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This pack takes the Crossover Series in a whole new direction: Hidden Roles! One team member is secretly working on their own nefarious plan. Stop them before it's too late! You may use any DC Comics Deck-building Game base set. However, you won't use the Super-Villains or the oversized Super Heroes from that set. In **Watchmen**, there is no Super-Villain stack. One of your teammates is the real threat!

OBJECTIVES

- The "Loyal" team members want to beat the Challenge cards before the main deck runs out.
- The lone "Secret Mastermind" wants the main deck to run out of cards before the last Challenge card is overcome.

TWO IMPORTANT RULE MODIFICATIONS

1. At the end of your turn, if you did not buy or gain a card from the Line-Up, add the top card of the main deck to the Line-Up (this can result in a Line-Up of more than five cards). Then, if there are fewer than five cards in the Line-Up, refill it to five as usual. Players can't stall the game by not buying cards. The time to act is now!
2. Once the Secret Mastermind has been revealed, **Attack** cards played by Loyal players do not affect any Loyal players (even if they want them to).

SETUP

- Shuffle the new **Watchmen** main deck cards into the main deck of the set you chose.
- Deal out the **Watchmen** oversized Super Heroes or players may choose which one they wish to play.
- Grab the **Loyalty** cards. Count the number of players. Make a Loyalty deck with that many cards, using one "You Are The Secret Mastermind" card and the rest being "You Are Loyal" cards. Shuffle this micro-deck and deal each player one card, face down. Look at your card, and then hide it under your Super Hero.
- Shuffle the **Mastermind Plot** cards and deal one to each player, face down. Look at your card, and then hide it under your Super Hero. Place the unused cards back in the box, face down.
- Shuffle the **Villainous Machinations** cards, and place one **face up** into the spot where the Super-Villains usually go. Place the unused cards back in the box.
- Separate the Challenges into 3 piles: Two Level 1s, two Level 2s, and two Level 3s. Mix up each different two-card pile, and then place one from each pile into a stack, face down. The Level 3 goes on the bottom, Level 2 in the middle, and Level 1 on top. Flip the Level 1 Challenge face up. Place the unused Challenges back in the box, face down.
- Give each player the standard starting deck. You're now ready to play!

HIDDEN ROLES and LOYALTY CARDS

In a Hidden Role game, each player receives a secret card that tells them which side they are on. You will either be a "Loyal" player or the lone "Secret Mastermind." The Loyal players are the majority, and they will want to determine which player is the Secret Mastermind. Uncovering the Secret Mastermind is not the ultimate goal and does not end the game, but it helps to know who you can trust.

TWO-PLAYER GAME

In a two-player game, it would be obvious who the Secret Mastermind is. If you aren't, the other player is! One slight variation will keep the mystery intact. During Set Up, grab three Loyalty cards for the start of the game: two Loyal and one Secret Mastermind. Shuffle them and deal each player one card that is kept hidden as usual. Place the unused card back in the box, face down. It's possible neither of you is the Secret Mastermind!

When the Level 3 Challenge is flipped face up, if the Villainous Machinations task has not been completed, both players reveal their Loyalty card. If this reveals a player as the Secret Mastermind, the game continues as usual. The SM can still complete the Villainous Machinations and get their Mastermind Plot into play, but their time is running out!

If both players are Loyal, grab 8 random Super-Villains with cost 10+ from the base set you are using, shuffle them, and place them next to the Kicks and Weaknesses. You have exposed a new and dangerous threat in the form of super-powered Villains bent on world domination!

The First Appearance – Attack of the first Super-Villain happens immediately. Defeat them and the Level 3 Challenge before the main deck runs out to win! Set aside the Villainous Machinations card, as it is no longer relevant.

CHALLENGES

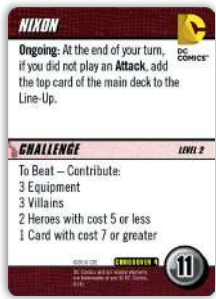
These cards are political, personal, and city-wide disturbances that must be dealt with to win. The Challenges are broken up into three Levels and are faced in numerical order and one at a time.

On the card you will find an Ongoing ability that affects each player, Loyal and Secret Mastermind alike. The other text on the card is what it takes to beat it. Challenge cards are beaten by "contributing" cards to them. To contribute a card to a Challenge, remove a card from your hand and place it face up next to the Challenge card. A contributed card is not played. You are not required to contribute a card just because it meets the criteria... but your teammates may think otherwise!

The cards you contribute must be of the type, cost, or other factors mentioned under the "To Beat" line. You can't dump Weakness cards to unload them. If a card can gain a type or change costs, it can be made legal to place. However, a card reverts to its base card type and cost after placing, meaning it may not end up contributing. A single card may only fulfill one card requirement. You need not specify which requirement you are fulfilling when you place it. You may contribute any number of cards during your turn and you may contribute more cards than needed to fulfill a requirement, if you wish.

After all of the required cards have been contributed, there is still a cost to pay to ultimately defeat the Challenge. This Power must be generated by a single player in the same way that a Super-Villain would be defeated. You cannot pay this cost until all of the contributions have been made. Cards that reference the cost of a Super-Villain will look at the cost of the Challenge card, but they are not Super-Villains.

When a Challenge is beaten, remove it from the game and destroy all cards that were contributed to it. Its Ongoing ability turns off, and if its effect is waiting to resolve, it is negated instead. The next Challenge is revealed during the end of round procedure at the end of the current player's turn. If no Challenges remain (and none are on the Challenge stack), players all reveal their Loyalty cards. Each Loyal player wins the game, while the Secret Mastermind loses.



If you pay 11 Power and beat this, ignore its Ongoing effect at the end of your turn.

The Secret Mastermind is free to contribute cards to a Challenge just like any other player. Sometimes the Ongoing ability of a Challenge card can hurt the SM's chances of completing the Villainous Machinations, so it is best to be rid of it! And what a great way to prove your loyalty to the rest of the team...

VILLAINOUS MACHINATIONS

“Villainous Machinations” are the behind-the-scenes goings on that the Villain of a story does to set up their dastardly plots.

These cards are each unique, and only one is used each game. After this card is randomly placed face up near the action, one player reads the card aloud. This card is public information and may be referenced by any player at any time. The cards listed on this card are the elements the Secret Mastermind needs to hatch their plot. The SM will want to collect 2-3 of each card needed to increase their odds of drawing them. As soon as the Secret Mastermind has played these cards during a single turn (the order in which they are played does not matter), they must flip over their Loyalty card. This action reveals the Secret Mastermind, and that player immediately places their Mastermind Plot card face up next to the current Challenge. This creates an additional Challenge that the Loyal players must now overcome to win. The other players flip their Loyalty cards and now are now officially “Loyal” players. Until the Secret Mastermind card is revealed, no players are “Loyal.”

The first line of card requirements on a Villainous Machinations card pertains only to 2- and 3-player games. In smaller games, players get many more turns to acquire the cards they need. The extra requirement keeps things fair. Look for the “(2-3p only)” to find the added requirement in smaller games. In games with 4 or 5 players, ignore that top line requirement.

MASTERMIND PLOT

A Mastermind Plot is a Challenge card that will allow the Secret Mastermind to speed up the depletion of the main deck... if they can complete the Villainous Machinations card and get their plot into play!

Each player is dealt a Mastermind Plot card during set up, but only the Secret Mastermind may get theirs into play. You cannot talk about your MP card. The Ongoing ability of the Secret Mastermind's Plot card is not in effect until they complete the Villainous Machinations task and then place the MP card face up into play. The “Secret Mastermind Ongoing” ability only triggers off of cards played by the SM.

Once the Mastermind Plot card is in play, the Loyal players can confront and defeat the MP by ganging up on it. The MP card has a cost which is the amount of Power a Loyal player must generate during their turn in order to beat it. If a Loyal player requests help during their turn, each other Loyal player, in clockwise order, may add one random card from their hand to the current player's in play area. A player may

decline to help. This card is considered to be played by the current player, but not from their own hand. At the end of the current player's turn, all cards played this way are discarded to their owners' discard piles. The players who helped this way do not refill their hands after helping. If after asking for help you still cannot defeat the Mastermind Plot, you may spend that Power on other things as usual. You may ask for help even if you are not intending to beat the MP.

If the Mastermind Plot is defeated, the Secret Mastermind player is not out of the game, but their plan has been thwarted. If the Mastermind Plot comes into play during Challenge Level 1 or 2, and the Level 1 or 2 is beaten, the next Level Challenge appears as usual at the end of that turn. The presence of this Mastermind Plot Challenge has no effect on the other Challenges, and vice versa. The Loyal players must still beat the Level 3 Challenge to win the game. If the MP Challenge is in play, it must also be defeated in order for the Loyal players to win.

SPECIFIC CARD CLARIFICATIONS

Alien Invasion, The Nuclear Clock: (Challenges) “Watchmen cards” are cards originating from the main deck with the Crossover 4 logo.

Disintegration: A destroyed Loyal player is out of the game. All of their cards are placed into the destroyed pile. A player is not “Loyal” and cannot be targeted until all Loyalty cards have been revealed. A destroyed Challenge is automatically beaten and removed from the Challenge area.

Cancer Scare: (Challenge) This Attack does not happen during any player's turn. You can keep a tally of destroyed cards using tokens or simply place the destroyed cards face down next to this Challenge.

Duplication: You may choose a card you have already played this turn or a card that is in play in front of you on an Ongoing basis. The effects from the first time you played it remain. Playing an “Ongoing” card twice typically has no effect.

Keane Act: (Challenge) Blank Super Heroes have no game text.

Nixon: (Challenge) Add the extra card to the Line-Up after refilling the Line-Up to five cards.

The Nuclear Clock: (Challenge) Contribute Locations by removing them from in play in front of you and placing them next to this Challenge. If the “clock” ticks all the way down (12 cards are under this), each player must immediately reveal their Loyalty card. These 12 cards are not “drawn.” If there is no SM (2-player game only), destroy these cards.

Reconstruction, etc: There may be some cards in the set you would not want the Secret Mastermind to obtain. If you don't wish to play a card, leave it in your hand and discard it at the end of your turn.

Rioting: (Challenge) “And/or” means you may contribute two Attacks, two Defenses, or one of each.

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