



DECK-BUILDING GAME

SUPER FRIENDSEXPANSION
PACK

These new Super Hero cards stand in the way of all villainy. Players can choose to challenge these defenders of peace in an all out free-for-all or with the optional team mode described on the back of this card.

CONTENTS

- **13 Super Hero Cards**
- **4 Team Cards**
- **1 Rules Card**
- **1 Randomizer Card**
- **1 Multiverse Divider**

SETUP

This pack contains 13 new Super Heroes to use with any of your *DC Deck-Building Game* base sets. When building the Nemesis stack, you may choose to replace the starting Nemesis with Superman. The rest of the Super Heroes in this pack can be mixed with the Nemesis cards from the set you are playing before selecting the rest of the Nemesis cards for the Nemesis stack. Alternatively, you can build the full Super Hero stack with the cards included in this pack. If you do, we recommend grouping the Super Heroes and using a specific number of them based on their cost. Put the cards with a cost of 11 or more on the bottom, 9 to 10 in the middle, and the 8-cost Super Hero on top.

COST	8	9-10	11+
STANDARD	1 Card	4 Cards	3 Cards
ADVANCED	1 Card	3 Cards	4 Cards

TEAM MODE

Players form two teams of 2 players each with the goal of being the team with the most combined Victory Points!

ADDITIONAL SETUP:

TEAMS: Teammates sit next to each other. Randomly choose which team is Team A and B. Each player puts their Team card in front of them with the starting side face up. These cards determine the turn order for the game and provide an additional ability explained below.

NEMESIS STACKS: Setup 1 Nemesis stack on each side of the table. Each stack should have 1 Nemesis with cost 8, 9, 10, 11, and 12. Nemesis cards should be in ascending cost order with 8 on top and 12 on the bottom. The stack closest to each team represents the Super Heroes and Villains that team can acquire.

GAMEPLAY:

TEAM CARD: During your turn, you may flip over your team card, which lets you pass a card you would gain from the Line-Up to your teammate. Note: You can't use that ability again until your team card refreshes, which happens when both player's Team cards are face down.

ATTACKS: Attack cards you play only affect the players on the opposite team. When a new Nemesis is revealed from the Nemesis stack, only resolve its Attack against the players on the team that gained the previous Nemesis card.

The game ends when you are unable to refill the Line-Up to 5 cards or at the end of the turn if either Nemesis stack is emptied.