

BATMAN
HUSH**CROSSOVER
PACK 12****CONTENTS**

- 6 Oversized BATMAN: HUSH Characters
- 1 Oversized List of Suspects / Setup Card
- 8 Nemesis Cards
- 17 Main Deck Cards
- 18 Investigation Deck Cards
- 1 Rules Card
- 1 Randomizer Card
- 1 Multiverse Divider

This pack contains new cards that allow you to unravel the mystery of Hush with any **DC Deck-Building Game** base set. This card covers the special rules for this expansion. For setup instructions, please see the back of the List of Suspects / Setup card.

WHO IS HUSH?

There are 6 suspects as shown on the List of Suspects card. As you set up the game, one of these suspects will be secretly placed under the Nemesis stack, representing the true identity of Hush. You will eliminate suspects as you work to reveal his true identity.

To defeat the final Nemesis, Hush, you may spend 14 Power to guess which of the 6 suspects is behind the mask. After making your guess, if any player, *including you*, has that suspect's card in front of them, they must reveal it and draw a card. When this occurs, Hush remains undefeated and the Power you spent to defeat Hush is lost.

If no player reveals the guessed suspect, you look at the suspect card under Hush to confirm his identity.

- If you guessed correctly, reveal the suspect card, defeat Hush, and the game ends when you end your turn.
- If you guessed incorrectly, do not reveal Hush's identity, and the game continues as normal. An incorrect guess does not incur any additional penalty, but the Power spent to attempt to

defeat Hush is lost. You now know Hush's identity and can attempt to defeat him again later.

INVESTIGATION DECK

To solve the mystery of Hush, players have access to a new ability: Investigate. When a card instructs a player to **Investigate**, they draw the top card from the Investigation deck. The Investigation deck includes two types of cards: Leads and Clues.

Leads: Leads provide a one-time bonus. When you draw a Lead, immediately reveal it to all other players and resolve its effect. Then, put it into the Investigation discard pile.

Clues: Clues represent evidence gathered throughout the game to uncover Hush's identity. When you draw a Clue, keep it face down in a set aside Clue pile. You own the cards in your Clue pile and may look at them at any time, but keep them hidden from others.

Some Clues are simply worth VPs at the end of the game. However, five of the Clues will each depict one of the 6 suspects. Suspect cards drawn from the Investigation deck indicate that the drawn suspect is not Hush, as each suspect only appears on 1 Clue card. If you've seen 5 different suspects over the course of the game, the final suspect you haven't seen must be Hush's true identity.

Tip: You are allowed to take notes during the game.

CLARIFICATIONS

AMBUSH ATTACK!: When you draw this card, the current Nemesis (standard-sized Super-Villain or Super Hero) performs their **First Appearance — Attack** against each other player. You are not included in this Attack. However, you must still pass a Clue following the Attack from the Hush Super-Villain. If there is currently no Nemesis, this card has no effect.

FOLLOW THE TRAIL: Unlike other Leads, Follow the Trail has no immediate effect. When you draw this card, keep it in front of you until the start of the next turn. After you've drawn the additional card, shuffle Follow the Trail into the Investigation deck along with all cards in the Investigation discard pile.