



BATMAN NINJA™

ニンジャバットマン



DECK-BUILDING GAME CROSSOVER PACK 8

CONTENTS

- 6 Oversized BATMAN NINJA™ Super Heroes
- 5 Oversized BATMAN NINJA™ Super-Villains
- 21 Main Deck Cards
- 1 Rules Card
- 1 Randomizer Card
- 1 Divider

When you are ready to play, each player should grab a **BATMAN NINJA™** Super Hero. Choose any DC set main deck, shuffle it, and then split it in half. Shuffle the 21 new **BATMAN NINJA™** main deck cards into one of the two piles, and then put that pile on top of the other. Set aside The Joker Super-Villain, shuffle the remaining four Super-Villains, and place them in a stack with the text side up. Place The Joker with cost 9 on top of the stack. He is the first Super-Villain you will face each game.

New Keyword: Ninjutsu. Cards with Ninjutsu that you own allow you to make strategic decisions when you play them. You may play the card as usual to get the effects listed near the top of the text box. Or you may place the card into the Line-Up as you play it, relinquishing ownership of the card to trigger the text after the word "Ninjutsu." If you do, you get both parts of the text: the basic effect *and* the Ninjutsu effect (in that order). If you choose not to activate the Ninjutsu text as you play it, you can't place it into the Line-Up later during your turn. **Note:** You may only Ninjutsu cards you OWN.

This may create a Line-Up with more than five cards. Just remember that you only add a card to the Line-Up between turns if there are fewer than five cards in the Line-Up. You no longer control the card if you place it in the Line-Up, but you still get the effects of the card and it counts as a card you played that turn. **IMPORTANT:** When you Ninjutsu a card, you may not buy or gain it from the Line-Up during that same turn.

New Concept: Super-Villain Attachments. The Super-Villains in this Crossover are oversized, and therefore won't fit into your deck. Instead, players attach cards from the Line-Up to the corresponding edges (called "slots") of the Super-Villains. When a player defeats a Super-Villain, they **gain** each card attached to that Super-Villain.

Batman Ninja™ Rule: *Once during your turn, if there is an empty slot on the current Super-Villain that matches a card type in the Line-Up, attach a card in the Line-Up to that slot. Do this at any time during your turn. You must attach a card (and only one), if able, before ending your turn. To attach a card to a slot, place the card face up alongside the color-matched edge of that Super-Villain.*

A Super-Villain may be defeated even if it doesn't have all four slots filled. After gaining the attached cards, resolve the Super-Villain's Retaliation (see below). When your turn ends, flip the defeated Super-Villain over and place it off to the side. Fit the defeated Villains together to watch their castles slowly merge ...

Once all five Super-Villains have been defeated, there is one final titanic challenge to overcome: the might of all five castles combined! Until all five castles are in place, the Stack Ongoing ability does not apply and the mega-castle cannot be defeated.

Keyword: Retaliation. Think of this as a "Last Appearance Attack." When a player defeats a Super-Villain, a Retaliation is made immediately (not at the end of the turn). You may hold a Defense in your hand to avoid this Attack. The Joker's Retaliation attacks only the player who defeats him, while the rest of the Super-Villains have a Retaliation that attacks each player.

SPECIFIC CARD CLARIFICATIONS

Batman Super Hero: The "Ninjutsu: Draw a card" effect resolves after all other parts of the card have been resolved.

Bat-Glider: The card you play is discarded at end of turn as usual.

Batman God: This card is shuffled into the main deck as usual at the start of each game. "Set it aside" means out of play and only certain cards from **Crossover 8** can interact with it.

Colony of Bats: If you Ninjutsu this card and find/choose Batman God, when it is placed into the Line-Up at end of turn it will be set aside and replaced.

Monkichi: Cards may be attached to normal Super-Villains from other sets. When any player defeats a Super-Villain with attached cards, that player gains the extra cards.

CREDITS

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DC DECK-BUILDING GAME BATMAN NINJA™ ニンジャバットマン



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DC DECK-BUILDING GAME CROSSOVER PACK 8

BATMAN NINJA™

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LAUNCH KIT



Add this Crossover Pack, based on the **Batman Ninja™** animated movie, to any **DC Deck-Building Game**, to play as Batman and his allies, who have been sent back to **Feudal Japan!**

CZE Item Code: BNLNCHKT

How to Use Your Kit

Thanks for supporting the release of **DC Deck-Building Game Crossover Pack 8: Batman Ninja™** with this Launch Kit! We hope that it will help you drive awareness about the product and result in more sales. If you've only purchased one kit, we recommend you offer the Promo Cards to the first 13 customers to participate in the launch (either by playing with the Crossover Pack in store or by purchasing it). As for the playmat, you can utilize it for demos or as a prize, among other possibilities. How you use this kit is ultimately up to you, so feel free to be creative and use it to fulfill your store's needs. Show us how you use the Launch Kit and tag us on social media (@Cryptozoic)!

- Introduces keyword "Ninjutsu" to aid Super Heroes
- Five Super-Villains merge into a super castle for the final challenge
- 100% compatible with the original DC Deck-Building Game, Heroes Unite, Forever Evil, and Teen Titans!

Kit Contents

- 1 Batman Ninja Playmat
- 13 Gorilla Grodd Promo Cards*
- 1 Batman Ninja Poster
- 1 Kit Info Card

*Note: In order to have enough Promo Cards for a full case of Crossover Packs, you will need TWO kits.





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DC Deck-Building Game

Crossover Pack 8: Batman Ninja



2-5



15+



35-45 min

Key Selling Points

Based on hit *Batman Ninja* animated feature

Introduces keyword
“Ninjutsu” to aid Super
Heroes

Five Super-Villains
merge into a super
castle for the final
challenge

100% compatible with
the original *DC Deck-
Building Game*, *Heroes
Unite*, *Forever Evil*, and
Teen Titans!

Purchase Order

Due Date:
ASAP

Release Date:
Q4 2019



PACKAGING NOT FINAL

Based on the *Batman Ninja* animated feature, this expansion for the *DC Deck-Building Game* takes place in feudal Japan and lets players become Batman, Catwoman, Robin, Red Robin, Red Hood, and Nightwing.

The Super-Villains (The Joker, The Penguin, Poison Ivy, Deathstroke, and Two-Face) are the daimyos who battle from within giant castles that come to life. When the fifth one has been defeated, the five castles merge to become one final titanic challenge. The card backs of the Super-Villains each form a portion of the giant merged castle, with The Joker's head at the top.

Each Super-Villain has colors on its four sides matching the main card types: Hero, Villain, Super Power, and Equipment. During your turn, if there is a card matching one of those types in the Line-Up, you must take the card and place it next to the corresponding side of the Super-Villain. When you defeat a Super-Villain, instead of placing it in your deck, you earn each card attached to it.

The new keyword “Ninjutsu” provides the Super Heroes some much-needed help as they take on the fearful might of the combined Super-Villains’ super castle!

**Requires a copy of any
DC Deck-Building Game base game to play.**



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Contents Summary

- 21 Main Deck Cards
- 6 Oversized Super Heroes
- 5 Oversized Super-Villains
- Rules Card
- 1 Randomizer Card and 1 Divider (for Multiverse Box)

Marketing Support

- Online and print media advertising on consumer and retail trade sites, including **boardgamegeek.com**
- Promotion on social media sites, including Facebook and Twitter, and sneak peeks on the Cryptozoic Blog
- Contests and/or giveaways held on social media
- Videos to discuss box contents, how to set up the game, and how to play the game
- Press release to industry media
- Game reviews and press coverage across major hobby, comics, and gaming media outlets to support game launch, such as **IGN** and **boardgamegeek.com**
- Review copies sent to online media enthusiast outlets (hobby gaming, comics, and general pop culture) for expanded consumer exposure and to generate buzz
- Heavily promoted at consumer event shows throughout the year, including **Gen Con** and **Origins**
- Cross-promotions with **DC** via giveaways, contents, and announcements on the DC website and Facebook page and at conventions/special events

Ordering Information

Available to ship: Worldwide

Item Code: 27756 (Last 5 of PCS UPC)

Requires a copy of any DC Deck-Building Game base game to play.

Item	Contents	UPC	MSRP	Preliminary Dimensions
Game	1 game	814552027756	\$13	.25"x4.25"x0.5" 0.5lbs 8.255x10.79x1.27 cm 0.2268kg
Case	26 games/case	814552027763	\$338.00	8.3"x 9.26"x 3.74" 4.33 lbs 21cm x 23.5cm x 9.5cm 1.96 kg



DC DECK-BUILDING GAME
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