



DECK-BUILDING GAME

TEEN TITANS

TURN SEQUENCE

1. Play cards from your hand.
2. Total up your Power and purchase cards with combined cost less than or equal to that total. You may play additional cards even after making purchases.
3. As soon as you buy or gain a card, place it into your discard pile, unless instructed otherwise.

END OF TURN

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any "at the end of your turn" effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Draw five cards.
6. Fill each empty slot in the Line-Up with a card from the top of the main deck.
7. If the top card of the Super-Villain stack is face down, flip it face up and read aloud the next Super-Villain's First Appearance—Attack.
8. The next player starts his turn.

Do not reshuffle your discard pile just because you have no cards in your deck. Wait until you must draw, discard, or reveal a card from your deck. Then shuffle your discard pile, and it becomes your new deck.

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

- You are unable to flip up a new Super-Villain on the stack.
- You are unable to refill all five slots of the Line-Up.

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R U L E B O O K

OVERVIEW

In the *DC Comics Deck-building Game Teen Titans*, you take on the role of Raven, Beast Boy, or one of their allies in an effort to rid the world of terror and villainy! While you begin armed with only the ability to Punch your foes, as the game progresses, you will add new, more powerful cards to your deck, with the goal of defeating as many *DC Comics* Super-Villains as you can. In the end, the player who has accumulated the most Victory Points from the cards in his or her deck wins the game.

CONTENTS

- 213 Game Cards**
- 36 Punch Starting Cards
 - 16 Vulnerability Starting Cards
 - 112 Main Deck Cards
 - 16 Kick Cards
 - 12 *DC Comics* Super-Villain Cards
 - 20 Weakness Cards

7 Oversized *DC Comics* Super Heroes
1 Rulebook

SETUP FOR YOUR FIRST GAME

1. *DC Comics* Super Heroes and Starting Decks

Each player is dealt a random oversized Super Hero. Alternately, each player may choose to play as their favorite character.

Each *DC Comics* Super Hero begins with a starting deck of seven **Punch** cards and three **Vulnerability** cards. You will use your Punch cards to buy more powerful cards to add to your deck, improving it as the game goes on. Vulnerability cards represent the things that occasionally cause a *DC Comics* Super Hero to falter. They don't do anything for you when drawn or played, so it's best to get rid of them as soon as possible (more on how to do that later).



TYPES OF CARDS

 DC COMICS SUPER HERO	  STARTER CARDS	 WEAKNESS
	Card Type	Victory Points
 DC COMICS SUPER-VILLAIN	  HERO LOCATION	 VILLAIN WITH ATTACK
Cost	Card Type	Ongoing Ability
 VILLIAN	  SUPER POWER EQUIPMENT	 SUPER POWER WITH DEFENSE
Victory Points	Card Name	Cost

The different card types that you can play are: Starter, Villain, Location, Hero, Super Power, and Equipment. Weakness cards have no card type.

2. The Main Deck

Most of the cards that you will add to your deck as the game progresses come from the main deck. Shuffle the main deck and place it in the middle of the table. The main deck is made up of 112 cards total.

3. The Super-Villain Stack

There are twelve different Super-Villains available to use each game. Typically, **eight** Super-Villains are used for a standard game. For a longer game, use more than eight. **No matter how many you use, you will always use Slade Wilson and Trigon.** On his card is text that reads, “This card starts the game on top of the Super-Villain stack.” If you use eight Super-Villains, you will use six selected at random, plus *Slade Wilson* and *Trigon*. *Trigon* has a blue cardback. He is always the final Super-Villain you will face.



Set *Slade Wilson* and *Trigon* aside and shuffle the remaining ten Super-Villains cards face down. Then randomly remove the number of cards you aren't going to play with this game from the stack. The Super-Villain stack remains face down this entire time, so no one will be able to see which Super-Villains are being used and which ones are not. Set aside the unused Super-Villains (still face down). Finally, place *Slade Wilson* **face up** on top of the Super-Villains stack.

Example: In a game using the typical eight Super-Villains, set aside *Slade Wilson* and *Trigon* and shuffle the rest. Remove four of them at random, then put *Slade Wilson* face up on top of the remaining six face-down Super-Villains.

Now place *Trigon*'s card face down next to the Super-Villain stack. If you have multiple Super-Villains with blue cardbacks (because you own other sets), you can make a stack of them here. When you have defeated the final Super-Villain on the stack, reveal a random Super-Villain with a blue cardback, and then remove the others from the game. If you are using blue Super-Villains, you will always face one of them last, but only one of them.

4. The Line-Up

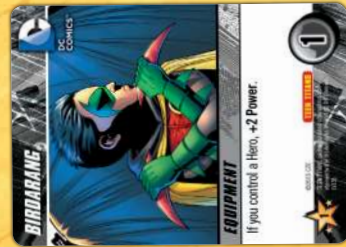
After shuffling the main deck, place the top five cards from the main deck into the Line-Up. There is no board necessary to play this game; just reserve space for each card.

Next, place the Kick, Super-Villain, and Weakness stacks at the end of the Line-Up. You may want to turn these stacks perpendicular to the board so that everyone can reach them. You will always use all 16 Kicks and all 20 Weaknesses each game. The number of Super-Villains you use can vary. Kicks and Super-Villains are always available to be bought or defeated during your turn (while cards remain in their stacks). Weaknesses are never bought; they are gained only through unfriendly card effects. The main deck and the three stacks of cards on the end are not part of the Line-Up.

THE STACKS



THE LINE-UP



Once you have arranged the main deck, the Line-Up, and the other stacks, it will look something like the above. Your opening five cards in the Line-Up will vary. At the start of the game, there should be 16 Kicks, 8 Super-Villains, and 20 Weaknesses in their respective stacks.

GAMEPLAY

Randomly determine a player to go first. Each player begins by shuffling his or her deck and drawing five cards. Players take turns in clockwise order. You take your turn by playing cards from your hand face up for all players to see. This generates Power (the “currency” of the game) and other effects.

Each turn, you may buy cards from the Line-Up, Kick cards, and/or the top card of the Super-Villain stack to improve your deck. Cards you buy or gain are always immediately placed into your discard pile unless you are instructed otherwise. Discard piles are always face up. Soon they’ll be shuffled into your deck, and then you’ll be drawing these newer, more powerful cards into your hand so you can play them. Buying powerful cards builds up the effectiveness of your deck. That’s why it’s called a “deck-building game.”

You can buy any number of available cards with combined cost less than or equal to the amount of Power you have for the turn. For example, your Punch cards each give you **+1 Power**. If you draw four of them and no other cards with any Power bonuses, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even two cards each with cost 2, assuming these options are available. Kick cards are (usually) available if the cards in the Line-Up are too expensive, and you may buy more than one during your turn if you wish. You may pass if you cannot buy or do not wish to buy any cards.

Vulnerability and Weakness cards provide no Power. Since they weaken your draws and deck, you should try to destroy them as soon as possible. You may play them if you wish, but they have no effect when played. They are not discarded until the end of your turn when you discard all cards you have played and any cards that you have kept in your hand.

Order of Playing Your Cards

On your turn, you get to play the cards in your hand in the order of your choice. When you play a card, its game text resolves immediately. When you have played all the cards you wish to play at that time, total up the Power you have accumulated and buy what you wish to buy from the Line-Up or the face-up stacks. You do not have to play all of the cards in your hand before you start making purchases if you don’t wish to. You may play additional cards even after making purchases.



Ending Your Turn

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Fill each empty slot in the Line-Up with a card from the top of the main deck.
6. Draw five cards.
7. If the top card of the Super-Villain stack is face down, flip it face up and read aloud the next Super-Villain’s First Appearance—Attack.
8. The next player starts his turn.

Sample Turn Sequence



After shuffling up your starting cards, you draw a hand of four Punches and one Vulnerability for your first turn. You may play the four Punches for a total of 4 Power, which is enough to buy *Bunker* from the Line-Up. After buying it, you put it into your discard pile. The Vulnerability provides you with no additional Power.

END OF GAME

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

- You are unable to flip up a new Super-Villain on the stack.
- You are unable to refill all five slots of the Line-Up.

Return all Ongoing cards you have in play, all cards in your hand, and all cards in your discard pile to your deck. Then, players total up the Victory Points  on cards in their deck. Weakness cards in your deck at the end of the game will subtract Victory Points (VP) from your total.

The player with the highest VP total is crowned the winner! In case of a tie, the tied player with more Super-Villain cards wins. If there is still a tie, the tied player with the greater number of cards in their deck wins.

After a winner has been determined, all players will need to take apart their decks, placing all of the cards back into their proper stacks. Be sure to return any Super-Villains that were not used during the game to the Super-Villain stack, so they can be used in the next game.

ADDITIONAL RULES

DC Comics Super Heroes

Your Super Hero gives you an ability that you may choose to use typically during your turn. If a Super Hero has two abilities on his card, both of them may trigger on the same turn. At the start of games after your first, each player may choose a Super Hero to play with, or if you have enough, deal two Super Heroes to each player, and then each player chooses one.



When revealed on the Super-Villain stack, this Attack resolves immediately against each player in the game. Each player with a Defense card may defend against the Attack. The Attack will resolve against any players who do not defend themselves. These Attacks do not happen during any player's turn.

Super-Villains are Villains. Super-Villain is a title, not a card type, so playing a Super-Villain does not count as playing two different card types.



Attacks and Defenses

Some cards allow you to make an Attack against the other players in the game. When you play a card with an Attack ability, each affected player has an opportunity to avoid the Attack with a card that has a Defense ability. A player using a Defense card's ability negates the Attack only for that defending player. A player may only utilize one Defense card per Attack. If a player doesn't avoid the Attack, he or she is immediately affected by the Attack card's ability. However, if the Attack requires interaction among the players (like passing cards), the Attack won't resolve against any players until each player has had a chance to avoid it. Avoiding an Attack does not negate any other abilities (like +2 Power) of a card, unless an ability specifically counts the players successfully hit by the Attack.



Super-Villain Cards in Your Deck

Like any other card you acquire, the experience gained defeating a Super-Villain will aid you in your future turns. When you play a Super-Villain from your hand, the text at the top of the text box is the relevant text. The "First Appearance—Attack" is no longer applicable, as the Super-Villain already made that attack when it was first revealed from the Super-Villain stack.

The Super-Villains

When you have accumulated enough Power in a turn, you can choose to defeat a Super-Villain. If you do, take the topmost face-up card from the stack and place it into your discard pile, unless instructed otherwise. The next card in the Super-Villain stack remains face down until your turn is over, so a player may defeat only one Super Hero per turn. Super-Villains range in cost from 8 to 13, and their stack is randomized at the start of each game, so check the stack for the current Super-Villain's cost.

While *Slade Wilson* looks for a tactical advantage on the DC Comics Super-Villain stack, the rest of the Super-Villains come out swinging. When a new Super-Villain is revealed, this is called his or her "First Appearance." On each Super-Villain (other than *Slade Wilson's*), you will find that Super-Villain's First Appearance—Attack.

Weakness

Some cards force players to gain a Weakness. If this happens, the Weakness cards are usually placed in that player's discard pile, effectively adding them to that player's deck. They have no ability when drawn during the game and can be played or kept in your hand and discarded at the end of your turn. At the end of the game, each Weakness in your deck subtracts 1 Victory Point from your VP total, so you'll need a plan for destroying them at some point! If the Weakness deck 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. A player may still play a Defense to avoid an Attack, even when there are no Weaknesses available to be gained.



Shuffling Your Deck

You don't reshuffle your discard pile into your deck as soon as you run out of cards. However, at any point during the game if there are no cards in your deck and you need to draw, discard, or reveal a card from your deck, immediately reshuffle your discard pile, and it becomes your new deck.

Ongoing

Many cards in this set have the keyword Ongoing. When you buy or gain a card with Ongoing, it goes to your discard pile just like any other card. However, when you later draw and play an Ongoing card, it will remain in play in front of you for the rest of the game... or until you use or lose it from in play. Which is often.

An Ongoing card in front of you (that you control) counts as "in play," just like any card you played during your turn. They count as "played" only on the turn in which it entered play. Cards in the Line-Up or that a foe controls are never "in play" for you to take advantage of. Though some cards will allow you to affect foes' cards in play. Ongoing cards give you special abilities turn after turn while they remain in play. They are a way to maintain a consistent level of Power. They can also sometimes be spent (usually by discarding them from play) to boost your Power level a great deal for one turn.

When an Ongoing card says to "discard" it for an effect, that means removing it from play anytime during your turn and placing it into your discard pile. An "Ongoing" card is any card with the bold keyword **Ongoing** in its text box. You can have any number of different Ongoing cards in play at once.

Locations

Locations all have Ongoing abilities that will work for you turn after turn. Location cards go straight to your discard pile when bought or gained, just like any other card. However, when you later draw and play a Location, that card will remain face up and in play in front of you for the rest of the game. Each Location has a unique effect that can trigger during each of your turns for the rest of the game. The word **Ongoing** is a reminder that this card keeps working for you turn after turn. You can have any number of Locations in play at once.

Note for experienced players: Locations no longer have the purple bar in their text box with the reminder text to leave them in play. However, they work exactly like Locations from previous sets.



Destroying Cards

Some cards have an ability that allows you to destroy a card from your hand, your deck, or even the Line-Up. When you destroy a card, place it into a face-up pile of destroyed cards anywhere away from the play area, removing it from your deck and the game. You will often get to choose which of your cards to destroy. Destroying Vulnerability and Weakness cards will improve your deck greatly! If Weaknesses and Kicks are destroyed, they do not go back to their respective stacks.

Gaining Cards

When a card tells a player to gain a particular card or a card of your choice, that card is taken and immediately placed in that player's discard pile at no additional cost, unless otherwise directed by the card. If a card tells to you gain a card with a specific name, card type, or cost and there are none available, you simply don't gain the card.



Resolving Card Abilities

If a card's ability affects multiple players, and the order matters (for example, an Attack that has each of three opponents gain a Weakness, with only two Weaknesses remaining on the board), resolve that ability for each affected player in clockwise order, starting from the player who played the ability.

When you play a card that triggers another effect, like on your Super Hero or a Location you control, fully resolve the card you are playing before resolving any secondary effects triggered by your card play.

Own vs Control

You **control** cards that you have played and are in play or that are in front of you on an Ongoing basis. You do not control cards in your hand, deck, or discard pile.

You **own** cards that came from your deck, whether they are in play, being played, in your hand, deck, or discard pile. You may both own and control the same card at the same time.

VARIANTS

ULTRA-COMPETITIVE SUPER HERO DRAFT: Add a little strategy to the game before you even start playing! At the start of a new game, spread out your Super Heroes from the Teen Titans set face up in the middle of the table. You need a number of Super Heroes equal to at least double the number of players. Next, shuffle the main deck and reveal the starting Line-Up of cards for all to see. Normally, players do not get to see what is coming before choosing Super Heroes, but this variant is special!

Everyone should take a seat, then randomly determine which player will be going first this game. That player chooses one Super Hero in the middle of the table and removes it from the game. Back in the box works well. No one gets to play as that Super Hero this game. Then, continuing in clockwise order, each other player also chooses and excludes one Super Hero from the game. After each player has excluded one Super Hero, the last player to have done so now chooses which Super Hero he would like to play from the ones remaining in the middle of the table. Basically, the player who will be going last in the game gets first pick. Players continue to choose their preferred Super Hero in counter-clockwise order until the start player chooses last from whatever is left over. Remove the rest from the game. Now the first player takes his turn as usual.

The strategy lies in how willing you are to let a good Super Hero “live” in the hopes that no one else will exclude it or choose it before your chance comes around. Seeing what’s in the starting Line-Up ahead of time can dramatically alter the perceived value of each Super Hero from game to game.

SPECIFIC CARD CLARIFICATIONS

Brother Blood: Each player puts a total of one Villain into the Line-Up, not one from each different place listed.

Cadmus Labs: You retain the +Power and any other effects from the card you put into your hand.

Cheshire, Terra: If you avoid this Attack, you do not gain a Weakness.

The Colony: Cards under this card may only be used to pay costs on other cards, such as Colony Suit, Silent Armor, etc. It does not replace a self-referential discard, like on Lady Vic. You discard these cards to your own discard pile, so they are no longer destroyed. If The Colony leaves play, discard all cards underneath it.



Dick Grayson, T-Wing, Vic Stone, and others: Different means differently named card.

Dr. Light: For his play ability, he counts all cards in front of all players. If anyone avoids his Attack, the newly-revealed Super-Villain will also Attack. Dr. Light’s First Appearance Attack still happens later on, even if you have already seen him. If he is the last Super-Villain in the stack (prior to revealing the blue-backed final one), he does not shuffle in. He remains on top of the stack.

Garfield Logan: The next card you play or discard also retains its original card type.

Hawk & Dove: Same card means same name. This ability triggers once, no matter how many pairs of cards with the same name are in play.



Jaime Reyes: This does not count as an Ongoing card while in play due to the effect of the Defense, though you do control it.

Jericho: You retain your own Super Hero’s ability. You cannot use the ability of a face-down Super Hero.

Match: Discarding Ongoing cards for effect counts as leaving play.

Phobia: You may discard your card into your own discard pile if you wish.

Psimon: The cards you draw must be played immediately. For his Attack, do not pass cards to a player who avoided the Attack. Skip to the next player.

Shapeshift: When the game ends, this effect stops working, so this card no longer counts as having all card names or the additional card types.

Superboy Prime: A Super Hero from outside the game is any that is not currently being played. For his Attack, do not pass cards to a player who avoided the Attack. Skip to the next player.



OVERSIZED SUPER HEROES



Starfire and others: You may use this once per turn ability at any time during your turn, not only at the first moment in which you fulfill the criteria listed.

FAQ

- Q:** What does the term “defeat” or “defeated” mean?
A: That term is only used referring to Super-Villains. You “defeat” a Super-Villain when you buy it from the top of the Super-Villain stack. That Super-Villain has then been “defeated.”
- Q:** Do I “gain” cards that are passed to me, which then trigger “when you buy or gain this card” text?
A: No, “passed” cards do not count as “gained.”
- Q:** What does “control” mean?
A: You control something that you currently have in play. You are in control of all Ongoing cards that you have played and that are still in front of you.

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