



DECK-BUILDING GAME

DARK KNIGHTS RISING

CROSSOVER
PACK 11

CONTENTS

- 6 Oversized DARK KNIGHTS RISING Characters
- 10 Nemesis Cards
- 2 Rules Cards
- 1 Multiverse Divider
- 20 Main Deck Cards
- 1 Randomizer Card

This pack contains new cards that allow players to Crossover the exploits of the Dark Knights, twisted versions of Batman from the Dark Multiverse, into any **DC Deck-Building Game** base set. This card covers the special rules for this expansion while the other rules card covers the game setup.

NEMESIS AND REWARDS

The term Nemesis refers to the standard-sized cards with the Super-Villain and Super Hero subtypes. These 3 terms are interchangeable for abilities that affect these types of cards.

Nemeses in this pack have immediate rewards rather than going into your deck. When you defeat a Nemesis, resolve the text after the keyword **"Reward."** Then, place it into your score pile (above your deck and rotated sideways). You own the cards in your score pile but do not control them. The VPs on cards in your score pile count toward your endgame VP total.

After resolving a Nemesis's Reward, you also gain 2 Weaknesses and place a Captured Character face up next to your Characters. Seeing a Super Hero fall in battle breaks the will of one of The Batman Who Laughs's captives and forces them to join your team. You don't come out of the fight completely unscathed and the Weaknesses represent injuries you received during the fight. You may use the abilities of all Characters on your team and there is no limit to the number of Characters you can have.

If The Batman Who Laughs ever has no Captured Characters, he immediately goes out hunting and Captures the top card of the unused Character stack, placing that Character face up next to him.

DEADLIER WEAKNESS CARDS

If you have a Weakness in your hand, you must play it before playing other cards or ending your turn. You may use abilities on your Characters or Ongoing before playing a Weakness. If you ever control 2 or more Weaknesses, your turn ends after resolving any effects that triggered off of playing that Weakness. One of those Weaknesses goes into your score pile, representing a permanent injury, and the rest are put on the bottom of the Weakness stack. One of your Characters is Captured by The Batman Who Laughs.

CAPTURED CHARACTERS

When your Character is Captured, you must choose one from your team to send back to The Batman Who Laughs to recover or be reconditioned. If you end your turn with no Characters, look at the top 2 cards of the unused Character stack, put one in front of you as your new Character and place the other on the bottom of the unused Character stack.

CLARIFICATIONS

Batman (Earth -12): You pay 1 less for 1 card each turn, not for 1 card with each listed trait. If the Defense card has an Attack, you still only pay 1 less for it.

What does "control" mean? You control the cards you play each turn and Ongoing cards still in play from previous turns.

What does "different" mean? Two cards are different if they don't have the same name, cost, and/or card type.

What is a ~~METAL~~ card? ~~METAL~~ cards have the Metal subtype to the right of their card type.

MIXING SETS

When mixing this Crossover with the Original Base Set, remove Bizarro and J'onn J'onzz from the main deck.

When mixing this Crossover with *Forever Evil*, remove Bizarro from the unused Character stack.

CREDITS

Game Design: Nathaniel Yamaguchi

Special thanks to our dedicated playtesters

Graphic Design: Larry Renac

Cryptozoic Entertainment

CEO & Founder: John Nee

Founder: John Sepenuk

CCO & Founder: Cory Jones

VP, Product Development: Shahriar Fouladi

VP, Operations: Ming Wan