



DECK - BUILDING GAME

CRISIS

EXPANSION
PACK 4

CRISIS MODE

- Each player starts the game with a Personal Crisis.
- When you buy or gain a Villain from the Line-Up, destroy it.
- Before a Super-Villain can be defeated, your team must remove all Villains from the Line-Up.
- When you defeat a Super-Villain, remove it from the game. The player who defeated it gets a Personal Crisis.
- During your turn, you may contribute any number of cards in your hand towards Personal Crisis cards, as long as each one meets the proper criteria.
- Instead of refilling empty slots in 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.

At the start of your turn, for each Personal Crisis you have, destroy the top card of the main deck.

OBJECT OF CRISIS MODE GAMES

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, time is up and your team loses the game.

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

Whether you want to increase the danger in your competitive games or work with your fellow players to overcome obstacles and Super-Villains, this is the DC Deck-Building Game expansion for you. Not only will you find exciting new cards and characters to play with and formidable Super-Villains to defeat, this expansion also introduces Personal Crisis cards, providing challenging obstacles for players to solve either individually or as a team.

CONTENT

- 14 Oversized Super Heroes
- 9 Impossible Super-Villains
- 4 Crisis-Only Super-Villains
- 12 Personal Crisis Cards
- 32 New Main Deck Cards

CRISIS MODE SET-UP



Crisis Mode is a co-operative game experience in which the players work together to beat a host of Super-Villains, while at the same time contending with Personal Crises that may afflict the Heroes during their battles. Typically, players will want to use the Crisis Super Heroes to play this mode, as they allow players to help each other.

Instead of always using the typical eight Super-Villains, Crisis Mode bases your Super-Villain count on how many players are in the game.

Players	Super-Villains
1 or 2	Slade Wilson, Trigon, and 9 others (11 total)
3	Slade Wilson, Trigon, and 7 others (9 total)
4	Slade Wilson, Trigon, and 5 others (7 total)
5	Slade Wilson, Trigon, and 3 others (5 total)

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

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

To create your Super-Villain stack:

- 1) Place Crisis Trigon 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 Slade Wilson.
- 3) Shuffle the remaining Impossible Super-Villain cards, including the other Crisis-Only Super-Villains.
- 4) Count out a number of additional Super-Villains equal to the number shown on the chart at the bottom of page 2.
- 5) Place those cards face down on top of Trigon.
- 6) Put Slade Wilson 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.
- 8) Return all additional Super-Villains to the box.

EXAMPLE: In a four-player game, place five random Super-Villains on top of Trigon before placing Slade face up on the stack, for a total of seven Super-Villains.



Once you are finished building the Super-Villain stack, shuffle the main deck and place the top five cards into the Line-Up.

Finally, shuffle the 12 Personal Crisis cards and **deal one to each player**. Place the remaining Crisis cards face down near the Super-Villain stack. You're now ready to begin the game!

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.

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 and get a Personal Crisis.

Before a Super-Villain can be defeated, your team must remove all Villains from the Line-Up.

"Removed from game" means back in the box. You cannot interact with cards removed from the 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!

PERSONAL CRISIS CARDS

Saving the world can take a toll on a Hero. In Crisis Mode, the stress of battling the forces of evil will cause a player to gain Personal Crisis cards, which will hinder you in various ways. Each Personal Crisis card has an Ongoing negative effect for you to contend with. They may prevent you from playing certain cards or punish you for taking certain actions. Some also have an immediate effect, which must be processed as soon as you receive the Personal Crisis.

Personal Crisis cards also cause the main deck to be depleted faster.

At the start of a player's turn, destroy the top card of the main deck for each Personal Crisis that player has.

Personal Crisis cards feature a "To Beat" section at the bottom of the text box. Most Personal Crisis cards are beaten by "contributing" cards to them. To contribute a card to a Personal Crisis, during your turn, place a card from your hand face up next to or under the Crisis card. Some Crises will allow you to contribute cards in other ways, but unless otherwise specified, cards can only be contributed from a player's hand. A contributed card is not "played," "passed," or "discarded." Note that a player can contribute to any player's Crises, not just their own. It can be quite a boon to have good friends by your side to help you work through your troubles.

You can contribute any number of cards to Crises during your turn, but the cards you contribute must be of the type, cost, etc. mentioned in the "To Beat" text of the Crisis you're contributing to. That means you can't just dump Weakness cards there to get rid of them. If a card can gain a type or change cost (such as Shapeshift), it can be made legal to place. Such cards will still contribute towards beating a Personal Crisis even if they stop being that type/cost after being placed.

Contributed cards remain with the Crisis until the requirements to beat that Crisis have been met. When the players beat a Crisis, remove all the cards contributed to that Crisis from the game, and put that Crisis face up next to the Crisis deck to form a Crisis discard pile.

There are two main ways a player can receive a Personal Crisis:

**At the start of the game, each player gets a Personal Crisis.
When a Super-Villain is defeated, the player that defeated that Super-Villain gets a Personal Crisis. This happens immediately when the Super-Villain is defeated.**

There's no limit to the number of Personal Crises a player can have. If a player needs to get a Personal Crisis while the Crisis deck is empty, shuffle the Crisis discard pile to form a new Crisis deck, from which the player then gets their Personal Crisis. If a player needs to get a Personal Crisis while both the Crisis deck and the Crisis discard pile are empty, they don't receive a Personal Crisis.

Players don't "control" their Personal Crisis cards, and thus these cards are not counted or affected by cards or effects that reference cards a player controls.

IMPOSSIBLE SUPER-VILLAINS

These Super-Villains are upgrades of the original Super-Villains from *DC Deck-Building Game: Teen Titans*. You will find that their **First Appearance – Attacks** are more dangerous, and their abilities are a bit stronger. 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 no longer applicable.

NEW MAIN DECK CARDS

There are 32 new main deck cards in this expansion. They can be shuffled right into any main deck you want. However, if you are not using *DC Deck-Building Game: Teen Titans* as your base set, shuffle the new main deck cards into the top half of the main deck.

NEW KEYWORD: UNITY

Unity cards work better when other **Unity** cards are in play, causing them to grow more powerful as more of them are played over the course of the game. You can identify a **Unity** card by the word "**Unity**" appearing on the right-hand side of the card, just under the card image. **Unity** cards also feature a large U in their text, making them easier to spot while in play. **Unity** cards typically provide a benefit to players whenever they play a **Unity** card. This benefit includes when the **Unity** card itself is played.



EXAMPLE: You play *Biometric Exo-Suit*. There are currently no other **Unity** cards in play, but the *Suit's* own ability still generates +1 Power due to the *Suit* itself being played. On a later turn, you play *Titans Together* while *Biometric Exo-Suit* is still in play. This generates +3 Power, 2 from *Titans Together* triggering its own ability and 1 from it triggering *Biometric Exo-Suit's* ability. If another **Unity** card were to be played while both *Biometric Exo-Suit* and *Titans Together* were in play, that **Unity** card would generate +3 Power in addition to whatever benefits its own abilities may grant.

Remember that **Unity** cards you play will gain the benefits of all the **Unity** cards in play, including those controlled by other players.

COMPETITIVE PLAY

Shuffle the 32 new cards into your DC Deck-Building Game, *Heroes Unite*, *Forever Evil*, or *Teen Titans* main deck and start playing (remember to shuffle them into the top half of the deck if you are not using *Teen Titans*). The new oversized Super Heroes and Impossible Super-Villains can also spice up your games quite nicely. Most Crisis Super Heroes are best left out of competitive games, however, as their abilities only help other players or are way too powerful. When a Super Hero may choose "a player" or "any player" when using their ability, you can always choose yourself if you wish.

The Crisis-Only Super-Villains (Crisis Dr. Light, Crisis Superboy Prime, Crisis Trigon, and Crisis Troia) 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 "other player."

Super Heroes

Arsenal: The card you buy or gain will typically be in your discard pile when Arsenal's ability triggers, so you may choose to destroy it, if you wish.

Kid Flash: Villains you gain from the Line-Up in Crisis Mode are destroyed, but you are still considered to have gained them for the purposes of gaining two or more cards during your turn. However, you cannot choose to pass a Villain you gained from the Line-Up, since it'll now be in the destroyed pile, so you would have to pass a different card if you wanted to be eligible for the extra draw at the end of your turn.

Raven: When a Personal Crisis requires a task to be performed to beat, Raven is "contributing" when she directly aids in completing that task. For example, if the players beat Out of Control by drawing three cards during a player's turn, if one or more of those cards were drawn by Raven, she would have "contributed" to that Crisis. If Raven played a Birthday Cake, allowing another player to draw a card, that would not count as her contributing to Out of Control.



New Main Deck Cards



Blank: Blank has no immediate effect of his own, but he will trigger the abilities of other Unity cards in play when he is played. He is also an Ongoing card, and will remain in play after being played, despite having no effects while in play. He can be discarded to other cards that require the discarding of Ongoing cards from play.

Infinity Island: Cards that you gain normally enter your discard pile. Therefore, when you gain an Ongoing card, if no Ongoing cards entered your discard pile yet this turn, you can put the newly gained Ongoing card into your hand.



Mara al Ghul, Nightstorm, Plague, Stone:

These cards are all Ongoing cards with a payment ability that can be used multiple times per turn. Each time you wish to use one of their abilities, you must pay the cost of discarding an Ongoing card. These cards may discard themselves from play to pay the cost of using their abilities.

Warm Embrace: The chosen foe chooses which card to destroy, if any.

Impossible Super-Villains

Brother Blood: For his Attack, do not pass cards to a player who avoided the Attack. Skip to the next player. If you are the only player affected by the Attack, you will pass to yourself.

Cheshire: The destroyed cards don't need to have the same cost.

Crisis Dr. Light: His play ability counts all cards in front of all players.

Psimon: For his Attack, do not pass cards to a player who avoided the Attack. Skip to the next player. If you are the only player affected by the Attack, you will pass to yourself.

Slade Wilson: The Weakness from Slade Wilson's Stack Ongoing effect will typically be gained after a player shuffles their discard pile to form a new deck, and thus will be the first card in a new discard pile. In non-Crisis modes, players will never have a Personal Crisis, and can thus ignore Slade's Stack Ongoing ability.

Personal Crisis Cards

Out of Control: A Super-Villain's First Appearance – Attack happens between turns, and thus any cards drawn from, for example, defending against such Attacks won't count for the "To Beat" of this Crisis. Each individual effect that draws cards will cause you to add the top card of the main deck to the Line-Up. For example, a card that says "Draw two cards" would cause you to add one card to the Line-Up.

Survivor's Guilt: A Super-Villain's First Appearance – Attack happens between turns, and thus any destruction caused by one won't count for the "To Beat" of Survivor's Guilt.

Villainous Lineage: The ability to contribute defeated Villains to this Crisis is in addition to the normal method of contributing them from a hand. If a player manages to get a Villain in their hand, they may contribute it to this Crisis. Defeated Super-Villains may also be contributed to this Crisis.

Weakened Heart: Personal Crisis cards aren't "gained," and therefore won't count towards the "To Beat" of this Crisis.

FAQ

Q: Will Attacks I play hit my teammates in Crisis Mode?

A: Yes. If you end up with Attacks in your deck, they will hit your fellow players in Crisis Mode. If you don't wish to attack your friends, leave the card in your hand and discard it at the end of your turn.

Q: Who is the "owner" of a card?

A: The player who currently has the card in her hand, deck, in play, or discard pile is the owner of the card. Note that Personal Crisis cards are not owned by any player.

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: What does "control" mean?

A: You control something that you currently have in play. You are in control of all Ongoing cards that you have played and that are still in front of you. Note that Personal Crisis cards are not controlled by any player.

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