



DECK - BUILDING GAME

CRISIS

EXPANSION PACK 3

DC
COMICS™

CRISIS MODE

- When you buy or gain a Villain from the Line-Up, destroy it. If you are not using Forever Evil, gain 1 VP.
- When you defeat a Super-Villain, remove it from the game. If you are not using Forever Evil, gain 1 VP.
- **Instead of refilling the Line-Up in between turns...**
After each player's turn has ended, add the top card of the main deck to the Line-Up.
- Before a Crisis can be beaten, your team must remove all Villains from the Line-Up.
- Before a Super-Villain can be defeated, your team must beat the current Crisis.
- During your turn, you may contribute any number of cards in your hand towards the Crisis, as long as each one meets the proper criteria. You may contribute cards to a Crisis even while there are Villains in the Line-Up.
- When there are no Villains in Line-Up, check to see if there are enough contributions to the Crisis to beat it.

OBJECT OF THE GAME

Co-Op Crisis: Beat each Crisis and defeat all of the Super-Villains before time runs out. If you do, your team wins! If you need to add a card from the main deck to the Line-Up and cannot, your team loses the game.

Hidden Objectives Crisis: As above, but you can only claim a victory if you also fulfill the requirements of your Hidden Objective card.

Exception: One Hidden Objective card awards that player a victory if a card cannot be added to the Line-Up.

IF YOU ARE PLAYING WITH IMPOSSIBLE SUPER-VILLAINS

- When a Weakness is destroyed, return it to the stack.
- If you need to add a card from the main deck to the Line-Up and cannot, your team loses the game.

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OVERVIEW

The Crime Syndicate has succeeded where many have failed — capturing the Justice League and conquering Earth! You cannot let their reign of glory stand. Ally yourself with other like-minded individuals of dubious intent and drive these invaders out of your territory!

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- 14 Impossible Super-Villains
- 1 Crisis-Only Super-Villain
- VP and Frozen Tokens
- 15 Crisis Cards
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- 9 Hidden Objective Cards

TWO DIFFERENT MODES OF CRISIS PLAY!



This Crisis Expansion features two different styles of Crisis Mode play: Full Co-Op & Hidden Objectives.

Full Co-Op Crisis Mode uses the oversized Crisis Super-Villains and the same basic structure as previous Crisis expansions (fully explained in this rulebook).

Hidden Objectives Crisis Mode uses the oversized Suicide Squad Super-Villains. Your team has been

tasked with taking down the Crime Syndicate, but members of your team often have their own agenda. Hidden Objectives Crisis Mode is mostly cooperative and more difficult than full co-op mode, as players will work together, up to a point. Each player has a Hidden Objective card that will let them know what they need to do to win. There might even be one player working against the rest! Most Hidden Objectives require that the final Super-Villain is defeated before you can even check your victory condition. You will need to work as a team, but always with an eye on your Hidden Objective win condition.

Shuffle the Hidden Objectives and deal one to each player. Read yours, then keep it under your Super-Villain and don't reveal it until the end of the game. Place the unused ones back in the box, so no one knows which ones are being played and not played.

Crisis Mode is meant to be played with the Impossible Super-Villains.

Instead of always using the typical eight Super-Villains, Crisis Mode bases your Super-Villain count on how many players are in the game. Each Super-Villain brings with them a random Crisis, so you will play with an equal number of Crisis cards and Super-Villains.

Full Co-Op Crisis Set-Up

Players	Super-Villains	Crisis Cards
1 or 2	10 +The Outsider & Mazahs!	11 +This World is Ours
3	8 +The Outsider & Mazahs!	9 +This World is Ours
4	6 +The Outsider & Mazahs!	7 +This World is Ours
5	4 +The Outsider & Mazahs!	5 +This World is Ours

For a shorter game length, cut the main deck down to 100 cards, and reduce the number of Super-Villains and Crisis Cards by 2.

Hidden Objectives Crisis Set-Up

Players	Super-Villains	Crisis Cards
1 or 2	7 +The Outsider & Mazahs!	8 +This World is Ours
3	5 +The Outsider & Mazahs!	6 +This World is Ours
4	3 +The Outsider & Mazahs!	4 +This World is Ours
5	2 +The Outsider & Mazahs!	3 +This World is Ours

To create your Super-Villain stack:

- 1) Place Crisis Mazahs! face down. He is the last Super-Villain you will face in Crisis Mode. The back of his card is different from the rest, as he is only ever used in Crisis Mode.
- 2) Set aside The Outsider.
- 3) Shuffle the remaining Impossible Super-Villain cards.
- 4) Count out a number of cards equal to the number of Super-Villains, based on the above chart.
- 5) Place those cards face down on top of Mazahs!
- 6) Put The Outsider face up on top of that stack. He is the first Super-Villain you will face in Crisis Mode.
- 7) Place the Super-Villain stack next to the Kick stack.



To create your Crisis card stack:

- 1) Set aside the Crisis card This World is Ours.
- 2) Shuffle the remaining Crisis cards.
- 3) Count out a number of cards equal to the number of Super-Villains, based on the chart on page 3.
- 4) Place those cards face down.
- 5) Then put This World is Ours face up on top of that stack.
- 6) Place the Crisis stack next to the Super-Villain stack.

The Crisis cards after **This World is Ours** are randomized, so you never know what is coming next. It is recommended that you don't read the rest of the Crisis cards before playing your first game. Return all additional Super-Villains and Crisis cards to the box. Now start the game as usual by shuffling the main deck and placing the top five cards into the Line-Up.

There are no special rules for solo play. Just follow the above set-up procedures and go!

CRISIS MODE RULES OF PLAY

Object of Crisis Mode:

Defeat all of the Super-Villains in the stack before time runs out. Do this, and your team wins! If you need to add a card from the main deck to the Line-Up and cannot, time has run out and your team loses the game. Win or lose, Victory Points are never counted in Full Co-op Crisis Mode.

In Hidden Objectives Mode, if your team defeats the last Super-Villain and you do not meet the win condition on your Hidden Objective card, **you do not share in the victory!**

Exception: One Hidden Objective card awards that player a victory if a card cannot be added to the Line-Up from the main deck.

The biggest change in Crisis Mode involves buying and gaining Villains and Super-Villains:

When you buy or gain a Villain from the Line-Up, destroy it.
When you defeat a Super-Villain, remove it from the game.

When you buy/gain/defeat a Villain or Super-Villain, if you are not using Forever Evil as your base set, gain 1 VP.

Several main deck cards and some oversized Super-Villains in this set use Victory Points as a resource to be spent during the game, as there is

little need for Victory Points in a cooperative game. Forever Evil has many different ways to earn VPs. Other sets do not, so defeating Villains gives you a chance to earn some VPs to spend or hoard as you see fit.

If you gain a Villain from the top of the main deck or from the destroyed pile, it is not destroyed. "Removed from game" means back in the box. You cannot interact with cards removed from game like you can with destroyed cards, which are still a part of the game.

The second biggest change involves refilling the Line-Up between turns. Instead of filling each empty slot in the Line-Up during the end of turn procedure...

After each player's turn has ended, add the top card of the main deck to the Line-Up.

One card is added to the Line-Up between turns, no matter how many cards are in the Line-Up. The Line-Up might grow to 7 or 8 cards, or even shrink to 2 or 3. This puts a clock on the players. You can't wait forever to make your move. The time to act is now!

CRISIS CARDS

Most Crisis cards have an Ongoing ability that will hinder your team. Any text prior to the Ongoing happens first, and just once when it flips up. Many have an effect at the start or end of each player's turn, so be sure to read the Crisis card as you start your turn. If a Crisis effect happens at the start of your turn, this is before you can play any cards or attempt to beat the Crisis. If you have multiple "start of turn" effects, you may order them as you wish. These effects are not attacks that can be avoided. Each Crisis card will feature a "To Beat:" at the bottom of the text box. See page 8 for help with specific cards. It is highly advised that you avoid reading that page before you start playing, as it's more fun if you don't know what's coming!

Before a Crisis can be beaten, your team must remove all Villains from the Line-Up.

Before a Super-Villain can be defeated, your team must beat the current Crisis.

Most Crisis cards are beaten by "contributing" cards to them. To contribute a card to a Crisis, remove a card from your hand and place it face up next to the Crisis card. A contributed card is not "played," "passed," or "discarded." You are not required to contribute a card just because it meets the criteria... but your teammates may think otherwise!

The card you contribute must be of the type, cost, etc. mentioned in the "To Beat." So you can't just dump Weakness cards there to get rid of them. If a card can gain a type or change costs, it can be made legal to place. However, a card reverts to its base card type and cost after placing, meaning it may not end up contributing.

During your turn, you may contribute any number of cards in your hand towards the Crisis, as long as each one meets the proper criteria. You may contribute cards to a Crisis even while Villains are in the Line-Up.

***Example:** The current Crisis says, "Contribute four Heroes." You decide to remove a Hero from your hand and place it face up next to the Crisis. Later that same turn, after drawing two cards, you find another Hero in your hand. You choose not to play it, and place it next to the Crisis as well.*

While there are Villains in the Line-Up, the contributed cards remain next to the Crisis. You may even place more than the required number if you wish. As soon as the Line-Up is free of Villains, count the contributions. If it meets or exceeds the required number of correct cards, the Crisis is immediately beaten. Place all contributed cards into the destroyed pile.

It is best to stack or fan the cards in such a way that players can easily see how many have been contributed. You cannot interact with cards in the contribution stack, and they are no longer owned or controlled by any player.

When a Crisis is beaten, remove it from the stack, but do not flip over the next Crisis in the stack. Now the way has been paved to defeat the current Super-Villain. A Super-Villain may be defeated while there are Villains in the Line-Up. Only Crisis cards are concerned with Villains in the Line-Up.

When you defeat the current Super-Villain, remove it from the game. During the end-of-turn procedure, flip up a new Crisis, and then reveal the next Super-Villain. It is important to flip up the Crisis first, as it could impact the First Appearance – Attack of the Super-Villain.

IMPOSSIBLE SUPER-VILLAINS

These Super-Villains are all members of the Crime Syndicate, and have taken over the entire planet! You will find that their First Appearance – Attacks are more dangerous, and their play abilities are a bit stronger than other Super-Villains you are used to. They are also tougher to defeat. Crisis Mode should use Impossible Super-Villains. They are also well-suited for competitive play.

Rule Changes When Using Impossible Super-Villains:

**When a Weakness is destroyed, return it to the stack.
If you need to add a card from the main deck to the Line-Up and cannot, everyone loses.**

Some Impossible Super-Villains have Ongoing effects while they are on the stack. These are called "Stack Ongoing" abilities. They are only in effect while the card is face up on the Super-Villain stack. When played, Stack Ongoing effects are not applicable.

NEW MAIN DECK CARDS

There are 18 new main deck cards in this expansion. These can be shuffled right in to any main deck you want. For your first Crisis Mode game, it is recommended that you add in these new cards. The cards have a set tag on the bottom of the card so it is easy to remove them from a main deck should you want to.

NEW COMPETITIVE SUPER-VILLAINS

The six new Super-Villains in this expansion (King Shark, Poison Ivy, Killer Frost, Deadshot, Captain Boomerang, and Cheetah) are all members of the Suicide Squad and are great for competitive play, but may also be used in Crisis Mode, especially Hidden Objectives Crisis.

COMPETITIVE PLAY

Shuffle the 18 new cards into your DC Comics Deck-building Game, Heroes Unite, Forever Evil, or Teen Titans main deck and start playing. The new oversized Super-Villains and Impossible Super-Villains can also spice up your games quite nicely. Most Crisis Super-Villains are best left out of competitive games, however, as their abilities only help other players or are way too powerful. Where a Super-Villain may choose "a player" or "any player" when using their ability, you can always choose yourself if you wish.

Crisis Mazahs! should be left solely for Crisis Mode.

SPECIFIC CARD CLARIFICATIONS

“Foes” in Crisis Mode: Several cards use the word “foe.” In Crisis Mode, “foe” simply means “each other player.”



Oversized Super-Villains

Several Super-Villains have VP payment abilities. Some are written in bold type with a colon (“**Pay 2 VPs:**”). These may be used multiple times during your turn, as long as you have the VPs to spend. Others say they may only be used once per turn and don’t have a colon. VP abilities may only be used during your turn, unless it states otherwise or responds to an effect (Crisis Harley Quinn and Crisis Sinestro).

Crisis Deathstroke: When playing this character in Crisis 1 or 2, he is “contributing” when he actively participates in attempting to beat a Crisis. If a card he reveals/destroys/discards does not aid in beating a Crisis, he is not “contributing.” If he reveals/destroys/discards a card that does contribute, but the group fails to beat the Crisis that turn, he still contributed and gains 1 VP.

Crisis Lex Luthor: Each oversized character in front of a player is a separate entity, and the Lex player will be able to utilize each of them during the game. Playing a card that gives you an oversized character’s ability gives you only one of the abilities in front of the Lex player.

Crisis Sinestro: You avoid an Attack by using a Defense or your VP ability in response to an Attack. You do not gain VP when other players avoid attacks. If you “Pay 2 VPs” to defend yourself, you avoided an Attack, and gain 1 VP.

Deadshot: A card is “discarded” when it leaves a player’s hand, deck, or in play and goes to that player’s discard pile. Putting cards into a discard pile at end of turn does not trigger this, as these are not discards and it happens after the turn is over.

Killer Frost: During the “This World is Ours” Crisis, destroying a Villain this way does not cause you to gain a Weakness.

New Main Deck Cards



Cat-Like Reflexes: You may use a Defense card after drawing a card.

Frankenstein: X is a value of your choosing of 0 or higher. You cannot pay a negative VP value to gain a card worth negative VPs. Use this ability only once when played.

Savagery: You may only pay the VP cost once and you must choose to do it or not when you play it.

Sniper Rifle: Each foe is “attacked” by this card, even though only one suffers the discard effect. The person playing this card chooses the one card to be discarded. If you wish to defend against it, you must do so before the attacking player chooses the card.

Tarot Cards: Don’t forget to choose yourself!

Impossible Super-Villains

Crisis Mazahs!: The discard effect happens even while he is undefeatable due to a Crisis being in play. Villains bought from the destroyed pile are not destroyed.

Power Ring, Superwoman, Owlman: Gain the cards from the destroyed pile one at a time. You may stop after gaining the first, or continue.

Sea King: Note that this is not a Stack Ongoing ability. When you stop, don’t reshuffle your deck at this time.

Ultraman: Note that the Super Powers he gains from the destroyed pile are chosen and not random. With his Attack, if you have a card type in your hand and not your discard pile, you must choose the card in your hand and vice versa. If you have the same card type in both places, choose just one of those cards to place on the bottom of your deck.

Crisis Cards

Exposed, Murder Machine, Psychic Static, Releasing the Prisoners, The Justice League is Dead: The Ongoing effect will trigger if the first sentence ability puts a card of the correct type/cost into the Line-Up.

Hunted by the Crime Syndicate, This World is Ours: A Villain that you buy or gain from the Line-Up will trigger these, even if the Villain is immediately destroyed in Crisis Mode. The Ongoing ability of Hunted by the Crime Syndicate does not trigger twice when you defeat a Villain with an Attack. A Defense may be used to avoid the First Appearance – Attack, but not the two Weakness cards.

Permanent Eclipse: Face-down Villains are not destroyed when bought or gained, as you won't even know you have them until you draw them. Face-down cards have no card type or color, but they do have a cost of 5.

Powerless: Cards with the word "Power" in their title may be contributed. A card's "text box" is where the card's play ability is found; below the card type, and above the VP and cost.

The Penalty is Death: After buying or gaining your first card for the turn, the top card of the main deck can remain face up to remind you what cost of cards will be destroyed if you buy or gain them.

Villains in Control: Villains bought from the destroyed pile are not destroyed. You may buy a Villain from the Line-Up, which destroys it, and then immediately buy it from the destroyed pile.

Hidden Objectives

Most Hidden Objective Cards list a slight modification if you are playing a 2-3 player game. This is in addition to the rest of the text. Because you get so many more turns in a smaller game than a larger game, the extra difficulty keeps it fair.



A Friend in Need: You can't ask another player what their Hidden Objective says, but you can comment on cards in the Line-Up. For example: "Should I buy this Madame Xanadu or do you need it?" is fine. If the Traitor is sitting to your left and they win, you win as well.

Break the Code: A single card can provide any number of the letters you need, not just one letter per card.

Solo Mission: Starter cards don't count against you as they have cost 0. Be sure to contribute anything you have more than one of!

Traitor!: You want the main deck to run out... eventually. Be careful about being too obvious, as there are attacks that can target a single player and you will be that target every time. If the final Super-Villain is defeated, you can't win.

Winner Among Thieves: Each player will need to count their victory points at the end of the game, but only you can achieve this Hidden Objective.

FAQ

Q: What happens if I "gain" or "lose" a negative number of VPs?

A: Nothing, and you don't lose any VPs. Treat a -1 VP as 0 when modifying other cards.

Q: If a card gains a type, cost, or any other temporary effect and it leaves play, does it retain those effects?

A: No, unless the card specifically mentions that it can be discarded/destroyed as that type until end of turn.

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