



DECK-BUILDING GAME

JUSTICE SOCIETY *of* AMERICA

CROSSOVER PACK 1

CONTENTS

- 7 Oversized JSA Super Heroes
- 8 Super-Villains
- 10 Main Deck Cards
- 1 Rule Card

This Crossover Pack allows you to change up your competitive DC Comics Deck-building Game with minimal effort! By simply replacing the Super Heroes and Super-Villains from your favorite DC Comics Deck-building Game set, you can dynamically change the game in mere seconds.

With new JSA Super Heroes, new strategies and ways of playing will open up to you. Typically, players should all use Super Heroes from the same set when playing against each other. But after a while, you might even relax that rule.

With a few new main deck cards, each of the playable Super Heroes will be able to find a card or two that should fit right in to their strategy. A little token to bring more JSA flavor to your play experience.

The new Super-Villains (all classic foes of the JSA) will add new dangers to the always painful and unpredictable First Appearance Attacks. If you can avoid doing so, don't read the Super-Villains ahead of time, but make sure they are in cost order from 8 to 15. You may have noticed that one of them has a blue cardback. That means it is always the Final Super-Villain you will face.

SPECIFIC CARD CLARIFICATIONS

Girl Power: After revealing this card during an Attack, you choose to either discard this card or discard a Punch you have in your hand. No matter which you discard, you draw a card.

Mystic Bolts: The highest values you could put into your hand would be a 4 and a 5.

Doctor Fate Super Hero: Each card you play may only contribute to each different ability once. You check for consecutive costs in both directions: 3-4 or 4-3. Each ability may trigger more than once per turn.

The Hourglass: You will end up with a 6 card hand after redrawing at the end of your turn.

T-Spheres: Pick the name of a card, not a card type.

SUPER-VILLAINS *(Spoilers Ahead!)*

Gentleman Ghost: Give each foe a card or give no one a card.

Gog: During the First Appearance Attack, if you are forced to discard a second card, you get to choose it this time.

Icicle: His game text (when played) is not an Attack that can be avoided.

Kobra: The discard must come from the four cards you drew.

CREDITS

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