

DECK-BUILDING GAME



**CROSSOVER
PACK 10**

CONTENTS

- 6 Oversized FLASHPOINT Super Heroes
- 8 Nemesis Cards
- 1 Rules Card
- 1 Multiverse Divider
- 23 Timeline-Up Cards
- 1 Randomizer Card

This expansion pack contains new oversized Super Heroes, Nemesis cards, and alternate Line-Up cards that should all be played together. These new cards allow players to Crossover the epic stories of *Flashpoint* into any *DC Deck-Building Game* base set.

When you are ready to play, choose any base set and follow its setup instructions with the following changes. Each player should select an oversized FLASHPOINT Super Hero. Shuffle the Timeline-Up cards and place the deck face down above the Line-Up. (Note that the Timeline-Up cards are not shuffled into the main deck.) Place the top 3 cards of the Timeline-Up deck into a row next to the deck to form the Timeline-Up. Players may buy cards from this additional row during their turn. If possible, don't read the Nemesis cards (the standard-sized Super-Villains and Super Heroes) ahead of time, but make sure they are in cost order from 8 to 15. You may have noticed that 1 of them has a blue cardback. That means it is always the final Nemesis you will face.

NEW CONCEPT: NEMESIS REWARDS

In this set, when a Nemesis is defeated, its **Reward** is activated immediately, and it is not gained, but set aside to be scored at the end of the game. When you set aside a Nemesis, it does not count as being in play and you do not control it. If the Reward gives you instructions you cannot complete, it is still set aside for scoring.

NEW CONCEPT: TIMELINE-UP

The Timeline-Up provides players with 3 additional cards to choose from when buying cards during their turn and refills to 3 cards at the end of each turn. When a card refers to “the Line-Up,” it does not refer to the Timeline-Up, but to the main Line-Up. Cards that refer to “any Line-Up” can affect the Timeline-Up. Unlike the main deck, if the Timeline-Up deck runs out, the game does not end.

A Timeline-Up card is a paradox: It is too powerful for the main deck and costs less than it should. In FLASHPOINT, Timeline-Up cards have negative VPs, like Weaknesses. You can buy cards and defeat Nemeses faster with Timeline-Up cards, but at a cost to your endgame VP total.

SPECIFIC CARD CLARIFICATIONS

The terms Super-Villain and Super Hero are interchangeable for card effects. A card that reduces the cost of a Super-Villain will also reduce the cost of a Super Hero.

Flashpoint Green Lantern: The cost reduction from this Character’s ability also applies to the current Nemesis if they share a card type with the card you destroyed.

Flashpoint Vulko: If this card is played when a Nemesis does not have a Reward, it has no effect. The Super-Villain’s **First Appearance — Attack** also affects you and can be avoided with a **Defense** card or New Themyscira.

New Themyscira: New Nemesis cards are revealed between turns, so their **First Appearance — Attacks** cannot be avoided with this card.

CREDITS

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Special thanks to our
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