



DECK-BUILDING GAME

RIVALS

SUPERMAN
vs
LEX LUTHOR

TURN SEQUENCE

Choose whether you will take a *Buy Turn* to buy cards, or a *Confront Turn* to attempt to defeat your foe.

Buy Turn:

- Play cards from your hand and total up your Power. Buy cards with combined cost less than or equal to that total.
- As soon as you gain a card, put it into your discard pile.
- Do not immediately refill empty Line-Up slots as soon as you gain a card from the Line-Up.
- You may play additional cards even after buying cards.

Confront Turn:

- Play cards from your hand and total up your Power to attempt to defeat your foe's Character card. Resolve all "**Confrontation:**" text on cards you play.
- You may not buy cards from the Line-Up or stacks.
- After you are done playing cards, your foe may discard **Block** cards to make their cost greater than your Power.
- If your Power is still greater than or equal to the cost of your foe's Character card, you have defeated that card. Place it into your score pile.

END OF TURN

1. Announce that you are ending your turn. Your turn is now over.
2. Put any cards remaining in your hand into your discard pile.
3. Resolve any "end of turn" effects.
4. Put all cards without the **Ongoing** keyword you control into your discard pile. Any unspent Power is lost.
5. Draw 5 cards.
6. If there are less than 5 cards in the Line-Up, add cards from the top of the main deck face up into the Line-Up until there are 5 cards.
7. Now your foe starts their turn.

The game ends immediately when either of the following 2 conditions is met:

- You defeat your foe's third Character card. You win instantly!
- You are unable to refill all 5 slots of the Line-Up. Most VPs on their cards wins.



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DECK-BUILDING GAME

RIVALS

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OVERVIEW

In **DC Deck-Building Game: Rivals — Superman vs. Lex Luthor**, you take on the role of one of the iconic rivals and engage in an epic showdown over Metropolis! Your deck starts with only the ability to Punch your foe. As the game progresses, you'll add more powerful Heroes, Villains, Equipment, Super Powers, and Locations to your deck, with the goal of defeating your rival. If you can knock out your foe 3 times, you instantly win the game! However, if the main deck runs out of cards, the player who has accumulated the most Victory Points wins the game.

CONTENTS

98 Game Cards

- 14 Punch Starter Cards
- 6 Vulnerability Starter Cards
- 60 Main Deck Cards
- 8 Men of Tomorrow Cards
- 10 Weakness Cards

6 Oversized DC Character Cards

- 1 Rulebook
- 1 Randomizer Card
- 1 Multiverse Divider

CHARACTER SYMBOLS

SUPERMAN



LEX LUTHOR



In this box, you will find special components not used during standard Rivals games. The plastic Multiverse Divider is used to separate your **Rivals — Superman vs. Lex Luthor** cards from the rest of your collection when storing the game in the Multiverse Box, a large, sturdy storage box. The Randomizer card is used to play the special Multiverse game mode included in the Multiverse Box or to help you decide which of your **DC Deck-Building Game** releases to play.

ANATOMY OF A CHARACTER CARD

- Card Name**
- Game Text:** You can use the ability of your topmost Character each turn. You should read the abilities of all your Characters at the start of the game so you can plan your strategy. Once your Level 1 Character is defeated, you will then be able to use your Level 2 Character ability, but no longer your Level 1 ability. Once your Level 2 Character is defeated, you will only have your Level 3 ability.
- VP Value:** How many Victory Points this card is worth to your foe if they successfully Confront you and defeat your Character. Cards in your own Character stack do not add to your end game score.
- Cost:** This is how much Power your foe must spend to defeat your Character in a Confrontation.
- Level:** You start at Level 1 and increase in Level each time you are defeated. (1 ➔ 2 ➔ 3)
- Character Symbol:** Cards in the main deck will match the symbols on the Characters being played. These symbols are only used during setup and have no function during the game. (Players are not restricted to buying only cards with their Character's symbol.)
- Set Tag:** What base game or expansion the card is from.



ANATOMY OF A STANDARD CARD

- Card Name:** Two cards are "different" if they have different card names. If a card name is referenced in game text, it is written in bold text.
- Card Type:** Some abilities will trigger when you gain or play cards with a specific card type. The different card types are Starter, Equipment, Hero, Location, Super Power, and Villain. (Weakness and Men of Tomorrow cards don't have a card type.)
- Game Text:** Resolve all this text from top to bottom when you play the card. (Note that "**Block**" text is not resolved when you play a card and "**Confrontation**" text is only resolved when the card is played during a Confrontation.)
- VP Value:** How many points this card is worth.
- Cost:** How much Power you must spend to buy the card.
- Character Symbol:** Cards in the main deck will match the symbols on the Characters being played. These symbols are only used during setup and have no function during the game. (Players are not restricted to buying only cards with their Character's symbol.)
- Set Tag:** What base game or expansion the card is from.



SETUP

1. Your Character Stack and Starting Deck

One player plays as **Superman**, while the other one plays as **Lex Luthor**. Grab your 3 oversized Character cards and place them in a face-up stack with the Level 1 card on top, Level 2 card in the middle, and Level 3 card on the bottom.

Each player begins with a starting deck of 7 **Punch** cards and 3 **Vulnerability** cards with symbols matching their Character.



Character Symbol



2. The Stacks

Put all the **Men of Tomorrow** and **Weakness** cards into 2 separate stacks to the side of the play area.

3. The Main Deck and Line-Up

Shuffle the Equipment, Hero, Location, Super Power, and Villain cards together to form the main deck. (Note: There should be no Starter, **Men of Tomorrow**, **Weakness**, or oversized Character cards in the main deck.) Place the main deck opposite the stacks with space between them.

Put the top 5 cards from the main deck into a face-up row between the main deck and stacks. This forms the Line-Up. The main deck and 2 stacks of cards on the other end are not part of the Line-Up.

4. First Player

The player who most recently read a comic book gets to go first. Alternatively, you can determine the first player randomly. Each player begins the game by shuffling their 10-card Starter deck and drawing 5 cards. Players will alternate taking turns.

MAIN DECK



THE LINE-UP



Your opening 5 cards in the Line-Up will vary.

THE STACKS

At the start of the game, there should be 8 **Men of Tomorrow** and 10 **Weakness** cards in their respective stacks.



GAMEPLAY

Before you take each of your turns, you must first decide if you will take a **Buy Turn** and buy cards to add to your deck or a **Confront Turn** and try to defeat your foe's current Character. At the beginning of the game, you will not have enough Power in your deck to Confront your foe, so you should spend your first few turns buying new cards for your deck. No matter which you choose, you will play cards from your hand face up in front of you. Each time you play a card, immediately resolve the game text on that card from top to bottom. Cards generate Power (the "currency" of the game) and have other abilities. Card abilities are mandatory unless it says "you may." After you play a card, leave it in your play zone in front of you. Do not put the cards you play directly into your discard pile.

Buy Turn

When you take a **Buy Turn**, you may spend the Power you generate to buy cards from the Line-Up or Men of Tomorrow stack to improve your deck. Cards you gain are immediately put face up into your discard pile unless instructed otherwise. Discard piles are always face up and may be looked through at any time. You do not have to play all the cards in your hand before you start to buy cards and may play additional cards after you have started to buy cards.

You may buy any number of available cards with combined cost less than or equal to the total Power you have generated this turn. If you generate +4 Power in a turn, you may buy a single card with cost 2, 3, or 4, or even 2 cards each with cost 2, assuming these options are available. Men of Tomorrow cards are (usually) available if the cards in the Line-Up are too expensive, and you may buy more than one during your turns.

You may choose to end your turn when you are done playing and buying cards. You do not have to play all the non-Weakness cards in your hand or spend all your Power before you end your turn. However, you cannot carry over cards you do not play to your next turn and any unspent Power is lost when you end your turn. It's normally a good idea to play all your cards and spend as much of your Power as you can each turn.

Buy Turn Example

Your hand contains 3 **Punch** cards, a **Vulnerability**, and a **Super Hearing**. It's unlikely you have enough Power to Confront your foe, so you take a **Buy Turn**.

1. You play **Super Hearing** and draw **Streaky** off the top of your deck.
2. You then play **Streaky**, which generates +2 Power. Since you already played a Super Power this turn, your foe gains a **Weakness** to their discard pile.
3. You then play the 3 **Punch** cards and 1 **Vulnerability**, which bring you to a total of 5 Power.
4. You spend all 5 Power to buy **Invulnerability** from the Line-Up and put it into your discard pile.
5. You have no other cards to play or Power to spend so you end your turn.
6. You put all the cards you played into your discard pile and draw 5 cards from your deck.
7. After adding a card from the main deck to the Line-Up, your foe takes their turn.



Confront Turn

When you take a **Confront Turn**, you start a Confrontation and attempt to generate enough Power to defeat your foe's current Character. You may not buy cards from the Line-up or stacks during a Confrontation, but you may still gain cards from abilities. Note that during a Confrontation, you can only defeat your foe's current Character. Just like during a **Buy Turn**, you are not required to play all the non-**Weakness** cards in your hand before ending your turn.

You may not have all the Power you need to defeat your foe at the start of your turn, but if there is a chance you can draw into enough Power, it might be worth the risk. If you need 9 Power to defeat your foe, and you start your turn with 7 Power and the ability to draw 2 cards in your hand, you might be able to get to 9 or more Power with those extra draws.

Once you are done playing cards, announce your Power total to your foe. If it is less than the cost of that foe's current Character, you have failed to defeat them and you proceed to the end of your turn. Otherwise, your foe may now discard Block cards to increase their cost (see next page for more details on Block cards). If they can increase their cost above your Power total, you have failed to defeat them and you proceed to the end of your turn. Otherwise, you successfully Confront your foe and defeat their current Character. No matter the outcome, you cannot play any more cards this turn or buy cards from the Line-Up or stacks.

When you defeat a foe's Character during a Confrontation, take the top Character from their Character stack and place it into your score pile (above your deck and rotated 90°). If you can defeat your foe 3 times, you instantly win the game! Should the game end due to being unable to refill the Line-Up, these defeated Character cards are worth a lot of Victory Points.

To have a better chance of successfully Confronting your foe, look for cards with the bold keyword "**Confrontation:**" in their game text. The text after the "**Confrontation:**" keyword only resolves when you play the card while you are Confronting your foe. That text is ignored during a **Buy Turn**. Any text above this keyword resolves no matter which type of turn you are taking. If there is text below the "**Confrontation:**" text that starts with "Otherwise," that text only resolves when the card is played while you are not in a Confrontation.

Note that if an ability allows you to start a Confrontation in the middle of a **Buy Turn**, you do not activate the Confrontation abilities on cards you already played earlier that turn. Only cards played after you start a Confrontation resolve their "**Confrontation:**" text. You are also no longer allowed to buy cards once the Confrontation starts.



Block Cards

Block cards contain the bold keyword **"Block"** followed by a number in parentheses in their game text. After a foe Confronting you has finished playing cards, you may discard any number of Block cards from your hand to increase your Character's cost. The value in the parentheses is how much your Character's cost increases by. Any other text after **"Block"** is also resolved at this time.

To prevent your foe from defeating your Character, you must discard enough Block cards to increase your Character's cost to a value higher than the Confronting player's total Power. Raising your cost to match their Power isn't good enough. The increased cost of your Character only lasts until the end of the turn. You may choose to discard a Block card from your hand even if your opponent doesn't have enough Power to defeat your Character or even if it isn't enough to save your Character in order to resolve the text after the Block keyword.

Block cards may be played during your turn whether you are taking a **Buy Turn** or a **Confront Turn** just like any other card, but the text after **"Block"** is not resolved.

Confront Turn Example

You have 3 **Punch** cards, an **Eve Teschmacher**, and a **Doomsday** in your hand. You currently only have 8 Power in your hand, but you've got a few Equipment still in your deck. You decide to take the chance and Confront your foe.

1. You play **Eve Teschmacher**, generate 1 Power, and reveal a **Vulnerability** and **Brainiac Drone** from the top of your deck! You add **Brainiac Drone** to your hand and put the **Vulnerability** on top of your deck.
2. You play **Brainiac Drone** to generate 2 Power. You haven't destroyed a card this turn, so you do not draw a card.
3. You play **Doomsday** for an additional 4 Power.



4. Playing the 3 **Punch** cards brings you to a total of 10 Power. (1+2+4+1+1)
5. Your foe doesn't discard any Block cards, so you successfully Confront them and add their defeated Character card to your score pile. Even though you generated more Power than you needed, you cannot spend any remaining Power to buy cards and proceed to the end of your turn.
6. If your foe had a Block card, such as **Invulnerability**, in their hand, they could discard that to increase their cost by 5. Since that is more than the Power you generated, your turn would end having failed to Confront your foe. You couldn't buy any cards and would proceed to the end of your turn.



Ending Your Turn

1. Announce that you are ending your turn. Your turn is now over.
2. Put any cards remaining in your hand into your discard pile.
3. Resolve any "end of turn" effects.
4. Put all cards without the **Ongoing** keyword you control into your discard pile. Any unspent Power is lost.
5. Draw 5 cards.
6. If there are less than 5 cards in the Line-Up, add cards from the top of the main deck face up into the Line-Up until there are 5 cards.
7. Now your foe starts their turn.

END OF GAME

The game ends immediately when either of the following 2 conditions is met:

- You defeat your foe's third Character card. You win instantly!
- You are unable to refill all 5 slots of the Line-Up with a card from the main deck.

If you are unable to refill the Line-Up, both players return all Ongoing cards they have in play, all cards in their hands, and all cards in their discard piles to their decks. Then, players total up the Victory Points ★ on cards in their decks and on opposing Characters in their score piles. Weakness cards in a player's deck at the end of the game will subtract Victory Points (VPs) from their total. The player with the highest VP total wins! In case of a tie, the player with more opposing Character cards in their score pile is the winner. If there is still a tie, the player with more cards in their deck is the winner.

ADDITIONAL RULES

Resolving Card Abilities

When an ability tells you to draw a card, that card is drawn from your own deck. If you cannot fully resolve the text on a card, resolve as much of it as possible. When you play a card that triggers another ability, like on your Character, fully resolve the card you are playing before resolving any secondary abilities triggered by your card play. If an ability allows you to do something up to a certain number of times, such as "Destroy up to 2 cards," you may choose to do that action 0 times.

The term "foe" means the other person you are playing against. Some cards in this set affect multiple foes. Even though **Rivals — Superman vs. Lex Luthor** is a 1v1 experience, it can be combined with other sets to play with more players. These cards are worded that way to integrate better with other sets.

Text on a card after **"Confrontation:"** only resolves if you play that card while you are currently Confronting a foe. When you see the phrase "that foe," it refers to the foe that you are currently Confronting. Text after **"Block"** only resolves if you use the card to increase your cost while you are being Confronted.

Shuffling Your Deck

At any point during the game, if there are no cards in your deck and you need to draw, discard, look at, or reveal a card from your deck, immediately turn your discard pile face down and shuffle it. Then, carry out that action on your new deck. **Do not shuffle your discard pile and turn it into your deck as soon as your deck is empty.**

Controlling Cards

You control the cards in your play zone. These include the cards you played this turn and Ongoing cards still in play from a previous turn. You do not control cards in your hand, deck, or discard pile. If a card gives you a bonus if you control a certain card or card type, you must already have that card in play to gain the bonus. You do not get the bonus if you play the required card later in your turn.



Destroying Cards

Some cards give you the ability to destroy a card from your hand, your deck, the Line-Up, etc. When you destroy a card, place it into a face-up pile of destroyed cards anywhere away from the play area. You no longer own or control the destroyed card. Destroying Weakness and Starter cards will improve your deck greatly! **Return any destroyed Weakness and Men of Tomorrow cards to their respective stacks.**

Discarding Cards

When an ability tells you to "discard" a card, it means to put the card from your hand into your discard pile as the default. Cards that you have already played this turn are not in your hand and cannot be discarded. A card may tell you to discard a card from another place, such as the top of your deck. Cards that are discarded from zones other than your hand also trigger any abilities that look for cards being "discarded." Aside from Block cards (and Doomsday), players usually do not resolve the game text of cards they discard.

Gaining Cards

Gaining a card is the process of taking ownership of that card. This occurs most often when you buy a card by paying its cost. When an ability tells you to gain a card, take that card and immediately put it into your discard pile at no additional cost, unless otherwise directed. If a card tells you to gain a card with a specific name, card type, or cost and there are none available, you don't gain a card. Being passed a card also causes you to gain that card.



Ongoing Cards

Some cards have the keyword "Ongoing:" in their game text. This keyword is found on all Locations and Weakness cards in this set. Ongoing cards go into your discard pile when gained, just like any other card. However, when you later draw and play an Ongoing card, that card will remain face up and in play in front of you for the rest of the game. Ongoing cards are not put into your discard pile at the end of your turn. An Ongoing card counts as "played" only on the turn in which it entered play. The text after the word "Ongoing:" is not active while the card is in your hand, your discard pile, or the Line-Up and is only active for you while the card remains in play. The Ongoing ability can be used every turn. You can have any number of Ongoing cards in play at once.



Revealing Cards

When you are instructed to reveal 1 or more cards, turn those cards face up for all players to see. The ability that caused you to reveal these cards may tell you what to do with the cards. If nothing is specified, return the revealed cards to where they were prior to being revealed, such as in your hand or on top of your deck.

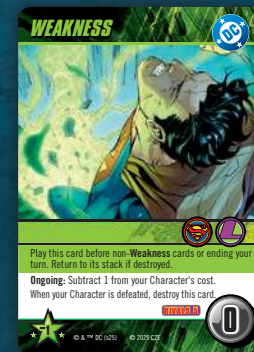
Surge

When a card tells you to Surge, add the top card of the main deck to the Line-Up. Surging while there are no cards in the main deck does not cause the game to end.

Weakness Cards

Some cards force players to gain a Weakness. When this happens, the affected player takes a Weakness card from the Weakness stack and puts it into their discard pile, unless instructed otherwise. If the Weakness stack runs out, effects that would cause a player to gain a Weakness do not do so, but any other effects those cards have still resolve as usual. If the game ends due to being unable to refill the Line-Up, each Weakness card you have subtracts 1 Victory Point from your VP total.

Weakness cards from this set must be played during your turn before you play any non-Weakness cards. You also may not end your turn while you have a Weakness card in your hand. Weakness cards also have the Ongoing keyword, so remember not to put any Weakness cards you play into your discard pile at the end of your turn. Your Character has -1 cost for each Weakness you have in play. That means that when a foe Confronts you, they need 1 less Power to defeat you for each Weakness you control. If a foe successfully defeats you in a Confrontation, return all Weakness cards you control to the Weakness stack. You keep any Weakness cards in your hand, deck, or discard pile.



SPECIFIC CARD CLARIFICATIONS

Lex Luthor (Level 1 Character): The Villain and Equipment can be any combination of played and gained to trigger this Character's ability.



Lex Luthor (Level 2 Character): His ability reduces how much you pay to buy the card, not the card's actual cost.



Superman (Level 3 Character): Use the total number of Super Power and Hero cards you played this turn to determine how many cards you draw. If you played 3 Heroes and 1 Super Powers, you would draw 2 cards.



Bizarro / Steel: You control the card you play from the foe's hand, so it is no longer in their hand for them to use that turn.

Doomsday: The blue banner text has no effect when you play this card and only triggers when you destroy or discard this card after gaining it. A foe cannot use **Skull Ship** to steal this card from you. Doomsday's blue banner text does not trigger if it is in your hand at the end of your turn since putting cards into your discard pile at the end of your turn is not the same as discarding.



Heat Vision: If you choose to destroy a card in your hand or discard pile, it can be any card; it does not have to be a Weakness.

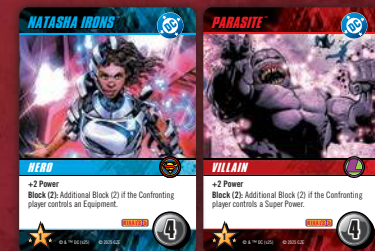
Hologram Projector: You do not control the card you played from the Line-Up as it returns immediately to the Line-Up after you resolve all its text.



Jonathan & Martha Kent: If your foe has no cards in their discard pile, you cannot destroy a card.



Natasha Irons / Parasite: These Block cards will increase your cost by a total of 4 if your opponent controls a card with the listed card type.



Men of Tomorrow: You must decide to return this card to its stack when you play it. You cannot choose to return it to its stack later in your turn. You keep the +2 Power from this card even if you return it.



Super Strength: The additional Power from this card is locked in when you play it. If you have to shuffle your discard pile into your deck, it doesn't reduce your Power amount.



MIXING SETS

This set can be combined with other Cryptozoic Cerberus Engine deck-building games. You are free to mix and match cards from any sets to make your own custom game experience. We recommend that when you swap cards, you exchange them for cards of similar type and cost.

For additional games in the **Rivals** line and the ability to play with up to four players, check out these DC Deck-Building Game titles: **Confrontations**, **Rivals — Batman vs. The Joker**, **Rivals — Green Lantern vs. Sinestro**, **Rivals — The Flash vs. Reverse-Flash**, and **Rivals — Shazam! vs. Black Adam**. Below are additional recommendations when combining this game with those sets.

Combining with other Rivals games

When forming the main deck, if you are playing this as a 1v1 game, only combine cards with symbols matching the Characters being played.

For example, if you are playing Superman against Black Adam, the main deck would contain all cards with symbols that match the symbols on the Superman and Black Adam Character cards. Main deck cards from other Characters would not be shuffled into the main deck.

Additionally, follow these setup instructions when mixing these specific **Rivals** games with **Superman vs. Lex Luthor**.

- **Batman vs. The Joker:** Use the Men of Tomorrow stack instead of the Kick stack.
- **Green Lantern vs. Sinestro:** Use the Hard-Light Construct stack instead of the Men of Tomorrow stack.
- **The Flash vs. Reverse-Flash:** Use either the Men of Tomorrow stack or the Super-Speed stack.
- **Shazam! vs. Black Adam:** Use both the Men of Tomorrow stack and the Word of Power stack.

You can also mix two **Rivals** games together to play an intense 2v2 game. Below you will find additional setup and gameplay instructions when playing the team game.

- Shuffle the main decks from both **Rivals** games together.
- Create a Kick / Hard-Light Construct / Super-Speed / Word of Power stack in addition to the Men of Tomorrow stack during setup. Players may buy cards from either stack.
- You will form one team of Super Heroes and one of Super-Villains. Have a seat next to your partner. That way, you can compare hands and talk secretly about your plans. Teammates take separate turns and player order will alternate between teams.

For example, if Superman and Shazam! are teaming up against Lex Luthor and Black Adam, Superman would take the first turn, Lex Luthor the second turn, Shazam! the third turn, and Black Adam the fourth turn. The turn order remains the same for the entire game.



- Block cards can be used to increase the cost of your Character or your teammate's Character.
- If both of your foes are at the same Level, you can choose to Confront either of them. If they are not the same Level, you must Confront the foe with the lower Level.
- A team instantly wins if they defeat the Level 3 Character of either foe. If the game ends due to the main deck running out, determine the winning team based on each team's combined VP total.

Confrontations

You can also mix this game with the **Confrontations** base game, which can be played with 2 to 4 players. Follow the suggested guidelines outlined in the combining sets section of the **Confrontations** rulebook.



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