



DECK-BUILDING GAME

ARKHAM

ASYLUM™

TURN SEQUENCE

- Resolve all “start of turn” abilities in any order you choose.
- Play cards from your hand.
- Total up your Power and purchase cards with combined cost less than or equal to that total.
- When you gain a card, put it into your discard pile.
- Do not immediately refill the Line-Up when you gain a card from it.
- You may play additional cards even after buying cards.

END OF TURN

When you end your turn, resolve the following steps in order:

1. Announce that you are ending your turn. Your turn is now over.
2. Put any cards remaining in your hand into your discard pile.
3. Resolve all “end of turn” abilities, such as the Bribe tile, in any order you choose.
4. Put all non-**Ongoing** cards you control into your discard pile. Lose any unspent Power.
5. Draw 5 cards from your deck, shuffling your discard pile if needed.
6. If there are fewer than 5 cards in the Line-Up, add cards from the top of the main deck to the Line-Up until there are 5 cards.
7. If the top card of the Nemesis stack is face down, flip it face up and read aloud its “**First Appearance — Attack.**”
8. If the top card of the Hostage stack is face down, flip it face up.
9. The next player in turn order starts their turn.

END OF GAME

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

- At the end of the turn in which the last Nemesis is defeated.
- Immediately if you are unable to refill the Line-Up to 5 cards.

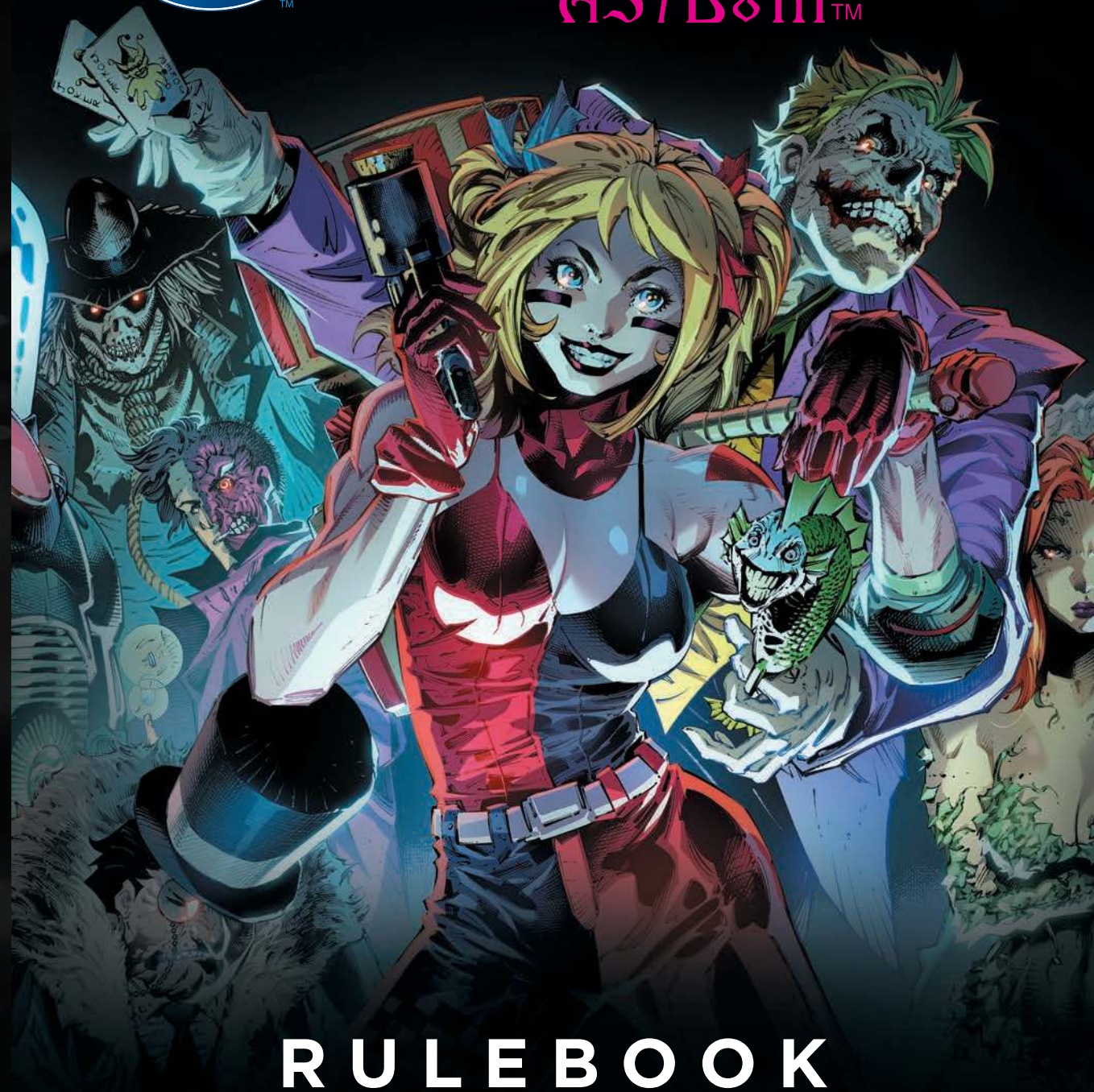
The player with the highest VP total wins! In case of a tie, the tied player with more Nemesis cards wins. If there is still a tie, the tied player with the greater number of cards in their deck wins.



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RULEBOOK

2-4 PLAYERS • AGES 15 & UP



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OVERVIEW

Break out of Arkham Asylum and take over Gotham City! Take Hostages and Bribe your way to the top of the criminal underworld. Your deck begins the game with only the ability to Punch your foes. As the game progresses, you will add more powerful cards to your deck, with the goal of defeating Batman and his allies. Build your team from a variety of Heroes, Villains, Equipment, Locations, and Super Powers. Once you've taken down the Bat, the player with the most Victory Points wins!

DC Deck-Building Game veterans will find the main new rules of Arkham Asylum on pages 10-13.

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198 Game Cards

- 36 Starter Cards
- 9 Unique Starter Cards
- 97 Main Deck Cards
- 13 Henchmen Cards
- 16 Weakness Cards
- 14 Hostage Cards
- 12 Nemesis Cards
- 1 Randomizer Card

9 Oversized DC Characters

Tokens

- 8 Riddle Tokens
- 4 Freeze Tokens
- 1 Two-Face Coin Token
- 1 Bribe Tile
- 28 VP Tokens

1 Rulebook

2 Multiverse Dividers



In this box, you will find special components not used during standard games of **Arkham Asylum**. The two plastic Multiverse Dividers are used to separate your **Arkham Asylum** cards from the rest of your collection when storing the game in the **Multiverse Box**, a large, sturdy storage box. The Randomizer card is used to play the special Multiverse game mode included in the **Multiverse Box** or to help you decide which of your **DC Deck-Building Game** releases to play.

ANATOMY OF A CARD

- Card Name:** Two cards are "different" if they have different card names. If a card name is referenced in game text, it will be written in bold text.
- Card Type:** Some abilities will trigger when you gain or play cards with a specific card type. The different card types are Starter, Equipment, Hero, Hostage, Location, Super Power, and Villain. (Weakness cards don't have a card type.)
- Game Text:** Resolve all this text from top to bottom when you play the card.
- VP Value:** How many points this card is worth. Cards with a ★ will have game text that explains what the card's Victory Point (VP) value is at the end of the game. Cards with a ★ are considered to have a VP value of 3 during the game.
- Cost:** How much Power you must spend to buy the card.
- Set Tag:** What base game or expansion the card is from.
- Bribe Banner:** Cards with this banner can be played from the Line-Up by spending VP tokens. See page 10 for more details on how to Bribe cards.



SETUP

1. Your Character and Starting Deck

Each player is dealt 2 random oversized Character cards and chooses one of them to play. You should reference each Character's unique Starter card while determining which Character you want to play. You can tell which Character each unique Starter belongs to by the name to the right of the card type.

Each player begins the game with a Starter deck of 6 **Punch** cards, 3 **Vulnerability** cards, and 1 unique Starter card. Return any unused Characters and Starter cards to the game box.



2. The Nemesis Stack

The term Nemesis is used to collectively refer to the standard-sized cards with the Super-Villain and Super Hero subtypes used to create the Nemesis stack. While all the Nemesis cards in this set are Super Heroes, other sets have Nemesis cards that are Super-Villains. You are free to use only Super-Villains, only Super Heroes, or a mix of both when forming the Nemesis stack.

Sort the standard-sized Nemesis cards by their Level and shuffle each face down stack separately. (You may notice that the Level 4 cards have a blue back. The different color is to remind you that one of these cards will be the last card in the stack.) Take one Level 4 Nemesis card and place it face down next to the play area. Then, take two Level 3 Nemesis cards and put them face down on top of the Level 4 card. Next, take three Level 2 Nemesis cards and put them face down on the Nemesis stack. Finally, take one Level 1 Nemesis card and put it on top of the stack face up. Return the rest of the Nemesis cards to the box without looking at them.

3. The Weakness, Henchmen, and Hostage Stacks

Place all the **Weakness** and **Henchmen** cards into two separate face-up stacks next to the Nemesis stack. Take all the **Hostage** cards and shuffle them face down. Place this shuffled stack face down next to the other stacks. Turn the top card of the Hostage stack face up.



4. The Main Deck, Line-Up, and Bribe Tile

Shuffle the remaining Hero, Villain, Equipment, Location, and Super Power cards together and place this deck on the opposite side of the play area from the stacks. This forms the **main deck**. (Note: There should be no **Henchmen**, **Weakness**, **Hostage**, **Starter**, **Super-Villain**, or **Super Hero** cards in the main deck at the start of the game.)



After shuffling the main deck, put the top 5 cards into a face-up row next to it. This row of cards is called the **Line-Up**, which has 5 slots to hold the cards that players can buy during their turn. The main deck and the stacks of cards on the end are not part of the Line-Up.

Then, place the **Bribe** tile above the main deck. This tile has reminder text for how Bribe cards work. More details on Bribe cards can be found on page 10.

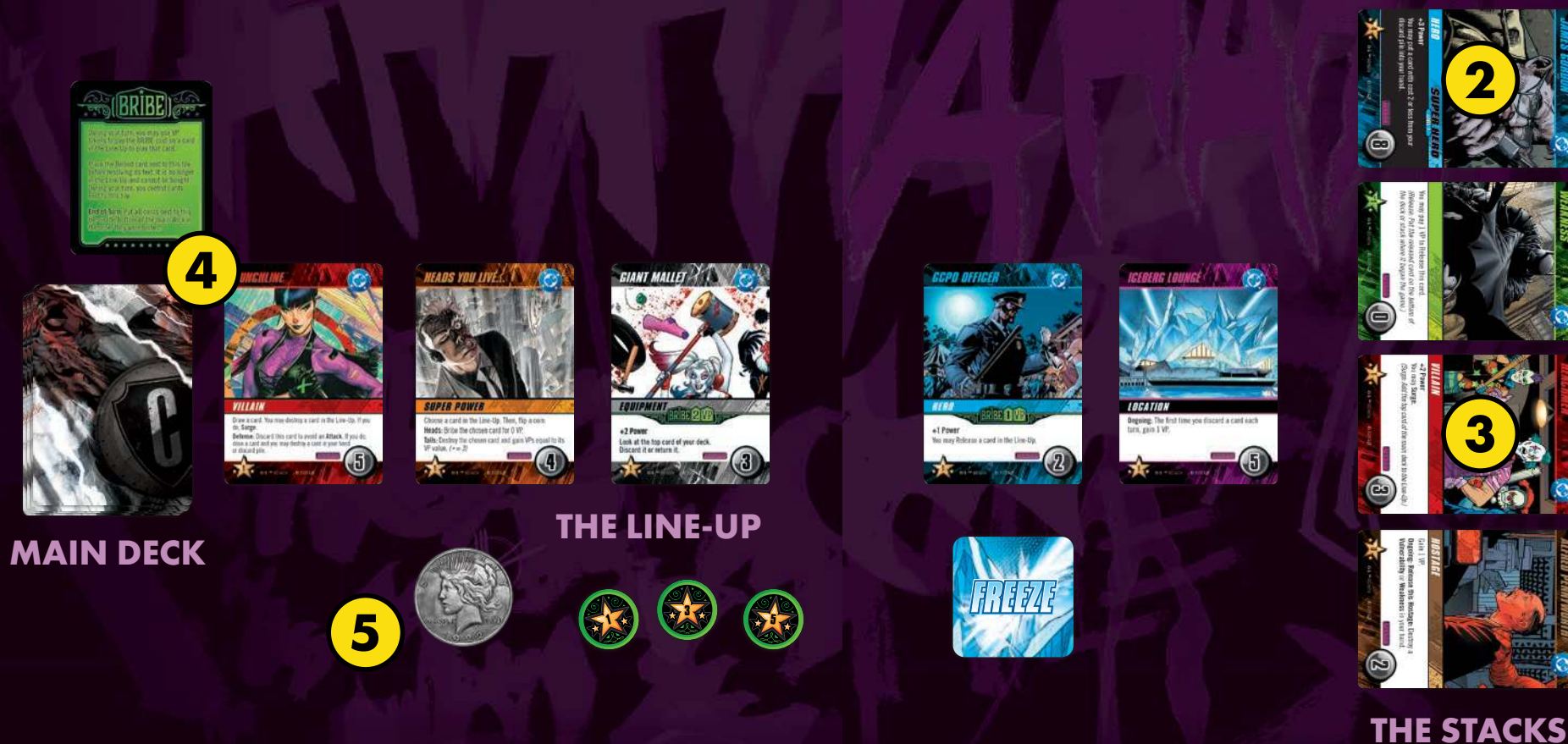
5. Tokens

Place the Two-Face coin and VP tokens near the play area. Give each player a Freeze token. If someone is playing as The Riddler, they take all the Riddle tokens, shuffle them together, and make a facedown stack of them on their Character. Otherwise, return the Riddle tokens to the box.

Once you have arranged the main deck, Line-Up, tokens, and stacks, it will look something like the below image. (Your specific Line-Up cards may vary.)

6. First Player

The player who most recently read a comic book gets to go first. Alternatively, you can determine the first player randomly. If playing with 3 or more players, each player after Player 2 in turn order gains 2 VPs. Each player shuffles their 10-card Starter deck and draws 5 cards.



GENERAL GAMEPLAY

Players take turns in clockwise order. You take your turn by playing cards from your hand face up in front of you for all players to see. Each time you play a card, immediately resolve the game text on that card from top to bottom. Cards generate Power (the “currency” of the game) and other abilities. Card abilities are mandatory unless it says “you may.” After you play a card, leave it in your play zone in front of you. Do not put the cards you play directly into your discard pile.

Each turn, you may spend the Power you generate to buy cards from the Line-Up, Henchmen stack, Hostage stack, and/or the Nemesis stack to improve your deck. You cannot buy cards from the Weakness stack. All cards you gain are immediately put into your face-up discard pile unless instructed otherwise. Discard piles are always face up and may be looked through at any time. You do not have to play all the cards in your hand before you start to buy cards and may play additional cards after you have started to buy cards.

You can buy any number of available cards with combined cost less than or equal to the total Power you have generated this turn. For example, your Punch cards each give you **+1 Power**. If you play 4 of them and a Vulnerability, which generates no Power, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even 2 cards each with cost 2, assuming these options are available. Henchmen and Hostage cards are (usually) available if the cards in the Line-Up are too expensive, and you may buy more than 1 Henchmen during your turn.



With 4 Power and the above Line-Up, you could buy **Heads You Live...**, or **Giant Mallet**, or a **Henchmen**, or **GCPD Officer** AND **Alfred Pennyworth**. You could not afford **Punchline** or **Iceberg Lounge**, or any other combination of cards this turn.

You may choose to end your turn when you are done playing and buying cards. You do not have to play all the cards in your hand or spend all your Power before ending your turn. However, cards you do not play and unspent Power do not carry over to your next turn. It’s normally a good idea to play all your cards and spend as much of your Power as you can.

Once you have finished your turn, you will refresh the game area (see “Ending Your Turn” on the next page) and draw 5 cards from your deck. The player to your left will then begin their turn.

Shuffling Your Deck

At any point during the game, if there are no cards in your deck and you need to draw, discard, look at, or reveal a card from your deck, immediately shuffle your discard pile, and it becomes your new deck. Then, carry out the action. **Do not shuffle your discard pile and make it into your deck as soon as your deck is empty.**

Ending Your Turn

When you end your turn, resolve the following steps in order:

1. Announce that you are ending your turn. Your turn is now over.
2. Put any cards remaining in your hand into your discard pile.
3. Resolve all “end of turn” abilities, such as the Bribe tile, in any order you choose.
4. Put all non-**Ongoing** cards you control into your discard pile. Lose any unspent Power.
5. Draw 5 cards from your deck, shuffling your discard pile if needed.
6. If there are fewer than 5 cards in the Line-Up, add cards from the top of the main deck to the Line-Up until there are 5 cards.
7. If the top card of the Nemesis stack is face down, flip it face up and read aloud its “**First Appearance — Attack.**”
8. If the top card of the Hostage stack is face down, flip it face up.
9. The next player in turn order starts their turn.

Resolving Card Abilities

When an ability tells you to draw a card, that card is drawn from your own deck. If you cannot fully resolve the text on a card, resolve as much of it as possible. When you play a card that triggers another ability, like on your Character, fully resolve the card you are playing before resolving any secondary abilities triggered by your card play. If you have multiple triggered abilities, resolve them in any order you choose. Some abilities give you the option to complete a certain action to get a specific bonus. If you cannot take that action, you do not get the bonus.

For example, when you play Crowbar, you must decide if you are going to discard a Hostage. If you choose not to, or if you don’t control a Hostage, you do not get to destroy a card in your hand or discard pile.



The term “foe” means the other people you are playing against. If a card’s ability affects multiple players, and the order matters (for example, each player gaining a Weakness, with only 1 Weakness remaining in the stack), resolve that ability for each affected player in clockwise order, starting with the active player. If an ability causes a card to leave play, any of the Power and abilities it generated remain. If an ability allows you to do something up to a certain number of times, such as “Destroy up to 2 cards,” you may choose to do that action 0 times.

END OF GAME

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

- At the end of the turn in which the last Nemesis is defeated.
- Immediately if the Line-Up cannot be refilled to 5 cards.



Victory Points

At the end of the game, all players return all Ongoing cards they have in play, all cards in their hands, and all cards in their discard piles to their decks. Then, each player totals up the Victory Points on cards in their deck and on their tokens. Remember that Weakness cards will subtract their VP values from your VPs.

The player with the highest VP total wins! In case of a tie, the tied player with more Nemesis cards wins. If there is still a tie, the tied player with the greater number of cards in their deck wins.

Attack and Defense Cards

Attack cards have the bold keyword **“Attack:”** in their game text and allow you to directly Attack one or more foes. When you play an Attack card, each affected foe (starting with the foe to the attacker’s left) has an opportunity to avoid the Attack by using a Defense card. Avoiding an Attack does not negate any of the Attack card’s text prior to **“Attack:”** (like **“+2 Power”**). After each player has had a chance to defend, each player that didn’t avoid the Attack resolves the text after **“Attack:”** in turn order. If an Attack causes you to discard a card from your hand, do not immediately draw a replacement card. You will have 1 less card to play during your next turn.

Defense cards have the bold keyword **“Defense:”** in their game text and allow you to avoid the negative effects of an Attack from another player or Nemesis. To use a Defense card, it usually has to be in your hand. (Note: Ongoing Defense cards need to be in front of you to use them. They can’t be used from your hand.) Players are not required to use a Defense card when attacked and may choose to save the Defense for a more dangerous Attack. A player may utilize only 1 Defense card per Attack. Any text after the keyword **“Defense:”** is only resolved when the card is used to avoid an Attack. This text is ignored when playing a Defense card during your turn.

Discarding a Defense card to avoid an Attack is not considered playing the card. Don’t resolve any of the text above the word **“Defense:”** or trigger any abilities that require you to play a card of the Defense card’s card type. If an Attack would have no effect on a player, such as gaining a Weakness when the stack is empty, you may still use a Defense against it to resolve the Defense ability.



Nemesis Cards

The term Nemesis collectively refers to the standard-sized cards with the Super-Villain and Super Hero subtypes (*middle-right of the card*). These 3 terms are interchangeable. If a card specifically affects Super-Villains, it also affects Super Heroes and vice versa.

During your turn, you can spend Power equal to the cost of the top card of the Nemesis stack to defeat that Nemesis. If you do, gain the topmost face-up card from the Nemesis stack and put it into your discard pile. These cards have powerful abilities and are worth a lot of VPs. The next card in the Nemesis stack remains face down until your turn is over, so you cannot defeat more than 1 Nemesis per turn.

During End of Turn procedures, if the top card of the Nemesis stack is face down, the next Nemesis card in the stack is flipped face up and it Attacks every player. Read aloud the text after **“First Appearance — Attack:”** and each player in turn order, starting with the next active player, has the option to avoid the Attack with a Defense card. After each player has decided if they will defend, the players resolve the Attack in the same turn order. These Attacks are considered to happen between turns, so abilities that occur during a player’s turn may not be used here. If an Attack is **“Unavoidable,”** that means players may not use a Defense card and must resolve the negative effects of the Attack. If an Attack causes players to pass cards, skip any players that avoided the Attack and pass them to the next player in turn order. This can cause you to pass cards to yourself if all other players avoid the Attack.

Note that the **“First Appearance – Attack:”** text of a Nemesis card is only active when it flips face up from the Nemesis stack. You do not resolve that text when you play the Nemesis card.



ADDITIONAL RULES

Characters

Your Character gives you access to one or more unique abilities. Most abilities can only be used on your turn, but some of them function outside your turn as well. You should keep your ability in mind when deciding what cards to add to your deck. Some Characters are labeled as Super Heroes and others as Super-Villains. Those tags have no in-game function and only serve thematic purposes. If a card effect allows another Character to join your team, put that Character in front of you, next to the rest of your Characters. You can use the abilities on all Characters in front of you each turn.

Controlling Cards

You control the cards in your play zone. These include the cards you played this turn (*including those still next to the Bribe tile*) and Ongoing cards still in play from a previous turn. You do not control cards in your hand, deck, or discard pile. If you destroy a card you control, you no longer control it. If a card gives you a bonus if you control a certain card or card type, you must already have that card in play to gain the bonus. You do not get the bonus if you play the required card later in your turn.

Destroying Cards

Some cards give you the ability to destroy a card from your hand, your deck, the Line-Up, etc. When you destroy a card, place it into a face-up pile of destroyed cards anywhere away from the play area. You no longer own or control the destroyed card. If you destroyed a card you played this turn, you do not lose any Power and abilities that the destroyed card generated. Destroying Starter and Weakness cards will improve your deck greatly! **Return any destroyed Weakness and Henchmen cards to their respective stacks.**

Discarding Cards

When an ability tells you to **“discard”** a card, it means to put the card from your hand into your discard pile as the default. Cards that you have already played this turn are not in your hand and cannot be discarded unless the ability specifically says to discard a card you control. A card may tell you to discard a card from another place, such as the top of your deck. Cards that are discarded from zones other than your hand also trigger any abilities that look for cards being **“discarded.”** Aside from Defense cards, players usually do not resolve the game text of cards they discard.

Gaining Cards

Gaining a card is the process of taking ownership of that card. This occurs most often when you buy a card from the Line-Up or a stack by paying its cost. When an ability tells you to gain a card, take that card and immediately place it into your discard pile at no additional cost, unless otherwise directed. Being passed a card also causes you to gain that card.

Ongoing

Some cards have the keyword **“Ongoing:”** in their game text. Ongoing cards go into your discard pile when gained, just like any other card. However, when you later draw and play an Ongoing card, that card will remain face up and in play in front of you for the rest of the game. Ongoing cards are not put into your discard pile at the end of your turn. An Ongoing card counts as **“played”** only on the turn in which it entered play. Any text above the word **“Ongoing:”** is only resolved the turn you play it. The text after the word **“Ongoing:”** is not active while the card is in your hand, your discard pile, or the Line-Up and is only active for you while the card remains in play. The Ongoing ability may be used every turn. You may have any number of Ongoing cards in play at once.

Owner

You own all cards in your hand, deck, and discard pile. You also own the cards you played this turn from a previously mentioned zone and Ongoing cards from previous turns. You do not own the cards you Bribed or cards you play that are owned by other players. You become the owner of a card when you buy it, gain it, or are passed it.



NEW CONCEPTS

Victory Point Tokens (VP Tokens)

When you gain 1 or more Victory Points (abbreviated as VPs), gain the designated amount of VP tokens and place them on your Character. The amount of VP tokens you have is public information. You may freely exchange the VP tokens you have for an equal value of tokens from the supply. If an ability causes you to lose VP tokens, but you do not have enough, lose as many as you can. You cannot go into negative VP tokens. At the end of the game, VP tokens you still have will add to your score.



The VP token supply is unlimited. In the rare instance that you run out of tokens, you can use other tokens or dice to track how many VP tokens you have.



Bribing Cards

A **Bribe** card has a “Bribe banner” in the middle of the card. This banner tells you how many VPs it costs to Bribe the card while it is in the Line-Up.

During your turn, you may pay VP tokens equal to the VP cost listed in the Bribe banner on a card in the Line-Up to Bribe that card. When you Bribe a card, play it, but put it next to the Bribe tile instead of into your play area. You will resolve all effects of the card as if you had played it from your hand. The Bribed card is no longer part of the Line-Up, so you may not buy it this turn. You are considered to control the Bribed card while it remains next to the Bribe tile. At the end of your turn, put all cards next to the Bribe tile on the bottom of the main deck in the order you Bribed them.

*Example: During your turn, you pay 2 VPs to Bribe **Giant Mallet**. Play the card from the Line-Up and put it next to the Bribe tile. **Giant Mallet** generates **+2 Power** and allows you to look at the top card of your deck. You then play **Expendable Lackeys** and destroy **Giant Mallet** (since you control **Giant Mallet** while it is next to the Bribe tile). At the end of your turn, **Giant Mallet** is no longer next to the Bribe tile, so it is not put under the main deck. If you had not destroyed **Giant Mallet**, it would have been placed on the bottom of the main deck at the end of your turn.*



Some abilities reduce the amount of VPs you must spend to Bribe a card. This can reduce the Bribe cost of the card to 0 VP. Note that reducing the VP cost to Bribe a card does not affect the Power cost to buy the card and vice versa.

Some abilities allow you to “Bribe a card for 0 VP.” These abilities can be used to Bribe a card even if it does not have an inherent Bribe cost. Follow the same process described above when Bribing a card for 0 VP.



Surge

When a card tells you to **Surge**, add the top card of the main deck to the Line-Up. This can cause the Line-Up to increase above 5 cards. If there is an empty Line-Up slot, add the card to the leftmost empty slot. Otherwise, start another row of cards below the Line-Up. This will cause some Line-Up slots to have more than 1 card. When refilling the Line-Up at the end of the turn, move any cards (starting with leftmost) below the Line-Up into empty slots in the top row. If you end your turn with 5 or more cards in the Line-Up, do not add any more cards to the Line-Up.

Surging while there are no cards in the main deck does not cause the game to end.

Note: There is reminder text on each Henchmen card for what happens when you Surge.

Freeze Tokens

When you “Freeze” a card, set it aside under its owner’s Freeze token. You own the cards under your Freeze token, but they are no longer part of your hand or discard pile. After you shuffle your discard pile to make it your deck, place all cards under the Freeze token into your discard pile. At the end of the game, cards still under your Freeze token are returned to your deck.



Hostage Cards

Hostages are a new card type that do not start in the main deck. At the start of the game, all Hostages are shuffled into a facedown stack with the top card of the stack face up. Like the Nemesis stack, you may only buy 1 Hostage each turn since the next card in the stack is not turned face up until after you end your turn.

Gaining Hostages is a way for you to earn VP tokens. All Hostage cards have the Ongoing keyword, so don’t put them into your discard pile at the end of the turn you play them. You can use their Ongoing ability the turn you play them or on a future turn. Any text above the Ongoing keyword only resolves the turn you play the Hostage, not every turn they are in play. Most Hostages allow you to Release them (returning them to the bottom of the Hostage stack) for a bonus effect.

Releasing Cards

To “Release” a card, place it on the bottom of the deck or stack where the card began the game. Main deck cards go on the bottom of the main deck while Henchman, Weakness, and Hostage cards go on the bottom of their respective stacks. Starter cards go on the bottom of the current owner of that card’s deck. If a Nemesis card would be Released, remove it from the game instead.

Note: There is reminder text on each Weakness card for what happens to cards when they are Released.



Weakness Cards

Some cards force you to gain 1 or more Weakness cards. When this happens, take the indicated number of Weakness cards from the Weakness stack and place them into your discard pile.

Weakness cards clog up your deck and reduce your score at the end of the game. You will want to destroy them or use their built-in removal ability to get rid of them. Once you have a Weakness in your hand, you may choose to play it and spend 1 VP token to Release it, returning it to the Weakness stack.

Note that if you have multiple Weakness cards in your hand, you will need to spend 1 VP for each Weakness you wish to return to its stack.

Two-Face Coin

When using the Two-Face coin to resolve coin flip abilities, the scarred side of the coin should be considered the “Tails” side of the coin.



Heads

Tails



Riddle Tokens

The Riddler starts the game with a stack of 8 facedown Riddle tokens. These tokens can be attached to Line-Up slots with the question mark side face up. Each Line-Up slot can have at most 1 Riddle token attached to it. The Riddler may look at the unrevealed side of a Riddle token in the Line-Up at any time.

After a foe gains or plays a card from a slot with a Riddle token, that foe turns the token face up, immediately resolves the token, then places it face up into a Riddle token discard pile. “You” on Riddle tokens is the foe that is reading the token. If the Riddle token has an Attack, the Riddler resolves that Attack against the foe reading the token. If a foe destroys or otherwise removes a card from the Line-Up, any Riddle token attached to the card’s Line-Up slot is placed into the Riddle token discard pile without being revealed.

If The Riddler needs to place a Riddle token and the token stack is empty, turn all the discarded tokens face down, shuffle them, and make a new token stack first. If The Riddler gains or plays a card from a Line-Up slot with a Riddle token, they do not activate the token.

PLAY MODE VARIANTS

Short Game

Playing with new players or short on time? This variant shortens the overall game length. Do not add a Level 4 Nemesis to the Nemesis stack at the start of the game.

Extended Game

Want your game to be an epic marathon? This variant lengthens the overall game time. Add an additional Level 2 and Level 3 Nemesis to the Nemesis stack.

(Not recommended for new players.)

Character Draft

Once you’re more familiar with **Arkham Asylum**, try out this Character draft at the start of the game. Instead of dealing 2 Character cards to each player, place Character cards face up in the center of the table equal to the number of players + 1. (For example, in a 3-player game, you would deal out 4 Characters.) You may find it helpful to put each Character’s unique Starter next to them to reference easily. Starting with the first player, and continuing in turn order, each player selects one of the available Characters to play. Return unchosen Character cards to the box.

COMBINING SETS

Arkham Asylum is compatible with other *DC Deck-Building Game* products. Here are a few recommendations for setting up a game with mixed sets.

- When setting up the main deck, feel free to mix in the cards from any one Crossover or Crisis expansion. If you want to customize the cards in the main deck, we recommend not going over 150 cards. If you wish to add additional new cards, you should remove cards with similar types and costs.
- If you are playing as a Character without a unique Starter, draw 2 unused unique Starter cards at random from **Arkham Asylum**. Choose one of those cards to add to your deck and return the other to the game box.
- Any standard-sized Super-Villain and Super Hero cards can be mixed into the Nemesis stack. Nemesis cards from older sets may not have a Level tag on their card. When using those Nemesis cards, treat them as having a Level based on their cost:

COST	8	9 or 10	11 or 12	13+
LEVEL	1	2	3	4

Mixing with Crisis Expansions

A Crisis expansion can be added to **Arkham Asylum** to make it a cooperative gaming experience. When playing Crisis mode with **Arkham Asylum**, follow these additional rules:

- When playing with Crisis 3, do not gain an extra 1 VP when you defeat a Villain.
- When playing with Crisis 1–4, at the end of your turn, place all Bribe cards into the destroyed pile instead of putting them on the bottom of the main deck. This does not trigger any when destroyed effects.

CARD CLARIFICATIONS

What happens if I Bribe an Ongoing card? You control it until the end of the turn (or it leaves play) and can use its ability.

Abandoned Warehouse / GCPD HQ: These Locations do not give you the ability to Bribe cards that do not have a Bribe banner.

Ace Chemical Plant: You do not gain 1 VP if you destroy a card from a Nemesis First Appearance — Attack, since those occur between turns.

Azrael: For this card’s Attack, immediately add the top card of the main deck to the Line-Up after a player destroys a card. The newly added card may be chosen to be destroyed by another player later in turn order that is affected by this Attack.

Batgirl / Red Robin: You gain a Weakness from this Nemesis Attack even if you don’t Release a card.

Batwoman / Huntress: If you do not have a Hero/Villain to destroy, you do not have to gain a Weakness. If the Weakness stack is empty, you must Release/destroy the listed card if you have one.

Bloodthirst: You only gain VPs for cards destroyed after you play this card.

Bud and Lou: A card with a ★★ is considered to have a VP value of 3 during the game.

Crispus Allen / Renee Montoya: If you use either of these cards to Release a Hostage, you do not also get the Release ability printed on the Hostage card.

Death Trap: Foes must guess whether the top card of their deck has a cost greater than 2 without looking at that card.

Firefly: You choose the Ongoing card after your opponent decides if they will use a Defense card.

Iceberg Lounge: You do not gain 1 VP if you discard a Defense card to avoid a Nemesis First Appearance — Attack, since those occur between turns.

Jervis Tetch: If you play the card off the top of your deck, put it into your discard pile at the end of your turn.

Laughing Gas: The card with cost 1 or greater does not need to be the card you destroyed with Laughing Gas. The card can be one destroyed by another card ability this turn. Note that First Appearance — Attacks occur between turns, so a card destroyed by a Nemesis Attack before your turn starts does not count.

Orphan: Revealing an Attack card prevents both the discard and Weakness gain. A First Appearance — Attack cannot be used to prevent this card’s Attack.

Ratcatcher: You do not get to look at the cards before you decide if you will add them to the Line-Up.

Riddle Me This: You may look at the Riddle token before choosing which Line-Up slot to attach it to.

Time Bomb: If you do not control a Hostage, you must discard this card if you use it to avoid an Attack.

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