



DECK-BUILDING GAME

DC
COMICS™

TURN SEQUENCE

- Play cards from your hand.
- Total up your Power and purchase cards with combined cost less than or equal to that total.
- As soon as you buy or gain a card, place it into your discard pile, unless instructed otherwise.

END OF TURN

- Place all the cards you played and any remaining cards from your hand into your discard pile, and draw a new hand of five cards.
- Fill each empty slot in the Line-Up with a card from the top of the main deck.
- If the top card of the Super-Villain stack is face down, flip it face up and read aloud the next Super-Villain's First Appearance—Attack.

Do not reshuffle your discard pile just because you have no cards in your deck. Wait until you must draw, discard, or reveal a card from your deck. Then shuffle your discard pile, and it becomes your new deck.

The game ends immediately when either of the following two conditions is met:

- You are unable to flip up a new Super-Villain on the stack.
- You are unable to refill all five slots of the Line-Up.



DECK-BUILDING GAME

R U L E B O O K



CRYPTOZOIC™
ENTERTAINMENT

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OVERVIEW

In the DC Comics Deck-building Game, you take on the role of Batman™, Superman™, or one of their brave and heroic allies in the struggle against the forces of Super-Villainy! While you begin armed with only the ability to Punch your foes, as the game progresses, you will add new, more powerful cards to your deck, with the goal of defeating as many DC Comics Super-Villains as you can. In the end, the player who has accumulated the most Victory Points from the cards in his or her deck wins the game.

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214 Game Cards

- 36 Punch Starting Cards
- 16 Vulnerability Starting Cards
- 114 Main Deck Cards
- 16 Kick Cards
- 12 DC Comics Super-Villain Cards
- 20 Weakness Cards

7 Oversized DC Comics Super Hero Cards

1 Rulebook

SETUP FOR YOUR FIRST GAME

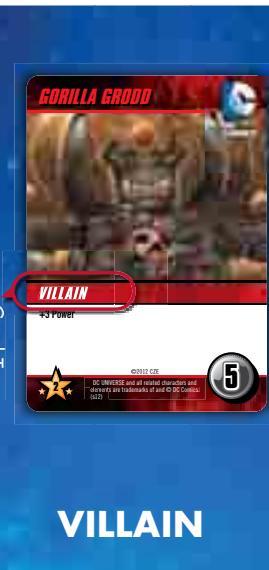
1. DC Comics Super Heroes and Starting Decks

Each player is dealt a random DC Comics Super Hero from among the following: Batman, Superman, Green Lantern, Wonder Woman, and The Flash. Set aside the other DC Comics Super Heroes for future games.

Each DC Comics Super Hero begins with a starting deck of seven Punch cards and three Vulnerability cards. You will use your Punch cards to buy more powerful cards to add to your deck, improving it as the game goes on. Vulnerability cards represent the things that occasionally cause a DC Comics Super Hero to falter. They don't do anything for you when drawn or played, so it's best to get rid of them as soon as possible (more on how to do that later).



TYPES OF CARDS



The different card types that you can play are: Starter, Villain, Location, Hero, Super Power, and Equipment. Weakness cards have no card type.

2. The Main Deck

Most of the cards that you will add to your deck as the game progresses come from the main deck. Shuffle the main deck and place it in the middle of the table. None of the following cards should ever be placed into the main deck: **Super-Villains**, **Punch**, **Vulnerability**, **Kick**, **Weakness**, or the oversized **Super Hero** cards. The main deck is made up of every other card in the game (114 cards total).

3. The Super-Villain Stack

There are twelve different Super-Villains available to use each game. Typically, **eight** Super-Villains are used for a standard game. For a longer game, use more than eight. No matter how many you use, you will always use *Ra's al Ghul*. On his card is text that reads, "This card starts the game on top of the Super-Villain stack." If you use eight Super-Villains, you will use seven selected at random, plus *Ra's al Ghul*.

Set *Ra's al Ghul* aside and shuffle the remaining eleven Super-Villain cards face down. Then randomly remove the number of cards you aren't going to play with this game from the stack. The Super-Villain stack remains face down this entire time, so no one will be able to see which Super-Villains are being used and which ones are not. Set aside the unused Super-Villains (still face down). Finally, place *Ra's al Ghul* **face up** on top of the Super-Villain stack.

Example: In a game using the typical eight Super-Villains, set aside *Ra's al Ghul* and shuffle the rest. Remove four of them at random, then put *Ra's al Ghul* face up on top of the remaining seven face-down Super-Villains.



THE STACKS

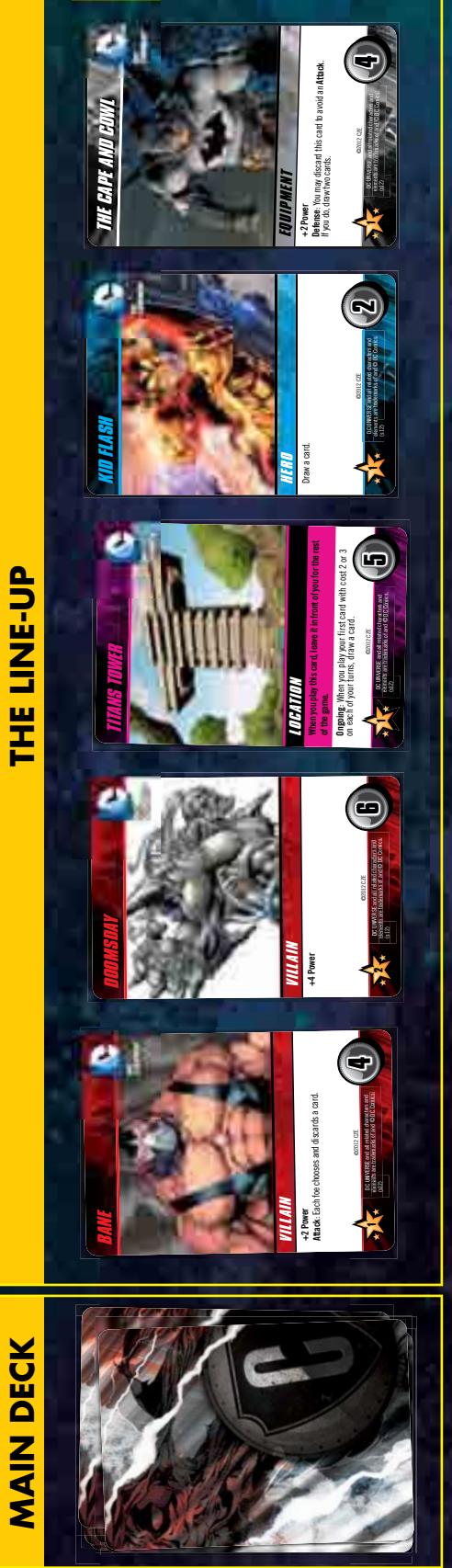


4. The Line-Up

After shuffling the main deck, place the top five cards from the main deck into the Line-Up. There is no board necessary to play this game; just reserve space for each card.

Next, place the Kick, Super-Villain, and Weakness stacks at the end of the Line-Up. You may want to turn these stacks perpendicular to the board so that everyone can reach them. You will always use all 16 Kicks and all 20 Weaknesses each game. The number of Super-Villains you use will vary. Kicks and Super-Villains are always available to be bought or defeated during your turn (while cards remain in their stacks). Weaknesses are never bought; they are gained only through unfriendly card effects. The main deck and the three stacks of cards on the end are not part of the Line-Up.

MAIN DECK



Once you have arranged the main deck, the Line-Up, and the other stacks, it will look something like the above. Your opening five cards in the Line-Up will vary. At the start of the game, there should be 16 Kicks, 8 Super-Villains, and 20 Weaknesses in their respective stacks.

GAMEPLAY

Randomly determine a player to go first, unless someone is playing as *The Flash*. *The Flash* player always goes first (he's pretty fast). Each player begins by shuffling his or her deck and drawing five cards. Players take turns in clockwise order.

Each turn, you may buy cards from the Line-Up, Kick cards, and/or the top card of the Super-Villain stack to improve your deck. Cards you buy or gain are always immediately placed into your discard pile unless you are instructed otherwise. Discard piles are always face up. Soon they'll be shuffled into your deck, and then you'll be drawing these newer, more powerful cards into your hand so you can play them. Buying powerful cards builds up the effectiveness of your deck. That's why it's called a "deck-building game."

You can buy any number of available cards with combined cost less than or equal to the amount of Power you have for the turn. For example, your Punch cards each give you **+1 Power**. If you draw four of them and no other cards with any Power bonuses, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even two cards each with cost 2, assuming these options are available. Kick cards are (usually) available if the cards in the Line-Up are too expensive, and you may buy more than one during your turn if you wish. You may pass if you cannot buy or do not wish to buy any cards.

Vulnerability and Weakness cards provide no Power. Since they weaken your draws and deck, you should try to destroy them as soon as possible. You may play them if you wish, but they have no effect when played. They are not discarded until the end of your turn when you discard all cards you have played and any cards that you have kept in your hand.

Order of Playing Your Cards

On your turn, you get to play the cards in your hand in the order of your choice. When you play a card, its game text resolves immediately. When you have played all the cards you wish to play at that time, total up the Power you have accumulated and buy what you wish to buy from the Line-Up or the face-up stacks. You do not have to play all of the cards in your hand before you start making purchases if you don't wish to.

Most cards you play have simple effects like **+Power**, card drawing, or an Attack. The order in which you play these cards typically does not matter.



Ending Your Turn

- Once you have finished your turn, place all the cards you played and any cards remaining in your hand into your discard pile. Any unspent Power from cards played during the turn is lost. Draw a new hand of five cards and pass the turn to the player on your left.
- If any of the slots in the Line-Up are empty, draw cards off the main deck and add them to the Line-Up. Do not replace empty slots as soon as you buy or gain a card from the Line-Up.
- If the top card of the Super-Villain stack is face down, flip it face up. This will reveal the next Super-Villain out to terrorize the Super Heroes.

Sample Turn Sequence



After shuffling up your starting cards, you draw a hand of four Punches and one Vulnerability for your first turn. You may play the four Punches for a total of 4 Power, which is enough to buy The Cape and Cowl from the Line-Up. After buying it, you put it into your discard pile. The Vulnerability provides you with no additional Power. Once you have played and bought all the cards you want, discard the cards you have played and any remaining in your hand and then draw a new hand of five cards. Play proceeds to the player on your left.

END OF GAME

The game ends immediately when either of the following two conditions is met:

- You are unable to flip up a new Super-Villain on the stack.
- You are unable to refill all five slots of the Line-Up.

Then, players total up the Victory Points on cards in their deck. Weakness cards in your deck at the end of the game will subtract Victory Points (VP) from your total. The player with the highest VP total is crowned the winner! In case of a tie, the player with more Super-Villain cards wins.

After a winner has been determined, all players will need to take apart their decks, placing all of the cards back into their proper stacks. Be sure to return any Super-Villains that were not used during the game to the Super-Villain stack, so they can be used in the next game.

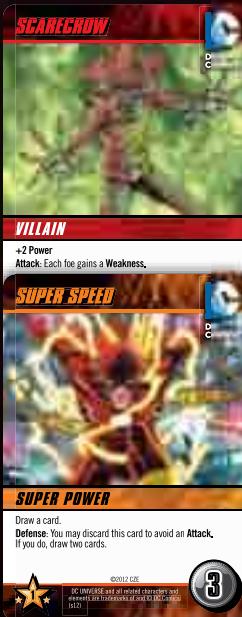
ADDITIONAL RULES

DC Comics Super Heroes

Your Super Hero gives you an ability that you may choose to use during your turn. If a Super Hero has two abilities on his card, both of them may trigger on the same turn. At the start of games after your first, each player may choose a Super Hero to play with, or if you have enough, deal two Super Heroes to each player, and then each player chooses one.



When revealed on the Super-Villain stack, this Attack resolves immediately against each player in the game. Each player with a Defense card may defend against the Attack. The Attack will resolve against any players who do not defend themselves. These Attacks do not happen during any player's turn.



Attacks and Defenses

Some cards allow you to make an Attack against the other players in the game. When you play a card with an Attack ability, each other player has an opportunity to avoid the Attack with a card that has a Defense ability. A player using a Defense card's ability negates the Attack only for that defending player. A player may only play one Defense card per Attack. Any players who don't avoid the Attack are then affected by the Attack card's ability. Avoiding an Attack does not negate any other abilities (like +2 Power) of a card, unless an ability specifically counts the players successfully hit by the Attack.

Super-Villains are Villains. Super-Villain is a title, not a card type, so playing a Super-Villain does not count as playing two different card types.

Example: If you have the Location Arkham Asylum in play and you play a Super-Villain, it counts as playing a Villain, so you get to draw a card.



Super-Villain Cards in Your Deck

Like any other card you acquire, the experience gained defeating a Super-Villain will aid you in your future turns. When you play a Super-Villain from your hand, the text at the top of the text box is the relevant text. The "First Appearance—Attack" is no longer applicable, as the Super-Villain already made that attack when he was first revealed from the Super-Villain stack.

The Super-Villains

When you have accumulated enough Power in a turn, you can choose to defeat a Super-Villain. If you do, take the topmost face-up card from the stack and place it into your discard pile, unless instructed otherwise. The next card in the Super-Villain stack remains face down until your turn is over, so a player may defeat only one Super-Villain per turn. Super-Villains range in cost from 8 to 12, and their stack is randomized at the start of each game, so check the stack for the current Super-Villain's cost.

While Ra's al Ghul is content to gaze scornfully at the players from his lofty perch atop the DC Comics Super-Villain stack, the rest of the Super-Villains take a more hands-on approach. When a new Super-Villain is revealed, this is called his or her "First Appearance." On each Super-Villain (other than Ra's), you will find that Super-Villain's First Appearance—Attack.

Weakness

Some Attack cards force the attacked players to gain a Weakness. If this happens, the Weakness cards are usually placed in that player's discard pile, effectively adding them to that player's deck. They have no ability when drawn during the game and can be played or kept in your hand and discarded at the end of your turn. At the end of the game, each Weakness in your deck subtracts 1 Victory Point from your VP total, so you'll need a plan for destroying them at some point! If the Weakness deck runs out, effects that would cause a player to gain a Weakness do not do so, but any other effects those cards have still resolve as usual. A player may still play a Defense to avoid an Attack, even when there are no Weaknesses available to be gained.



Shuffling Your Deck

You don't reshuffle your discard pile into your deck as soon as you run out of cards. However, if at any point during the game if there are no cards in your deck and you need to draw, discard, or reveal a card from your deck, immediately reshuffle your discard pile, and it becomes your new deck.

Locations

Location cards go straight to your discard pile when bought or gained, just like any other card. However, when you later draw and play a Location, that card will remain face up and in play in front of you for the rest of the game. Each Location has a draw effect that triggers the first time you play a particular card type during each of your turns. The word Ongoing is a reminder that this card keeps working for you turn after turn. This effect triggers only once during each of your turns. You can have any number of Locations in play at once.



Gaining Cards

When a card tells a player to gain a particular card or a card of your choice, that card is taken and immediately placed in that player's discard pile at no additional cost, unless otherwise directed by the card. If a card tells to you gain a card with a specific name, card type, or cost and there are none available, you simply don't gain the card.



Resolving Card Abilities

If a card's ability affects multiple players, and the order matters (for example, an Attack that has each of three opponents gain a Weakness, with only two Weaknesses remaining on the board), resolve that ability for each affected player in clockwise order, starting from the player who played the ability.

When you play a card that triggers another effect, like on your Super Hero or a Location you control, fully resolve the card you are playing before resolving any secondary effects triggered by your card play.

Example: *The Penguin's* game text says to "Draw two cards, then choose and discard two cards from your hand." If your Super Hero is *The Flash*, he allows you to draw an extra card the first time a card tells you to draw one or more cards during your turn. However, you must first draw two cards and then discard two cards before drawing an additional card due to *The Flash's* game text.

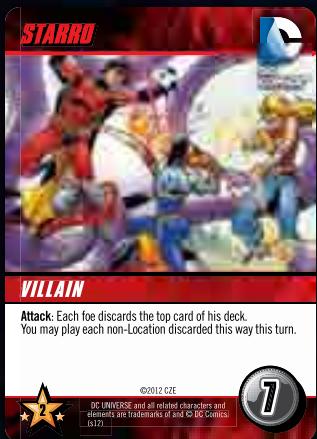
VARIANT GAMES

Two Heads are Better than One: This is a 1v1 game, where each player plays as two Super Heroes at once . . . as if they were sharing one body! So you get to combine the game text on both of the Super Heroes that you're playing. At the start of this variant game, shuffle the Super Heroes and deal two to each player.

Team Game: This is a 2v2 game, where you and a partner work together to defeat the opposing team! Turns should alternate so that a team does not take two turns in a row. Teammates are free to discuss strategy before making decisions, but you can't show your teammate your hand. Each Super Hero has his or her own deck and hand, but when you buy or gain a card during your turn, you may choose to put that card into your discard pile or your teammate's discard pile. If you place it in your teammate's discard pile, one member of the other team may choose to discard a card from their hand and then draw a card. This occurs for each card that a foe passes to their teammate.

Any Attacks you make do not affect your teammate. When your team is attacked by the other team or a Super-Villain, you may defend your teammate. When you play a Defense card, you must decide which Super Hero you are protecting. The Super Hero who played the Defense card always gains any benefit listed on the Defense card for playing the card, however. At end of game, total up each deck's individual Victory Points, then add your two totals together for your team score. The team with the higher combined total score wins!

"On Patrol" Game: This is a standard game, but with a new option. During your turn, when there are one or more empty slots in the Line-Up, you **may** immediately refill all empty slots in the Line-Up with cards from the top of the main deck. If any of those cards have Attacks, you and only you are immediately attacked. Any Attacks that might benefit the active player do not do so, but the effects still resolve as usual.



Example: If Starro is revealed while On Patrol, the active player must discard the top card of his deck, but he does not get the benefit of that card.

This variant increases the variety of cards a player will have access to during his or her turn, but at a slight risk. Remember that you do not have to play all of your cards at once, so you would do well to hang onto a Defense card until after you have added any new cards to the Line-Up.

SPECIFIC CARDS

The Anti-Monitor: Super-Villains, Kicks, and Weaknesses are not legal targets for *The Anti-Monitor*'s card-destroying ability, as they are not in the Line-Up. Choose any number of cards currently in the Line-Up to destroy when you play this card. You cannot destroy the cards that are replacing ones you previously destroyed. Note that after his First Appearance—Attack, the cards each player adds to the Line-Up will often leave the Line-Up with five or more cards, so don't fill a seemingly empty slot without counting the total first.

Atrocitus: Your opponents do not get to look at the card you have placed under your Hero from this First Appearance—Attack, though you are free to show it off if you wish.

Batmobile: This card remains in play when you use the discard and redraw effect. It is not discarded until the end of your turn. The *Batman* Super Hero receives a +1 Power bonus for playing this Equipment whether you use the discard and redraw ability or not.

Bizarro: The Weaknesses in your deck still subtract from your score.

Black Manta, Parallax, Suicide Squad: If you have no cards to play during your turn, you must simply pass. At the end of your turn you then get to redraw back up to five cards as usual.



Brainiac: During *Brainiac*'s First Appearance—Attack, a player is only dealt back as many cards as he or she contributes.

Captain Cold: While a Super Hero is face down, it has no abilities. If the *Wonder Woman* Super Hero defeats *Captain Cold*, her game text does not trigger.

Clayface: You can't choose another *Clayface* you played this turn.

Dark Knight: Note that *Catwoman* can put any card you have bought or gained this turn into your hand; it doesn't have to be an Equipment that *Dark Knight* gained for free. It doesn't matter if you play *Catwoman* before or after *Dark Knight*—the result is the same.

Darkseid: To block this First Appearance—Attack, you may either play a Defense card or reveal a Villain from your hand. If you cannot avoid this Attack, you choose which two cards to discard from your hand.

Deathstroke: You do not choose hand or discard pile and then only destroy a card in the chosen area. If either area contains a Hero, Super Power, or Equipment, you will have to destroy one of them if you don't avoid this attack.

Emerald Knight: You can't choose Kick, as it is not part of the Line-Up. You cannot buy or gain the card you remove from the Line-Up this turn.

Harley Quinn: If a player has no Punch or Vulnerability cards in his or her discard pile or has no discard pile, there is no effect upon that player (though he or she may still choose to use a Defense card).

High-Tech Hero: Whether you play a Super Power or Equipment before or after playing *High-Tech Hero*, you will still get +3 Power as long as you play one during your turn.



The Joker: If a player avoids *The Joker*'s First Appearance—Attack, that player does not pass or receive a card. The card he would have received is placed into the discard pile of the next player to the left.

The Joker's game text is not an attack. Each other player must choose to either discard a random card or allow the player who played *The Joker* to draw a card. If you have no cards in hand, you cannot choose the discard option.

Lex Luthor: With his First Appearance—Attack, *Lex Luthor* is not counted, as he is not in the Line-Up.

Man of Steel: As with any cards that are drawn or put into your hand, you may play all of these cards immediately.

Mera: If your discard pile is empty at the time you play this card, the larger Power bonus applies, even if cards end up in your discard pile after you play her but before you have spent any Power.



The Riddler: You do not get to look at the top card of the main deck until after you have paid the 3 Power to gain the card. You may use this ability multiple times when you play the card, but each use costs you 3 Power from your total for the turn. To use this ability, simply subtract 3 Power from your total for the turn and then gain the top card of the main deck. If you choose not to use this ability, *The Riddler* grants you +1 Power for the turn.

Sinestro: With his First Appearance—Attack, you do not have to discard the Heroes you reveal, so if you reveal two Heroes, you must discard two cards, but those cards can be any cards in your hand.

Suicide Squad: There are six copies of this card in the main deck. The more you acquire, the more VPs they are all worth. At the end of the game, you gain VPs equal to the number of *Suicide Squad* cards in your deck, but you count that effect for each one. So, effectively, you gain VPs equal to the number of *Suicide Squad* cards in your deck squared.

Swamp Thing: You do not gain additional Power for controlling multiple Locations.

X-Ray Vision: This is not an Attack, so it cannot be defended against. If a player has no deck, he or she must shuffle his or her discard pile to create one.

FAQ

Q: What does the term "defeat" or "defeated" mean?

A: That term is only used referring to Super-Villains. You "defeat" a Super-Villain when you buy it from the top of the Super-Villain stack. That Super-Villain has then been "defeated."

Q: I play *Kid Flash* and draw *The Watchtower*. I play it, then play *Robin*. Since *The Watchtower* was in play when I played *Robin*, do I get to draw a card from the Location's Ongoing ability?

A: No, as *Robin* was not the first Hero you played that turn. *Kid Flash* was, and *The Watchtower* was not in play at that time.

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