroes are in trouble, who has to do all the heavy lifting? The Sidekicks!

And trouble is on the table. Treacherous Disney Villains have teamed up and captured your favorite Disney Heroes! These Villains have plenty of tricks up their sleeves to help them defend the castle where the Heroes are locked up, everything from castle guards and hyenas to loyal Henchmen and magical curses.

As crafty and courageous Sidekicks, you're going to have to work together to rescue your friends and defeat at least one of the Villains (so that they know you mean business)! Rescue Villagers to unlock additional powers, take out the castle guards, and grab every ★ you see. You're gonna need them!





*TIME TO 'KICK IT' INTO HERO MODE!*



# CONTENTS

## 02 COMPONENTS

## 04 SETUP

## 06 GAMEPLAY

### 06 Goal of the Game

### 06 The Danger Phase

06 Danger Rises

06 Villagers Appear

06 Enemies Approach

07 Danger Rises

07 When Enemies Move

08 When Enemies Attack

### 08 The Action Phase

08 Move

08 Attack

09 When Sidekicks Attack

10 Unlock

10 Rescue

10 Rest

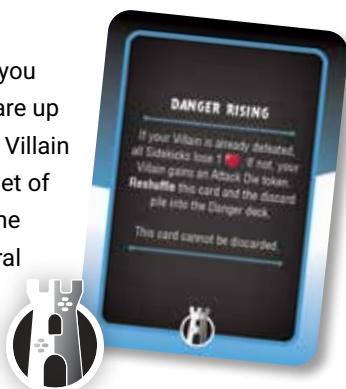
10 Attached/Detached

### 10 Game End

# COMPONENTS

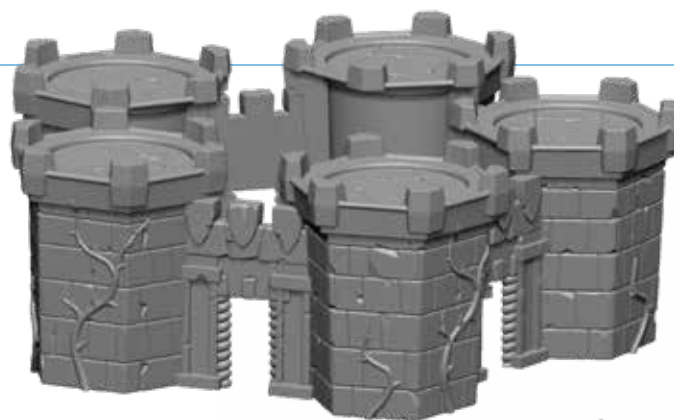
## 2 Danger cards

Danger cards tell you what the Villains are up to. Although each Villain brings their own set of Danger cards to the game, these neutral cards are always shuffled in.



## 12 Grave Danger cards

Looking for a tougher challenge? Add one or more of these packs to your Danger deck and that's just what you'll get (see Grave Danger cards, page 11).



## 1 Castle

This is where the Heroes are locked up. If each tower space (5 total) are filled with tokens (villagers and/or guards), the Villains win.

## 1 Gameboard

Side 1: 2-3 Players  
Side 2: 4 Players



# TOKENS



## 40 Star tokens

Spend them to use special powers, help other Sidekicks, prevent disaster, and unlock magical locks.



## 15 Attack Die tokens

These tokens make Villains stronger. When they Attack, they roll the Attack Die once for each one of these they have.



## 4 Health tokens

These tokens are used for the health track on Sidekicks character cards.



## 12 Guard tokens

These enemies are on the Villains' side. Defeat them before they are sent to the castle.






## 8 Bridges


They allow movement between the inner and outer regions of the board, and are required to access the castle. If 3 of them are destroyed, the Villains win.




## 1 Attack Die

Use these to resolve attacks:

Sidekicks want to roll .

Villains want to roll .

The attacker hits whether Enemy or Sidekick .

★ means you get a ★.



## Character Cards

## 5 SIDEKICK SETS

Each player uses one of these Sets. Specific setup instructions are found on the back of each Villain character card.

Each Set includes:

- 1 Sidekick figure
- 1 Sidekick character card
- 7 Power cards
- 1 Villain figure
- 1 Villain character card
- 7 Danger cards
- 1 Action card
- 1 Hero token



## Action Card



## Danger Cards

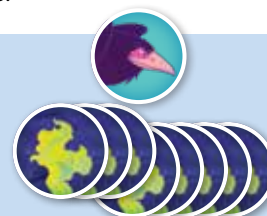


## Power Cards

In addition, each pack also contains additional pack-specific components:

### Flora, Fauna and Merryweather Set:

- 1 Diablo Henchman token
- 8 Curse tokens



### Tinker Bell Set:

- 1 Jolly Roger token



### Timon & Pumbaa Set:

- 3 Hyena Henchmen tokens



### Lumiere Set:

- 8 Charm tokens



### Abu Set:

- 1 Genie token
- 1 Iago token



**NOTE:** The Flora, Fauna and Merryweather figure is composed of 3 pieces: Flora, Fauna and Merryweather.

## 32 Villager tokens

Help to rescue the Heroes and the Villagers from the Villains' evil clutches. Rescue Villagers to activate your Power cards, and rescue all the Heroes from the castle to win the game!



## 4 Lock tokens

The magical locks keeping your Heroes trapped in the castle. Use ★ to unlock them.



# SETUP

- A The board:** Place the board in the middle of the table. Use whichever side is appropriate for the number of players (2/3p or 4p).
  - B Ready the supplies:** Place the Attack Die and Guard, Star, and Attack Die tokens within everyone's reach.
  - C Build the bridges:** Place a bridge on each outlined bridge space. Return any unused bridges to the box.
  - D Summon the guards:** Place 1 Guard token on each space connected to the castle by a bridge.
  - E Place Villagers:** Put the villager tokens in the bowl space in the box, then draw and place 1 Villager (face-up) on each space with a location icon.
  - F Choose a Sidekick:** Take a Sidekick Set and place down all components for that Sidekick as described on page 3.
  - G Draw Sidekick powers:** Shuffle your Sidekick's 7 power cards, and deal yourself 3 of them faceup next to your character card. Return unused power cards to the box.
- NOTE:** Your three faceup power cards are currently inactive. To activate one, fill each of its spaces with a Villager of a different color as described on page 10.
- H Lock up your Hero:** Place your Hero token in the castle and place a Lock token next to the castle, locked side up.

- I Place your figures:** Place your Sidekick figure on a starting space not occupied by another Sidekick (P1, P2, etc.). Place your Villain figure on the corresponding Villain space (V1 if P1, V2 if P2, etc.).
- J Prepare your Sidekick:** Take 1 ★ and a health token (♥). Place the health token on the empty space at the start of your character card's health track. Place ★ beside your character card.
- K Prepare your Villain:** Follow the setup instructions on the back of your Villain character card. When done, place 1 ★ on each space of your Villain health track.
- L Prepare the Danger Deck:** Take the 7 Villain cards for each Villain in play and shuffle together with 2 neutral Danger cards to form Danger deck. Place next to the gameboard.
- M Start playing:** Decide amongst yourselves who will play first. We suggest choosing whoever is youngest at heart.







## BOARD SPACES

Each of the clearings on the board is a space. Learning about them now will make reading the rest of the rules that much easier.

- Villain and Sidekick figures are placed in the center of the board space they occupy. No two figures can occupy the same space (when a Villain or Sidekick moves, they skip over spaces occupied by other Villains and Sidekicks).
- Spaces next to each other on a footpath and spaces connected by a bridge are considered to be adjacent.
- Many spaces have one of six location icons (🌳, 🏠, 🏰, 🏭, 🏡, 🏢). These are most often used to indicate where new Villagers are placed.
- Tokens (Guards, Villagers, etc.) are placed around the board space they occupy. There is no limit to the number of tokens that can occupy a space. However, some token types have their own 'per space' limit (e.g., 1 Guard, 2 Villagers).
- Each space belongs to one of two regions: the **inner** region (closer to the castle) or the **outer** region.



# GAMEPLAY



## GOAL OF THE GAME

As Sidekicks, you must cooperate to collect ★, unlock the castle's locks, rescue the captured Heroes, and defeat at least 1 Villain. And you have to do it while remaining healthy, preventing the destruction of the kingdom's bridges, making sure the castle doesn't become filled with Guards and/or Villagers, and thwarting the Villains' attempts of achieving their own goals. It's a lot to ask, but Disney Sidekicks are on the job!

**C**lockwise from the start player, take turns until either you win or the Villains do. Each turn consists of two phases: the **Danger Phase**, then the **Action Phase**. When your Action phase is over, play passes clockwise to the next player.

## THE DANGER PHASE

Danger cards are how your enemies (Villains and Henchmen) accomplish their murkiest schemes. All of them have text that explains what terrible thing they're up to. Most of them also have instructions of where to add new Villagers on the board, where to move a particular Villain, or whether a new Guard is spawned next to your Sidekick.

**Draw a card** from the Danger deck, **follow its instructions** from top to bottom, then **discard it**.

If the drawn card belongs to a defeated Villain, remove it from play and draw another card.

Each Danger card has up to 3 sections:

- 1 VILLAGERS APPEAR**  
A Villager is placed on the board.
- 2 DANGER RISES**  
Something bad happens.
- 3 ENEMIES APPROACH**  
A Villain moves, then attacks **or** a Guard is summoned.

**NOTE:** Not all Danger cards have all 3 sections.

## VILLAGERS APPEAR

**Place 1 Villager** on the space in your region that is marked with the depicted location icon.

**No more than 2 Villagers can occupy the same space.** If a 3rd Villager would be added, they are captured by the Villains and placed on an unoccupied tower space in the castle instead.



You try to place a Villager on the closest Icy Mountain space, but there are already 2 Villagers there. You have to place the Villager in the castle instead.

## DANGER RISES

Each Villain has their own way of making things difficult for you, and this is where it happens.

**Follow the written instructions** on the card and watch their plans unfold.

*Spend your stars wisely. It's tempting to always pay stars to avoid negative effects, but remember that you also need them to unlock the castle and help other Sidekicks.*

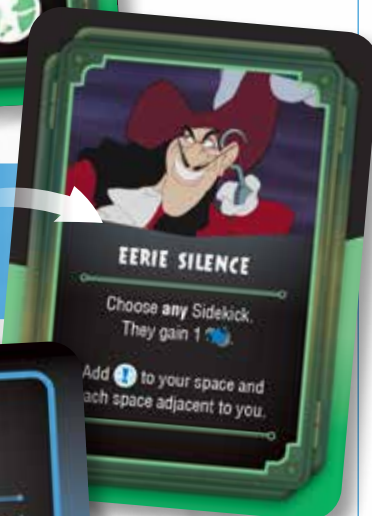






Will you pay your hard-earned stars to prevent Captain Hook from getting stronger?

Sometimes it's not so bad. That sure is a lot of Villagers, though.



Your Villain becomes stronger and now all the bad things that have happened can happen again. Watch out!



## ENEMIES APPROACH

Move the depicted Villain 1 ➡️, 2 ➡️, or 3 ➡️ spaces toward the depicted Sidekick, skipping spaces occupied by Sidekicks and other Villains.

After a Villain has finished moving, they attack each Sidekick adjacent to them, one at a time

(you choose the order). If the Villain is adjacent to more than one Sidekick, you choose the order in which they are attacked.



Scar moves 3 spaces toward Timon & Pumbaa, then attacks each adjacent Sidekick.

OR

**Summon a Guard** to your space.

No more than 1 Guard can occupy a space. If a 2nd Guard would be added or would move to a space with a Guard, place them on an unoccupied tower space in the castle instead.



Summon a Guard to your space.

## WHEN ENEMIES MOVE

When enemies move, they most often move toward a Sidekick. Regardless of their destination, you move them one space at a time, skipping over other figures. Each move must result in the enemy being closer to (i.e., fewer spaces away from) their destination than they were before. If doing so is impossible (e.g., they are adjacent to their Sidekick), the enemy stops moving.



**Enemies Approach:** Scar moves 3 times toward Timon & Pumbaa, then attacks each Sidekick adjacent to him.

**Move #1:** Scar can't move over the bridge to the left, as he would still be 3 spaces away from Timon & Pumbaa. He has to move to space 1.

**Move #2:** By skipping over Captain Hook and Timon & Pumbaa, Scar can move to either 2A or 2B, both of which are only 1 space away from Timon & Pumbaa.





**Move #3:** Scar is already adjacent to Timon & Pumbaa, so he stops moving.



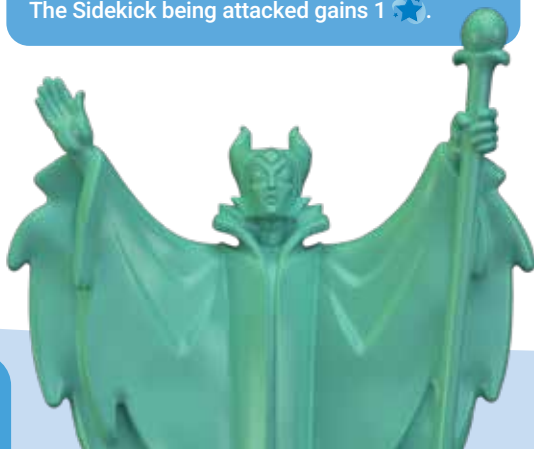
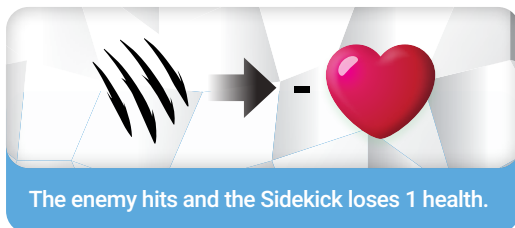
## WHEN ENEMIES ATTACK

The player will **roll the Attack Die once**, for the villain, unless otherwise specified. (Note: whether by card effect or by the Sidekick moving into the Henchman's space)

When a Villain attacks a Sidekick, roll the attack die **once for each attack die token they have**.

- If they roll a  or a , their attack hits!
- Any other roll is a miss. However, if they roll a , the Sidekick they are attacking gains 1 .

When a Sidekick is hit, reduce their health by 1 by moving their health counter one space to the right. If **any** Sidekick runs out of health, the Villains win.



## THE ACTION PHASE

Your Action phase always starts with an opportunity to use any **'before your actions'** abilities that you have on your activated power cards or character card.

On your turn, you perform actions. The number of actions you can perform is indicated at the bottom left corner of your character card.

### A HERO'S HELPING HAND (OR PAW):

If you have rescued your Hero, you can perform an additional action on your turn, even on the turn you rescue them.

The actions are:


### MOVE

Move your Sidekick 1 space along the footpath or over a bridge.

### ATTACK

Attack a Henchman in your space or a Villain in an adjacent space that you have not attacked this turn.



### UNLOCK

Spend 5  to unlock a locked Lock token.

### RESCUE

Rescue a Villager in your space or your Hero from the castle.

### REST (once per turn)

Gain 1  or restore 1 .

You can perform actions in any order, and as often as you are able (unless otherwise specified).

Once you are out of actions, or wish to skip your remaining actions, you have an opportunity

to use any **end of your turn** abilities you have before play passes to the next player clockwise.

## MOVE

Whether you need to rescue a Villager, attack a Guard, or put some distance between you and your Villain, moving will get you there.

Move your Sidekick 1 space along the footpath or over a bridge, skipping over other Sidekicks and Villains. If you move into a space occupied by one or more Henchmen, each of them attack you, in the order of your choice.\* *\*Henchmen in spaces that you skip over do not attack you.*



Although you're only adjacent to 1 available space, there are actually 5 different spaces you can move to. Thanks to the fact that you skip over other figures, you often have several enticing options. But watch out for Henchmen!

## ATTACK

Not only do you have to defeat at least 1 Villain, you also have to keep the Guards from filling the castle. Attacking will help you accomplish both.

**Attack a Henchman** on your space that you **have not attacked this turn**,

OR

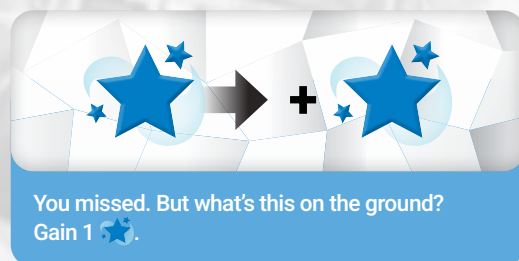
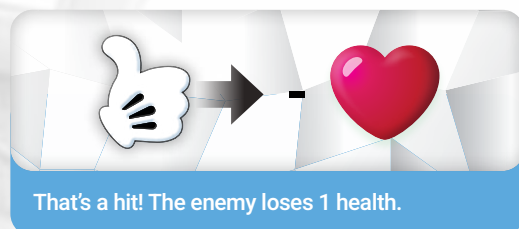
**Attack a Villain** on an adjacent space **that you have not attacked this turn**.



## WHEN SIDEKICKS ATTACK

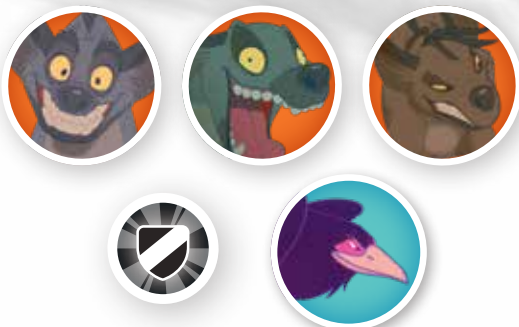
Whether you're attacking a Henchman or a Villain, you **roll the Attack Die**:

- If you roll or , your attack hits!
- Any other roll is a miss. However, if you roll , gain 1 .



### Henchmen only have 1 health.

When you hit a Henchman (Henchmen are **only**: Guard, Hyena, Diablo), they are immediately defeated. Remove them from the board.



Whenever a Villain is hit, reduce their health by taking a star from their health track and resolve their "When Hit" effect, if any. **Remember to keep the star(s)!**

When a Villain's last star is taken, they are defeated. Remove their figure and any associated components from play.

**Example:** You defeated Jafar. Remove his figure and Iago from play.

**NOTE:** You do not have to remove Jafar's danger cards from the Danger deck. They can be removed as they are drawn during the Danger Phase.



## UNLOCK

Before you and the other Sidekicks can rescue your Heroes, you need to unlock the magical locks that are keeping them in the castle.

**Unlock a Lock:** If you are **adjacent to the castle** (i.e., on a space connected to it by a bridge), spend 5 ★ and flip a lock token from its *locked* side to its *unlocked* side.



**NOTE:** Each Lock token, once unlocked, allows any one Hero to be rescued. However, Sidekicks can only rescue their own Hero.

## RESCUE

Help to rescue your Heroes from the Villains' castle and keep the Villagers from being captured. Rescue Villagers to activate your Power cards, and rescue all the Heroes to win the game.

### Rescue a Villager:

Take a Villager **on your space** and place them on one of your power cards that does not have a Villager of that color. Once placed, they may not be moved to another power card.

When you fill the last space of a power card, return the Villagers on them to the supply, and tuck the top portion of the card under your character card. The power card is now active and its benefit can be used.



After filling all three spaces of this power card, discard the Villagers to the Villager pile, and slide the now active power card under your character card.

**NOTE:** You may not rescue a Villager from the castle.

If you are unable to place a rescued Villager on one of your power cards, simply discard it to the Villager pile.

OR

### Rescue your Hero:

If you are **adjacent to the castle** (i.e., on a space connected to it by a bridge), remove an **unlocked** lock token from play, take **your Hero** from the castle, and place them in front of your player board.

Once you have rescued your Hero, you can perform an additional action every turn, including the turn you used to rescue them.

## REST (once per turn)

Two things you're likely to be short on are ★ and ♥. If all else fails, take a load off to grab one or the other.



## ATTACHED / DETACHED

Some effects will cause a figure (i.e., one of the good fairies) or token (i.e., Iago) to become **attached** to your Sidekick. An attached figure or token moves around the board with your Sidekick until they're **detached**.

As long as a figure or token is attached to your Sidekick, they provide an ongoing benefit or hindrance, explained by the effect that caused them to become attached or the token itself.



## GAME END

Your quest to save the Heroes ends when either the Sidekicks or the Villains win.

### The Sidekicks win when both:

- All of the Heroes are rescued **and**
- At least 1 Villain is defeated.

### The Villains win when:

- A Sidekick's health is depleted, **or**
- All 5 castle towers are filled with Guards and/or Villagers, **or**
- A 3rd bridge is destroyed, **or**
- A Villain's loss condition is met.



## Looking to spice things up?

Add one or more of the included Grave Danger packs to make the game more difficult in different ways.

**Pack 1: Villagers in Peril**

**Pack 2: Guards on Patrol**

**Pack 3: Nefarious Villains!**

Each pack contains 4 identical cards to shuffle into the Danger deck. Add one pack to spice things up, two to make it extra hot, and three... well, don't say we didn't warn you.



**Designer:** Eric M. Lang ★ **Developer:** Ken Gruhl ★ **Rules:** Adam Marostica

**Graphic Design and Board Illustration:**

*Quillsilver Studio*

Mike Kay, Dann May, and Greg May.

## The designer and the publisher would also like to thank the playtesters

Anthony Walker, Arritro Noor, Bogdan Tudose, Brian Slattery, Daniel Legault, David Weiss, John Fairley, Jonathan George, Jonathan Yeo, Josh Kohler, Mandy Jelsma, Mike White, Nicole Hoye, and Steve Hutton.

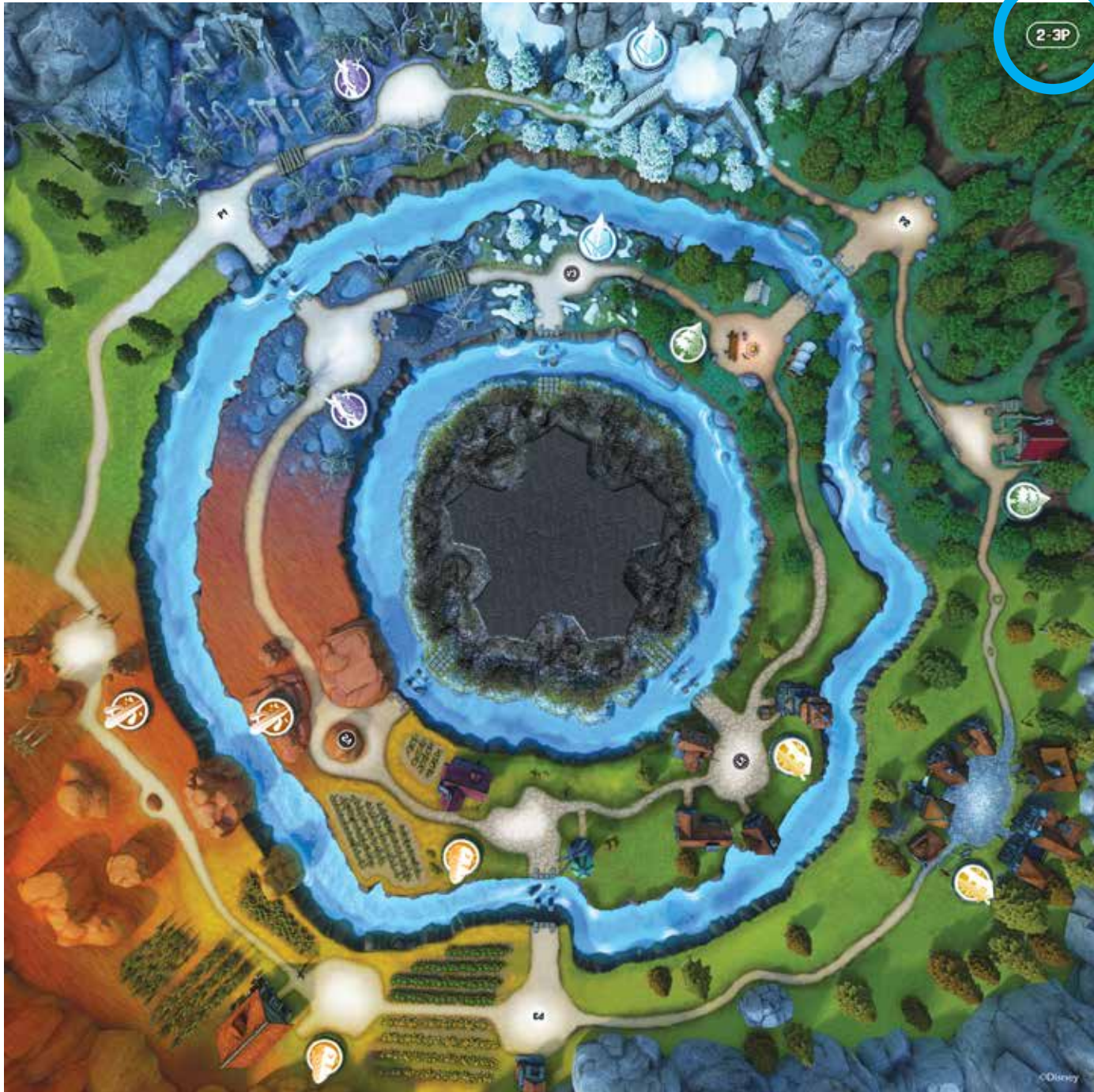


©2021, TM & © SPIN MASTER LTD. ALL RIGHTS RESERVED./TOUTS DROITS RÉSERVÉS.  
DISTRIBUTED BY/DISTRIBUÉ PAR: SPIN MASTER LTD., 225 KING STREET WEST, TORONTO ON M5V 3M2 CANADA  
• SPIN MASTER INC., PMB #10053, 300 INTERNATIONAL DRIVE, SUITE 100, WILLIAMSVILLE, NY 14221 • SPIN MASTER INTERNATIONAL B.V., KINGSFORDWEG 151, 1043 GRAMSTERDAM, NL • SPIN MASTER AUSTRALIA PTY LTD, SUITE 101, LEVEL 1, 18-24 CHANDOS STREET, ST LEONARDS, NSW 2065; ☎1800 316 982 • SPIN MASTER TOYS UK LTD, SECURE TRUST HOUSE, BOSTON DRIVE, BOURNE END, BUCKINGHAMSHIRE, SL8 5YS, UK WWW.SPINMASTERGAMES.COM



MADE IN CHINA / FABRIQUÉ EN CHINE





### GAME BOARD SIDE: 2 TO 3 PLAYERS

Fewer spaces on the board





**GAME BOARD SIDE: 4 PLAYERS**

More spaces on the board



# SUMMARY OF A TURN

## THE DANGER PHASE

**Draw a card** from the Danger deck, **follow its instructions** from top to bottom, then **discard it**. If the drawn card belongs to a defeated Villain, remove it from play and draw another card.



### VILLAGERS APPEAR

New Villagers are added to the board.



### DANGER RISES

Something bad happens.



### ENEMIES APPROACH

A Villain moves and attacks **or** a Guard is summoned.

## ENEMY ROLLS



#### The enemy hits!

The attacked Sidekick loses 1 ❤️



#### The enemy misses



#### The enemy misses

The attacked Sidekick gains 1 ⭐



## THE ACTION PHASE

Perform as many actions as you are allowed (you may choose to skip actions). The actions are:

### MOVE

1 space, skipping over other figures.

### ATTACK

An enemy in your space once or a Villain in an adjacent space once that you have not attacked this turn.

### UNLOCK

A locked Lock token by spending 5 ⭐ on a space connected to the castle by a bridge.

### RESCUE

A Villager in your space or your Hero from the castle.

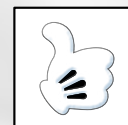
### REST

To gain 1 ⭐ or restore 1 ❤️ (once per turn).

## SIDEKICK ROLLS



#### You miss



#### You hit!

If you hit a Villain, take a ⭐ from their health track and resolve their 'when hit' effect, if any.



#### You miss

Gain 1 ⭐