



This region always seems to have more than its fair share of superheroes and supervillains. When two superpowered rivals decide that this place isn't big enough for the both of them, their duel spirals into an out-of-control brawl for the ages...

YOUR OBJECTIVE:

Be the first player to leave
your opponent with all
knocked-out Characters.

There are

3

kinds of cards:



Characters,



Conditions, and



Interruptions

Characters



Every Character is a Hero, a Gray, or a Villain.
Each Character has attacks that are Physical, Energy, Mental, or Fate.
Characters of different kinds can work together.

The Character Card

Side

This is a Gray Character

Character Type

This is a Fate Character

Health Bar

This Character has 10 Health

First Power

Does 4 damage

Second Power

Does 6 damage

Special Ability

The card for Mal Suerte is shown. It features a large blue male symbol (♂) with a speech bubble saying "¿Por qué yo?". The card has a health bar on the left with numbers 10 down to -5. The top right corner has a shield icon. The bottom right corner has two attack options: "Simple Misunderstanding" (4 damage) and "Big Misunderstanding" (6 damage, slow attack, resolves after all others). The bottom of the card is purple and contains the text "-1 damage from any attack".

Attack	Damage	Notes
Simple Misunderstanding	4	
Big Misunderstanding	6	Slow attack, resolves after all others
Special Ability	-1	-1 damage from any attack

Conditions



Every Condition card has an impact on how effective Characters are, but no Condition affects all Characters.

If a new Condition does exactly the opposite of an existing Condition (for example, **Innocent Bystanders** when **Call to Arms** is in play), then remove both cards.

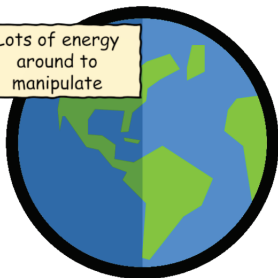
Otherwise, it remains face-up and in effect until affected by some other card.

The same attack can be affected by a Condition based on the Character's side and by a second Condition based on the attack type.



Nearby Utilities

Lots of energy around to manipulate



+1 damage by all ⚡Energy Characters

PERSISTENT EFFECT

INSTANT EFFECT



Emergency Medi-kit



Heal one ♡Character by 5 points.

Interruptions



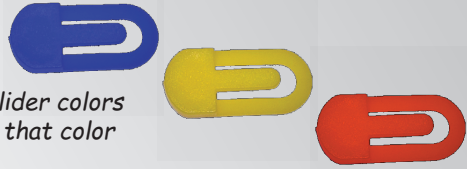
An Interruption Card can be played at any time except while damage is being determined.

This means that a player **can** play an Interruption during the opponent's turn.

Once the card's effects have been resolved, place it face-up on the discard pile.

Set-up

1



Each player selects one of the slider colors and collects all of the sliders of that color

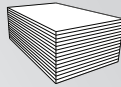
2



Shuffle the deck and deal six cards to each player.

If either player has no Character cards, reveal the Character-less hand, return all cards to the deck, and repeat Step 2.

3



Pick me!
Pick me!

Place the remaining cards face-down between the players. This is the draw pile.

4



Each player places one Character card face-down. The remaining cards become each player's hand.

5

You are such an
embarrassment.

Each player turns over the Character card. Place one slider so that its window surrounds the highest number in the health counter area, and another slider so that it surrounds the side symbol.

6



The player with the most "villainous" Character showing goes first. A Villain is more "villainous" than a Gray which is in turn more "villainous" than a Hero. If Characters are in the same category, the one later in alphabetical order goes first.

Sequence of Play

1

Draw a card from the draw pile into the current player's hand.

2

The current player may put one Condition in play face-up between the players. If the new Condition counteracts an existing Condition, either by introducing an opposite effect or explicitly removing another card, place both cards in the discard pile.

3

The current player may put one Character in play *unless* there are already five Characters in play on that team. Place one slider so that its window surrounds the highest number in the health counter area, and another slider so that it surrounds the side symbol. The Character card is left face-up in front of the player.

4

The current player may attack with one Character. If so, the player chooses which of the target player's Characters to attack. A knocked-out Character (card tuned sideways) cannot attack or be attacked. Position the two cards into a match-up with the attacking Character's card slightly overlapping the other.

5

If the current player attacked, the target player can choose to counter-attack with a Character not already in a match-up. If so, the target player chooses which of the opposing Characters to attack who is also not already in a match-up. Overlap the counter-attacking Character's card slightly over the target.

6

If the target player counter-attacked, the counter-attacked player has the option to counter-counter-attack with another Character. If so, attacks continue until a player chooses not to attack or there is no available match-up.

7

Players declare any Character powers to be used that will affect others outside their match-up. For example, Dark's power to reduce all Energy damage to his team would need to be declared now, as would Tude's healing power including the target. Move the left slider from the Character's side symbol to the damage associated with the selected power. A Character can declare a power only if they are in a match-up this turn.

8

Any player may use an Interruption card or cards at any point until damage resolution occurs (Step 11). Discard used Interruption cards face-up. Remove the sliders from a Character that returns to a player's hand which means no power activates. For example, if Nimbus is declared to heal a Character, but Nimbus gets returned to his player's hand, the healing effect does not take place.

9

Players declare the power used by attacking Characters (the ones overlapping their match-up cards) if not already declared, moving the right slider to the damage associated with the selected power.

10

Players declare the power used by attacked Characters (the ones overlapped by their match-up cards) if not already declared, moving the right slider to the damage associated with the selected power.

Sequence of Play (continued)

I love doing damage!

11

Determine damage done to each Character. No player may use an Interruption card during damage resolution.

- A. Adjust damage up or down based on Character abilities. For example, Bonesnapper does +3 extra damage if fighting an Energy Character.
- B. Adjust the damage up or down based on teammates' powers. For example, if Riposte uses his Sonic Disruptor power, then he and each of his teammates does 1 extra damage (of their own type) if matched up against a Mental Character.
- C. Adjust the damage up or down based on Conditions. For example, with **Unstable Terrain**, all attacks by Physical Characters do 1 less damage.
- D. All fast or ranged damage is dealt simultaneously. Move the left slider on the target's health counter down the appropriate number of points. Any Character reduced to 0 Health or lower is knocked out. Turn a knocked-out Character's card sideways.
- E. All normal damage is dealt simultaneously, so long as the Character causing the damage wasn't knocked out. Move the target's left slider down the appropriate number of points. Turn any newly knocked-out Character card sideways.
- F. All slow damage is dealt simultaneously, so long as the Character causing the damage wasn't knocked out. Move the target's left slider down the appropriate number of points. Turn any newly knocked-out Character card sideways.
- G. Finally, any healing occurs, so long as the Character doing the healing wasn't knocked out. Move the target's left slider up the appropriate number of points. If a Character is brought above 0 Health, turn that Character's card to a normal position.

12

Either player has the opportunity to play an Interruption card or cards before the current player ends the turn. Discard used Interruption cards face-up. Remove the sliders from a Character that returns to a player's hand.

13

Reposition all Character cards in front of their respective players and move their right sliders back to their respective side symbols.

14

If the current player's hand has six or more cards, discard cards face-up until the player's hand is down to five.

15

If the current player ends the turn with all Characters in play knocked-out, then the opposing player wins the game!

16

If there is at least one card left to draw, play passes to the left and returns to Step 1 for the new current player.

17

If there are no cards left to draw, the player with more Characters in play who are not knocked-out is the winner. If the number is the same, the game is a draw.

Optional Rules

Maybe Help Will Arrive

If the current player in Step 15 has all knocked-out Characters, but fewer than five in play, one additional turn is played to see if a new Character can join. Or maybe an Interruption will revive one of the knocked-out Characters at the last possible moment.

Delay of Game

If a player has no Characters in play for two consecutive turns, the opposing player wins the game.

More Actions

Characters may take an action instead of an attack. This action gives the opposing player the opportunity to counter-attack in the sense of Steps 5 and 6.



Heroes can **render aid** to a knocked-out Character on their team. Position the rescuing Hero Character card so it is face-up but inverted, and touching the Character to be aided. If the Hero is still active Step 13 (not knocked-out or removed by an Interruption), add up to 5 Health to the aided Character but not to more than 1 Health above zero.



Grays can **thwart** an attack. Place the thwarting Character card on top where matched-up Character cards overlap. If the thwarting Character is still there and not knocked-out when the first damage would happen in that match-up, no one in that match-up deals any damage. Any other ability of a thwarted Character still works normally such as healing or affecting others' damage.



Villains can **gang up** with a teammate Character already matched up against an opposing Character. Place the ganging-up Character touching the teammate Character but not the opposing Character. If the ganging-up Villain is still there and not knocked-out when the teammate's damage resolves, the teammate does +2 extra damage. Multiple Villains can gang up in a single turn.

The Character using an action cannot attack, but can be attacked by the opposing player's Characters. A Character using an action does 2 less damage to the Character attacking him or her.

Picking Sides

To ensure that Heroes and Villains don't end up on the same team:

Search through the deck for the ten Hero Character cards and place them in a pile. Place the ten Villain Character cards in a separate pile. Also pull out the ten Gray Character cards.

Shuffle the Gray Character cards and deal five of them onto each pile, then shuffle the remaining cards and deal them onto the two piles. Shuffle each of the resulting piles thoroughly.

Each player now has a personal draw pile instead of a common one in the center.

In Step 16, the game ends if the new current player has no cards to draw.

Three-Way Battle

Wage a three-way battle by dealing out three sets of six cards each, and three Characters start in play.

When attacking, the current player chooses a target Character, and that Character's player has the option to counter-attack. The counter-attack may target either of the other players, and then the player counter-attacked has the option to attack someone.

If the current player's turn ends with all Characters in play knocked-out, then that player is eliminated. The remaining players continue in a two-way battle.

At the end of a turn, play passes to the player on the left.

Optional Rule Combinations

Maybe Help Will Arrive & Three-Way Battle

If the current player in Step 15 has all knocked-out Characters, but fewer than five in play, that player has one additional turn to see if a new Character can join or an existing one revived.

The reviving might be done by one of the other players... for their own reasons.

More Actions & Three-Way Battle

Taking an action still creates an opportunity to counter-attack, but the option goes to the player not involved in creating the opportunity to take the action. For example, if Player One attacks Player Three, and Player Three decides to take an action, the opportunity to counter-attack passes to Player Two.

If the current player chose an action as the initial "attack," the opportunity to counter-attack passes to the player on the left (because the player on the right created the opportunity by ending the previous turn).

Picking Sides & Three-Way Battle

To ensure that Hero, Villain, and Gray Characters each have their own team: Create a pile of the ten Hero Character cards, a second pile of the ten Villain Character cards, and a third pile of the ten Gray Character cards. Shuffle the remaining cards and deal them to the three draw piles.

Shuffle each pile thoroughly, and proceed with each player using their own personal draw pile.

In Step 16, the game ends if the new current player has no cards to draw.

Delay of Game combines pretty naturally with the other optional rules.

I've never been really big on following rules...

