

## AIM OF THE GAME

Work as a team to battle a set number of villains and survive the Final Battle!

### SET UP

1. Each player picks 1 Player Card and 1 Life Card. Place the Life Card under the Player Card so that all the white bars are showing (See Figure 1). Place the remaining Player Cards back into the box.

2. Shuffle the Hero Attack Cards (See Figure 2) and give a number to each player depending on the player count:

PLAYER COUNT	HERO ATTACK CARDS	VILLAIN CARDS	VILLAIN ATTACK STRENGTH
1 *	6	4	6
2	5	4	7
3	4	5	8
4	4	5	9
5-6	3	6	10

\* FOR SOLO RULES, PLEASE SEE PAGE 6.

3. Using the chart above, select the amount of Villain Cards with the Villain Attack Strength number (See Figure 3) appropriate for your player count. (4 Villain Cards with Attack Strength of 7 for a 2-player game, 5 Villain Cards with a Villain Attack Strength of 8 for a 3-player game, etc.). Place them at the top of the play area in a stack. Place the remaining villains back in the box.

4. Shuffle the Villain Attack Deck and place it in a stack next to the Villain Cards at the top of the play area.

5. Shuffle the Dysfunctional Family Deck and place them in a stack at the top of the play area.

6. Place the Final Battle Card off to the side.

See a full game setup on the next page:

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## SPECIAL HERO POWERS

During your turn you may choose to use your Hero's Special Power. You can do this IN ADDITION to playing a card, but only once per round. Turn your Hero Card 45 degrees to indicate you have used your Special Power this round.

**IMPORTANT NOTES:** Each time a player uses their special power it costs them 1 life bar. **PLAYING YOUR SPECIAL POWER IS OPTIONAL!** For example, you do not have to play it if it costs you your last life bar. However, there may be times during the game when sacrificing yourself to beat a villain is worth it!

**THE HORROR - "STRENGTH IN NUMBERS."** Add 2 life bars to any player or 1 life bar each to 2 players. Adjust all Life Cards accordingly.

**THE KRAKEN - "HITS TWICE."** Play a second Hero Attack Card against any Villain Attack Card and tally the 2 cards together.

**SPACE BOY - "DOUBLE SHOT."** Pick a Hero Attack Card on the table and double the damage.

**NUMBER 5 - "TIME TRAVEL."** Swap any 2 Villain Attack Cards placed to try and put them in a position to be defeated easier.

**THE RUMOR - "I HEARD A RUMOR."** Any Villain Attack Card of your choosing is defeated no matter what the Villain Card's attack value is.

**SÉANCE - "TALK TO THE DEAD."** Pick a card from the Hero Attack discard pile and play it against a Villain Attack Card still on the table.

**VANYA - "I'M NOT LIKE THE OTHERS."** Remove 4 Villain Attack Cards from the lineup, but deal 2 damage to any 1 hero (adjust that hero's Life Card accordingly). Then turn Vanya face down for the next round. Her Hero Power cannot be used 2 rounds in a row. TIP: Vanya possesses the strongest hero power, but it comes at a cost. Decide as a team for the best times to deploy it. You might want to make sure she is available for the Final Battle.

## ROUND END

If you have survived the Battle after each Villain Attack Card in the lineup has an outcome (Defeated, Blocked, Uncontested), the Battle is complete and the Round is over. Deal the total damage from all Uncontested Villain Attacks Cards remaining in the lineup amongst the surviving players. Place these Villain Attack Cards under the Final Battle Card and place the Villain Card next to that stack.

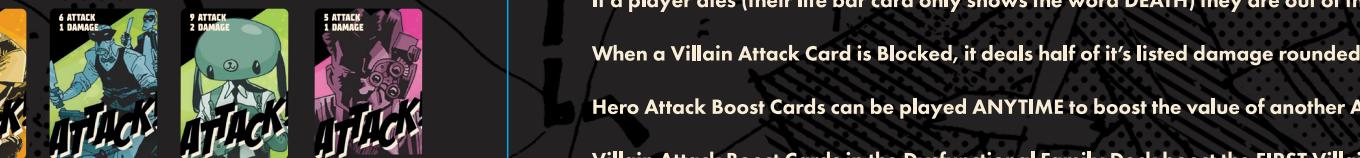
Surviving players may now discard or hang on to any remaining cards in hand. Draw back up to your hand limit and pass the turn marker to the next player in clockwise order. If the Hero Attack Deck is empty at any point before the next round, shuffle all Hero Attack Cards from the discard pile and add them to the stack.

Surviving heroes now face the next Villain, placing the required amount of Villain Attack Cards in a row and starting a new battle. If any teammate has no life bars remaining, they have died, and are out of the game. The surviving teammate or teammates will continue the remaining rounds without them, attempting to beat all Villain Cards in the stack. The dead player may still discuss how to best defeat the villains for each turn, but they won't be able to receive or play any cards.

## FINAL BATTLE! (APOCALYPSE)

If you manage to survive every round and face your required Villains, you have now entered the FINAL BATTLE!

1. Take the Villain Attack Cards from underneath the Final Battle Card, shuffle them, and deal them in a lineup.
2. Flip over a Dysfunctional Family Card and follow the rule.
3. Randomly draw one of the Villain Cards that you faced and place it at the beginning of the Villain Attack Card row with its ATTACK side up. Note this Attack Value is much stronger than normal Attack Cards.
3. Play as you have for the previous rounds, attacking, healing, blocking, or playing Story Cards to defeat the villain.



Place one of the Villain Cards here with its Attack side up. This card will have a much stronger Attack Value you must deal with.

## END OF GAME

The game ends when either of the following occurs:

**WIN** - Any Hero is alive at the end of the Final Battle.

**LOSE** - The heroes have all died, with no life bars remaining on any card. Try, try again!

## SOLO VARIANT

1. Choose your Hero: Avoid Vanya or The Horror for solo play.
2. Find the Pogo Life Bonus card in the Hero Attack Deck and place it near you. You can play this card at any time to restore your Hero to full life ONCE per game.
3. Remove all Life Boost cards from the Hero Attack Deck and give one to your chosen character. You will start the game with 8 total life. You're gonna need it!
4. Do not use the Dysfunctional Family Deck. You're going it alone, who needs family?
5. Battle 4 Villains, and use only the 6 Strength Villains.
6. You will have a hand size of 6 cards.
7. Survive all four Villains and the Final Battle to win!

Give your character one Life Boost card to begin the game, and remove all others from the deck.



Use Pogo wisely to restore your Hero to full health when things are looking desperate.

## COMMONLY OVERLOOKED RULES

You MUST face each Villain Attack card in order from left to right.

Any Villain Attack Card neither Defeated nor Blocked will deal damage and be placed under the Final Battle Card.

Heroes can only have one Life Boost card during the game.

Your Hand Size, amount of Villains faced and the Villain Attack Card Strength varies per player count. See chart on Pg. 1.

If a player dies (their life bar card only shows the word DEATH) they are out of the game.

When a Villain Attack Card is Blocked, it deals half of its listed damage rounded up, but is removed from the lineup.

Hero Attack Boost Cards can be played ANYTIME to boost the value of another Attack Card played.

Villain Attack Boost Cards in the Dysfunctional Family Deck boost the FIRST Villain Attack Card in the lineup only.

Number Five's Special Power is used on VILLAIN Attack Cards in the lineup.

Damage from Villain Attack Cards can be distributed amongst all players. Work together to decide the best way

AGES 12+

1-6 PLAYERS

20 MINUTES

**CONTENTS:** 199 cards (1 Final Battle Card, 1 Start Card, 7 Player Cards, 7 Life Cards, 26 Dysfunctional Family Cards, 26 Hero Story Cards, 32 Villain Attack Cards, 36 Villain Cards, & 63 Hero Attack Cards).

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STUDIO71 GAMES

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