

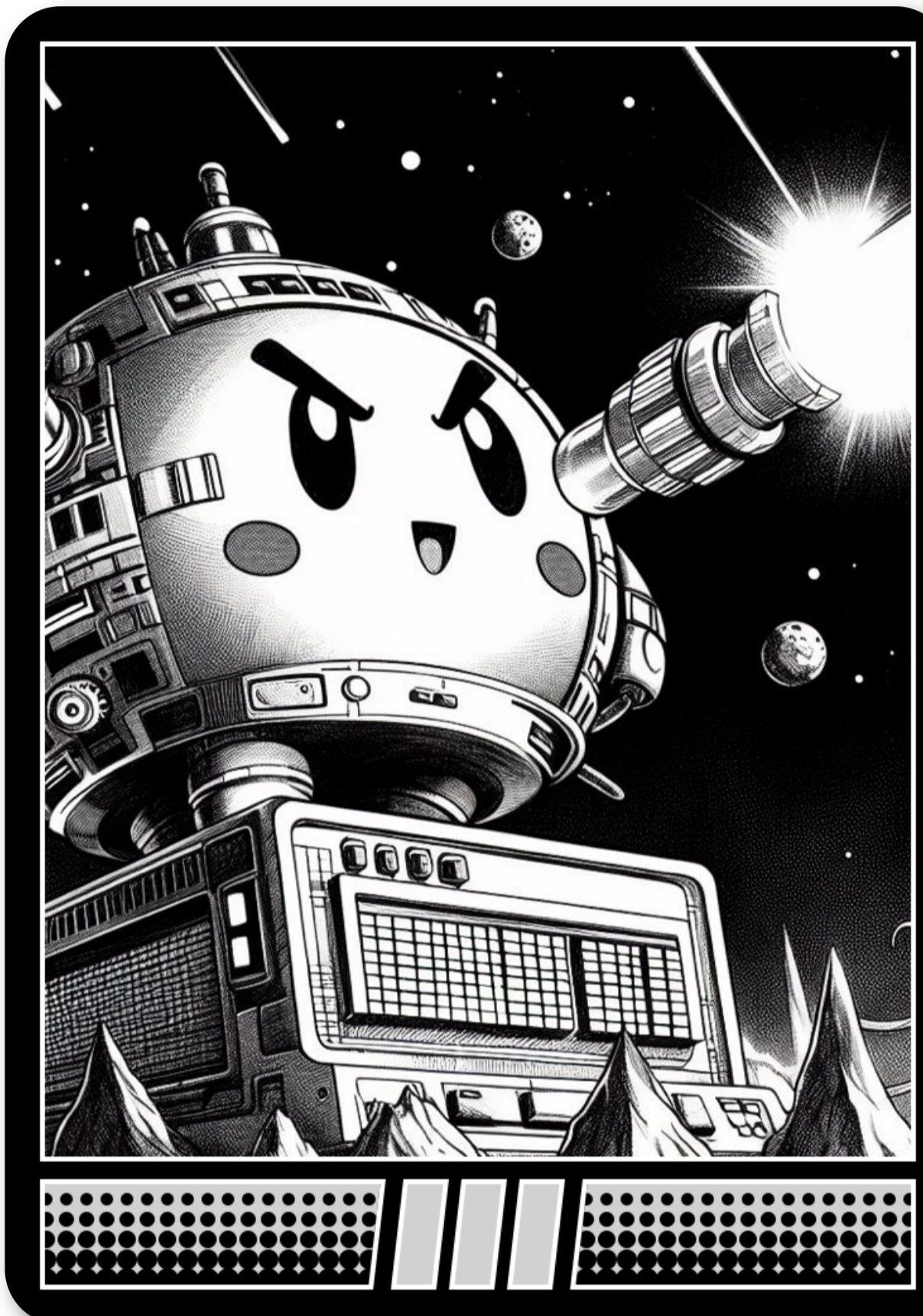
# SEVEN SECRET SUPERVILLAINS

CARD CLARIFICATIONS



JUST TO CLEAR UP ANY POTENTIAL CONFUSION WHILE PLAYING, HERE ARE CLARIFICATIONS FOR CARDS AND SPECIFIC SITUATIONS THAT MIGHT OCCUR.

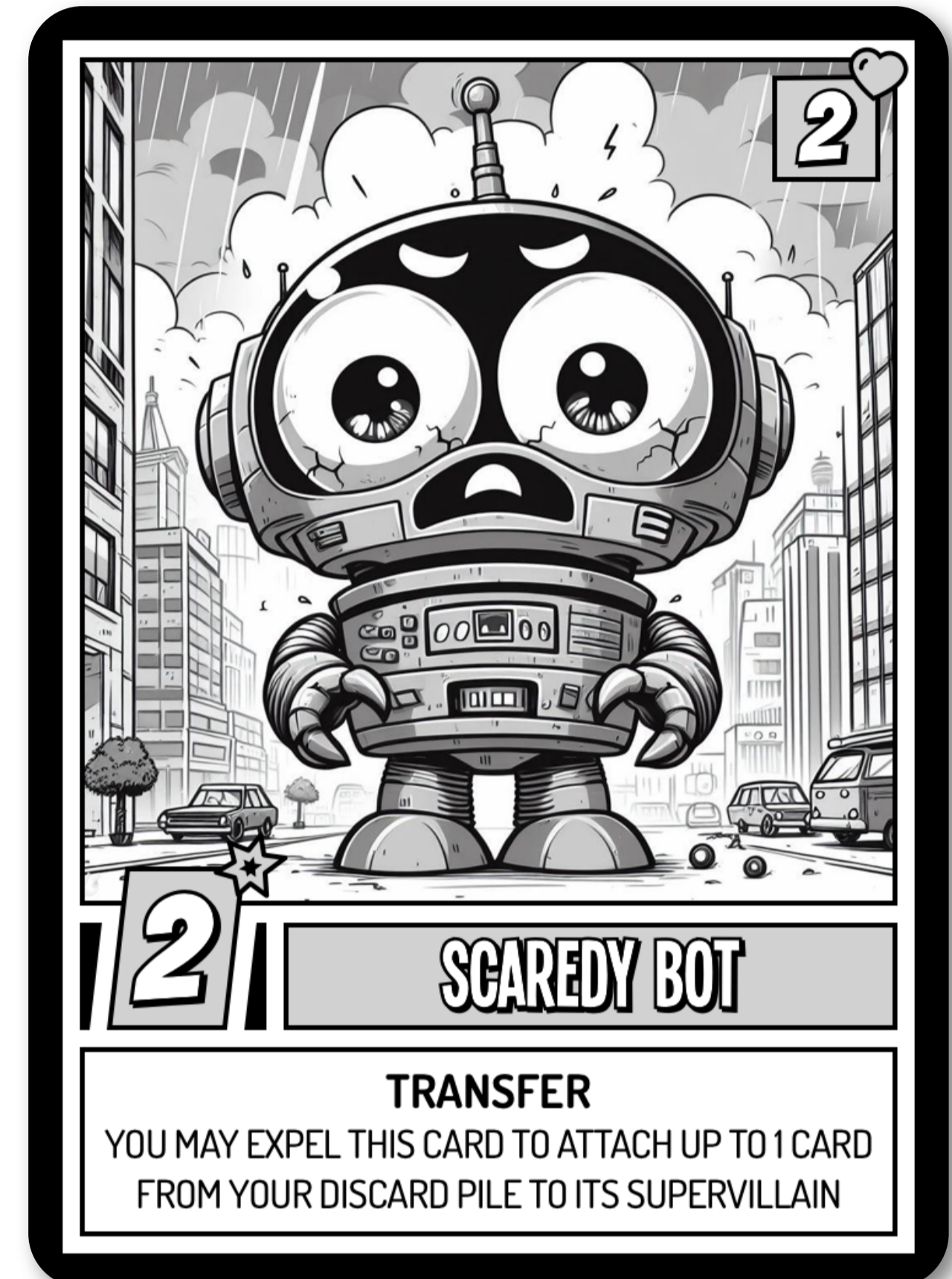
## SUPERCOMPUTERS



## SUPERVILLAINS



## SCAREDY BOTS



### CLARIFICATIONS

- ALL SUPERCOMPUTERS WORK THE EXACT SAME (ONLY THE ART DIFFERS)
- ONLY 3 UPGRADES CAN BE ATTACHED TO A SUPERCOMPUTER AT A TIME
- A PLAYER MAY BUY A FOURTH UPGRADE, BUT THEY MUST PUT 1 OF THEIR UPGRADES ON THE BOTTOM OF THE UPGRADE DECK TO DO SO

### CLARIFICATIONS

- ALL SUPERVILLAINS WORK THE EXACT SAME (ONLY THE ART & CREW DIFFER)

### CLARIFICATIONS

- THE TRANSFER ABILITY CAN ONLY BE USED TO ATTACH A MINION CARD FROM YOUR DISCARD PILE TO ITS CREWS' SUPERVILLAIN
- THAT CORRESPONDING SUPERVILLAIN MUST BE CURRENTLY REVEALED TO USE THIS ABILITY
- WHEN THE TRANSFER ABILITY IS USED, THE SCAREDY BOT IS EXPELLED FROM THE GAME BUT YOU STILL GET ITS POWER

# TINY BOTS

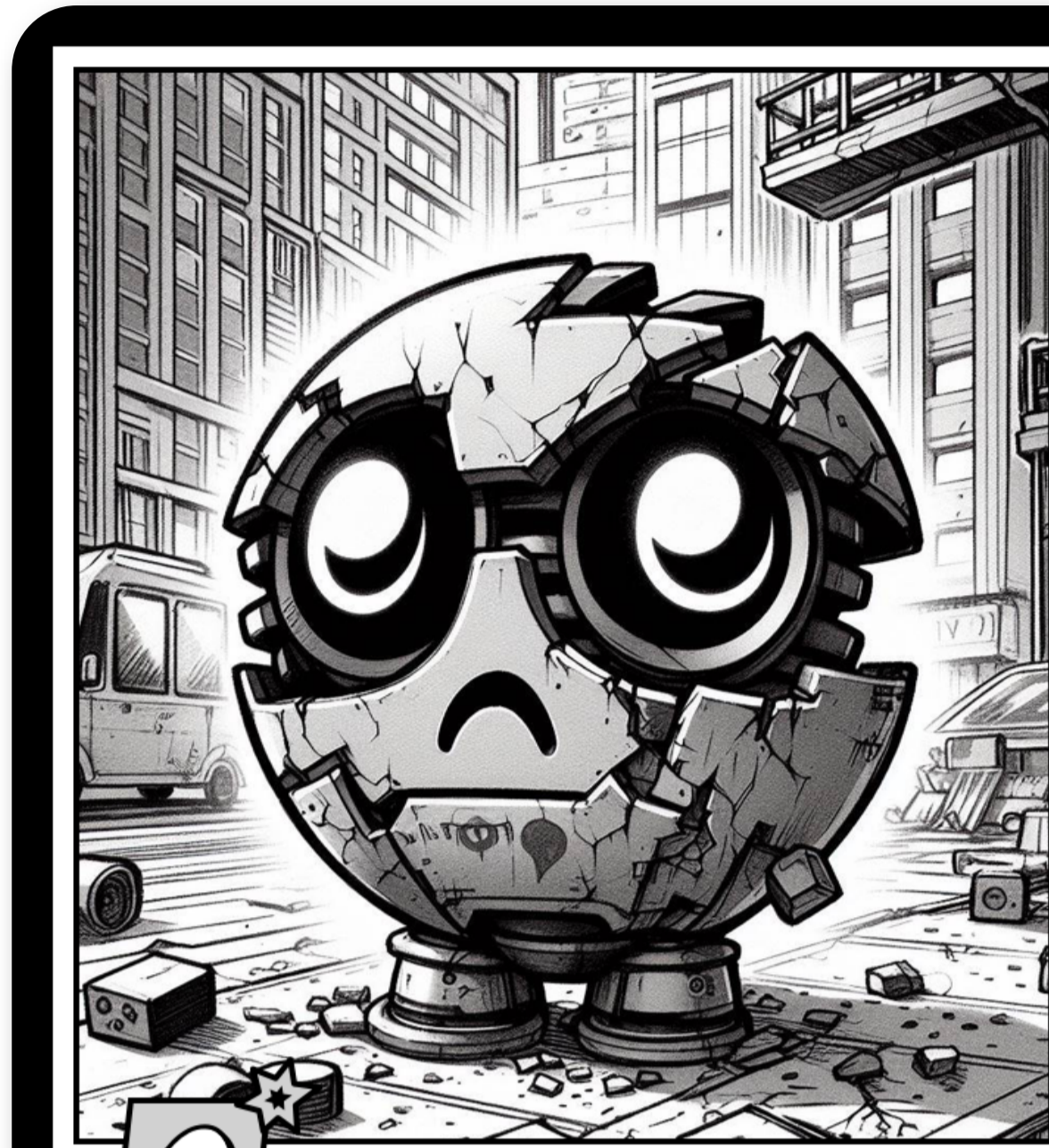
# JUNKY BOTS

# EXPLODEY BOTS



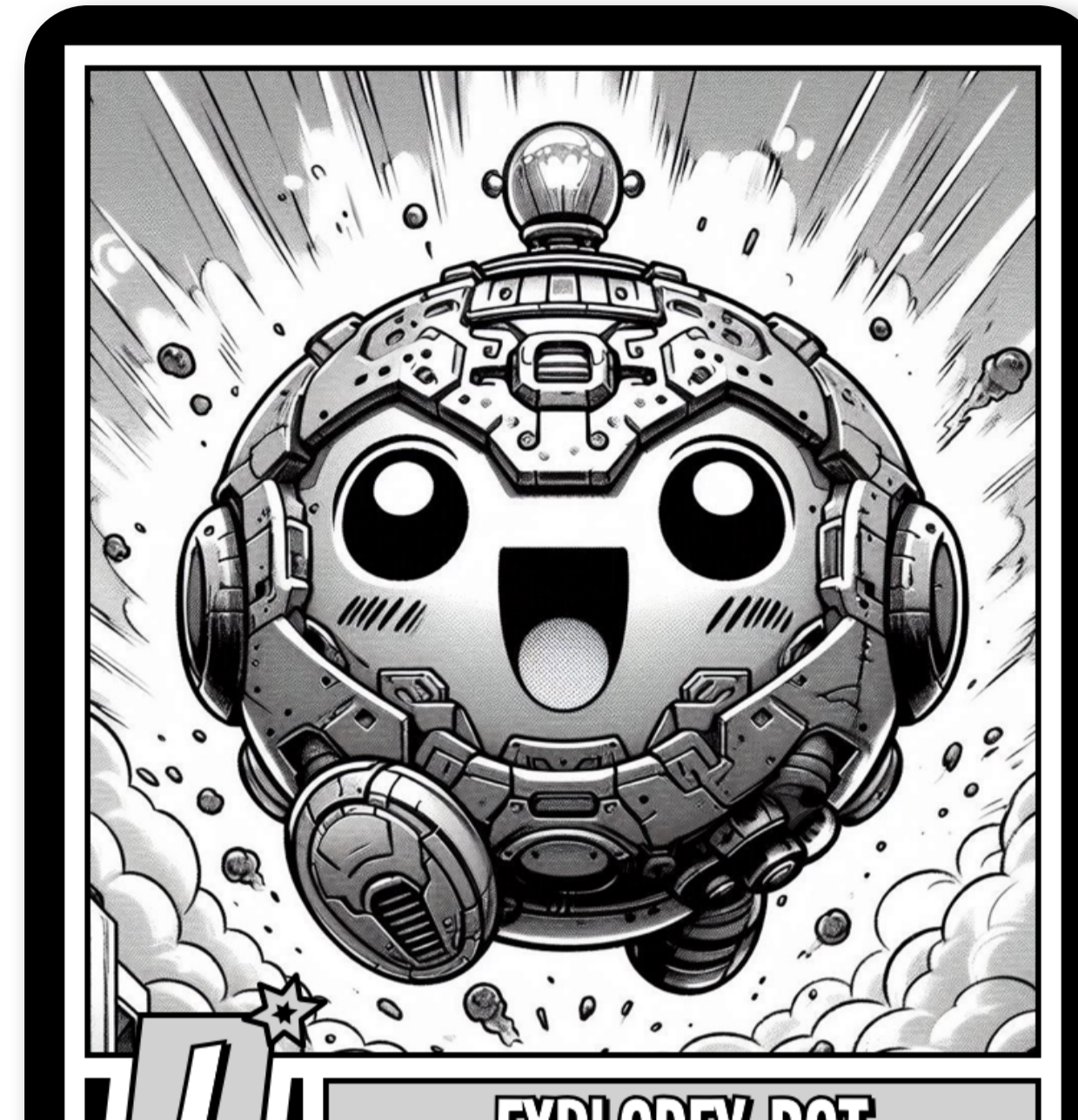
TINY BOT

"BEEP BOOP...BEEP?"



JUNKY BOT

"BOOP."



EXPLODEY BOT

**EXPLODE**

THIS CARD STAYS IN YOUR HAND UNTIL PLAYED,  
THEN EXPEL IT

## CLARIFICATIONS

- VERY STRAIGHTFORWARD, THIS CARD GIVES YOU 1 POWER

## CLARIFICATIONS

- VERY STRAIGHTFORWARD, THIS CARD GIVES YOU 0 POWER (SORRY JUNKY BOT YOU ARE BAD)

## CLARIFICATIONS

- EXPLODEY BOT STAYS IN YOUR HAND FROM TURN TO TURN UNTIL IT IS PLAYED
- YOU STILL DRAW 5 CARDS EACH TURN, EXPLODEY BOT DOES NOT COUNT TOWARDS THAT AMOUNT WHILE IT STAYS IN YOUR HAND
- WHEN PLAYED YOU GET ITS POWER AND EXPLODEY BOT IS EXPELLED FROM THE GAME
- EXPLODEY BOT IS TREATED LIKE ANY OTHER CARD IN YOUR HAND, SO ABILITIES CAN AFFECT IT (YOU CAN DISCARD IT WITH FETCH)
- IF EXPLODEY BOT GOES INTO YOUR DECK, IT IS TREATED LIKE ANY OTHER CARD UNTIL DRAWN AGAIN

# ROYAL RULE



## CLARIFICATIONS

- VERY STRAIGHTFORWARD, THESE CARDS HAVE NO ABILITY
- TEXT IN BOX IS FLAVOR TEXT AND DOES ABSOLUTELY NOTHING

# FREEZER BURN



## CLARIFICATIONS

- IF THERE ARE NO CARDS IN YOUR DECK, YOU SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK IN ORDER TO FREEZE THE NEW TOP CARD
- JUST A PLAY NOTE - FOR EASE OF USE, I HAVE FOUND IT EASIEST TO PUT THE CARD SIDWAYS IN FRONT OF ME, SO I DON'T FORGET THAT I GOT IT FROM A FREEZE ABILITY

# HEALTH HAZARDS



## CLARIFICATIONS

- IF THERE ARE NO CARDS IN YOUR DISCARD PILE, THE ABILITY DOES NOT DO ANYTHING
- IF THERE ARE NO CARDS IN YOUR DECK WHEN HARVESTING A CARD FROM YOUR DISCARD PILE, THAT CARD BECOMES A NEW DECK

# HOPPY HUNTERS

**7**

**3** BOUNTY HUNTER SLIPPY

**BOUNTY**  
PUT UP TO 1 CARD FROM THE MINION ROW INTO YOUR STASH (MAXIMUM OF 3 CARDS)

9

## CLARIFICATIONS

- WHEN YOU BOUNTY A CARD INTO YOUR STASH, YOU IMMEDIATELY REPLACE THE CARD FROM THE TOP OF THE MINION DECK
- YOU CAN BUY CARDS FROM YOUR STASH ON YOUR TURN AS IF THEY WERE A PART OF THE MINION ROW
- OPPONENTS CANNOT BUY CARDS FROM YOUR STASH
- YOU CAN HAVE A MAXIMUM OF 3 CARDS IN YOUR STASH
- IF YOU WANT TO BOUNTY ANOTHER CARD ONCE AT 3, YOU MUST SWAP 1 OF YOUR STASHED CARDS WITH THE CARD YOU WISH TO BOUNTY
- JUST A PLAY NOTE - FOR EASE OF USE, I HAVE FOUND IT EASIEST TO PUT THE STASH CARDS OFF TO THE SIDE WITH A MARKER (FOR EXAMPLE A COIN) ON TOP OF THEM TO SET THEM APART

# SLEUTHS N' SNIFFS

**3**

**2** MR. SHADOW

**FETCH**  
DRAW 1 CARD THEN DISCARD 1 CARD

4

## CLARIFICATIONS

- IF THERE ARE NO CARDS IN YOUR DECK, YOU SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK IN ORDER TO DRAW THE NEW TOP CARD
- YOU CAN ONLY DISCARD A CARD IN YOUR HAND THAT HAS NOT BEEN PLAYED ALREADY, MEANING THAT YOU WILL NOT BE GETTING THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND DISCARD THAT CARD WITH AN ABILITY LIKE THIS

# FIRE STARTERS

**6**

**3** MECHAOVEN


**INCINERATE**  
EXPEL 1 CARD IN YOUR HAND OR DISCARD PILE

8

## CLARIFICATIONS

- WHEN A CARD IS EXPELLED IT IS PERMANENTLY REMOVED FROM THE GAME
- WHEN YOU CHOOSE TO EXPEL A CARD FROM YOUR HAND, YOU DO NOT GET TO USE THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND EXPEL THAT CARD WITH AN ABILITY LIKE THIS

# TOURIST TRAP



**4**

**2** | **TOURMELEON TILLIE**

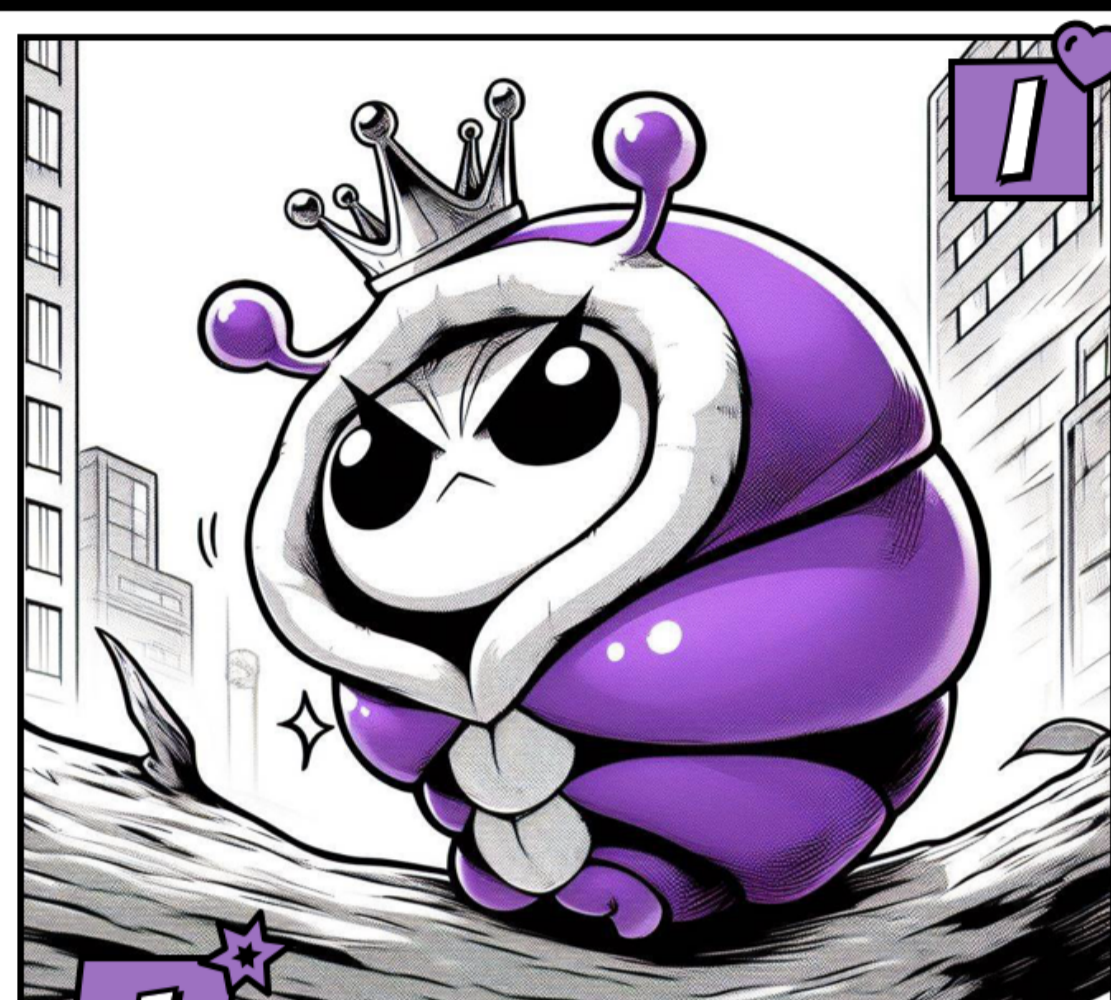
**REPLICATE**  
YOU MAY COPY THE ABILITY OR REPLACE THE LEFTMOST CARD IN THE MINION ROW

**5**

## CLARIFICATIONS

- THERE ARE CERTAIN CARD ABILITIES THAT DO NOTHING WHEN REPLICATED, FOR EXAMPLE YOU REPLICATING A REPLICATE ABILITY DOES NOTHING AND ROYAL RULE CARDS DO NOT HAVE AN ABILITY TO COPY
- TO REPLACE THE LEFTMOST CARD IN THE MINION ROW, SIMPLY PUT THE CARD ON THE BOTTOM OF THE MINION DECK AND TAKE THE TOP CARD OFF THE MINION DECK AND PLACE IT IN THAT SPOT
- LATE IN THE GAME THE POSITION OF THE LEFTMOST CARD CAN CHANGE WHEN THERE ARE LESS THAN 5 CARDS, FOR EXAMPLE AT 1 CARD LEFT IN THE MINON ROW, THAT CARD IS TECHNICALLY THE LEFTMOST CARD

# COCOON CONQUEST



**1**

**1** | **MONARCH COCOON**

**PUPATE**  
YOU MAY SET THIS CARD ASIDE TO ADD TO YOUR HAND NEXT TURN, IF YOU DO DOUBLE ITS BASE ☆

**1**

## CLARIFICATIONS

- THE BASE POWER IS THE AMOUNT OF POWER LISTED ON THE CARD
- PUPATING MULTIPLE TURNS IN A ROW WITH THE SAME CARD IS ALLOWED, HOWEVER THE BASE POWER WILL STILL ONLY BE DOUBLED ONCE
- JUST A PLAY NOTE - FOR EASE OF USE, I HAVE FOUND IT EASIEST TO PUT THE CARD SIDEWAYS IN FRONT OF ME, SO I DON'T FORGET THAT I PUPATED THE CARD

# WATER DIVINATION



**8**

**3** | **TAROT CARD SQUID**

**PROPHECIZE**  
CHOOSE A NUMBER, LOOK AT THE TOP CARD OF YOUR DECK, DRAW IT IF YOU GUESSED ITS ☆

**8**

## CLARIFICATIONS

- IF THERE ARE NO CARDS IN YOUR DECK, YOU SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK IN ORDER TO LOOK AT THE NEW TOP CARD AFTER GUESSING

# CROC DOGS

# GALE FORCE

# MUSICAL MADNESS



**2** DR. SNAPPY

**PULL**  
LOOK AT THE BOTTOM CARD OF YOUR DECK, YOU MAY PUT IT ON TOP OF IT OR DISCARD IT

2



**3** ALI3N SHIP

**GUST**  
YOU MAY REPLACE THE ENTIRE MINION ROW

9



**1** CRUSHER CASSETTE

**REMIX**  
YOU MAY DISCARD 3 CARDS TO DRAW 3 CARDS

2

## CLARIFICATIONS

- IF THERE ARE NO CARDS IN YOUR DECK, YOU SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK IN ORDER TO LOOK AT THE NEW BOTTOM CARD
- IF THERE IS ONLY 1 CARD IN YOUR DECK, THAT CARD IS CONSIDERED TO BE THE BOTTOM CARD OF YOUR DECK, AND YOU MAY CHOOSE TO PUT IT ON TOP OF YOUR DECK, IT WILL REMAIN IN THE SAME PLACE

## CLARIFICATIONS

- TO REPLACE THE ENTIRE MINION ROW, PUT THE ALL OF THE MINION ROW CARDS ON THE BOTTOM OF THE MINION DECK IN ANY ORDER, AND THEN TAKE CARDS OFF THE TOP OF THE MINION DECK AND PLACE THEM FROM LEFT TO RIGHT TO FILL ALL OF THE SPOTS
- IF THERE ARE LESS THAN 5 MINION CARDS LEFT IN THE ROW WHEN YOU GUST, REPLACE AS MANY SPOTS AS YOU CAN IN THE EXACT SAME WAY

## CLARIFICATIONS

- IF THERE ARE LESS THAN 3 CARDS IN YOUR DECK, DRAW ANY CARDS THAT ARE IN THE DECK, THEN SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK IN ORDER TO DRAW THE REMAINING CARDS TO GET TO 3
- YOU CAN ONLY DISCARD A CARD IN YOUR HAND THAT HAS NOT BEEN PLAYED ALREADY, MEANING THAT YOU WILL NOT BE GETTING THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND DISCARD THAT CARD WITH AN ABILITY LIKE THIS
- YOU MUST DISCARD EXACTLY 3 CARDS FOR THIS ABILITY, NO MORE AND NO LESS

# LLAMARISTAS

**2** **LLAMARISTA JENNIFUR**

**FROTH**  
YOU MAY EXPEL 1 CARD FROM YOUR DISCARD PILE TO GAIN ITS ☆

5

## CLARIFICATIONS

- WHEN A CARD IS EXPELLED IT IS PERMANENTLY REMOVED FROM THE GAME
- IF THERE ARE NO CARDS IN YOUR DISCARD PILE, THE ABILITY DOES NOT DO ANYTHING

# DEADLY DELIVERIES

**2** **DELIVERY KANGAROO**

**EXPEDITE**  
PUT UP TO 1 MINION CARD YOU BOUGHT THIS TURN ON THE BOTTOM OF YOUR DECK

3

## CLARIFICATIONS

- IF THERE ARE NO CARDS IN YOUR DECK WHEN EXPEDITING A CARD FROM YOUR DISCARD PILE, THAT CARD BECOMES A NEW DECK

# PANDAMONIUM

**2** **MAD MIA**

**EXPERIMENT**  
ADD AN EXPLODEY BOT TO YOUR HAND NEXT TURN

5

## CLARIFICATIONS

- THE EXPANSION COMES WITH AN ADDITIONAL 10 EXPLODEY BOTS
- WITH THE EXPERIMENT ABILITY ANY EXPELLED EXPLODEY BOT CAN BE USED IN ADDITION TO THE EXPLODEY BOT PILE
- THOUGH RARE, THIS ABILITY CAN FAIL TO WORK IF THERE ARE NO EXPLODEY BOTS AVAILABLE
- JUST A PLAY NOTE - FOR EASE OF USE, I HAVE FOUND IT EASIEST TO PUT THE EXPLODEY BOT SIDWAYS IN FRONT OF ME, SO I DON'T FORGET THAT I GOT IT FROM AN EXPERIMENT ABILITY

# MONKEY MISCHIEF



**3** | **PROFESSOR TATER** | **8**


**GAMBLE**  
PUT 1 CARD FACE DOWN, AN OPPONENT GUESSES ODD OR EVEN ✨, DRAW IF THEY GUESSED WRONG

8

## CLARIFICATIONS

- THE CARD YOU PLACE FACE DOWN MUST BE A CARD FROM YOUR HAND, MEANING THAT IT CANNOT BE A CARD THAT YOU HAVE ALREADY PLAYED, OR A CARD FROM ANYWHERE ELSE
- ZERO IS AN EVEN NUMBER
- IF YOUR OPPONENT WAS WRONG AND THERE ARE NO CARDS IN YOUR DECK, YOU SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK IN ORDER TO DRAW A CARD

# TALL TALES



**2** | **BOOK O' SEAS** | **3**

**REWRITE**  
YOU MAY LOOK AT THE TOP 3 CARDS OF YOUR DECK, DISCARD ANY NUMBER OF THEM

4

## CLARIFICATIONS

- IF THERE ARE LESS THAN 3 CARDS IN YOUR DECK, SET ASIDE ANY CARDS THAT ARE IN THE DECK, THEN SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK, PUT THOSE CARDS ON TOP AND THEN LOOK AT THE TOP 3 CARDS

# YARD-SAILERS



**3** | **YARD-SALING SHELLY** | **8**

**HAGGLE**  
YOU MAY REPLACE 1 CARD IN THE MINION ROW, ITS REPLACEMENT COSTS 2 ✨ LESS THIS TURN

9

## CLARIFICATIONS

- TO REPLACE A CARD IN THE MINION ROW, SIMPLY PUT THE CARD ON THE BOTTOM OF THE MINION DECK AND TAKE THE TOP CARD OFF THE MINION DECK AND PLACE IT IN THAT SPOT
- IF THE NEW CARD HAS A COST OF 2 OR 1, THE CARD IS FREE TO BUY



# SALESWEASELS

# PIG OUT

# DINOMITE DRESSERS

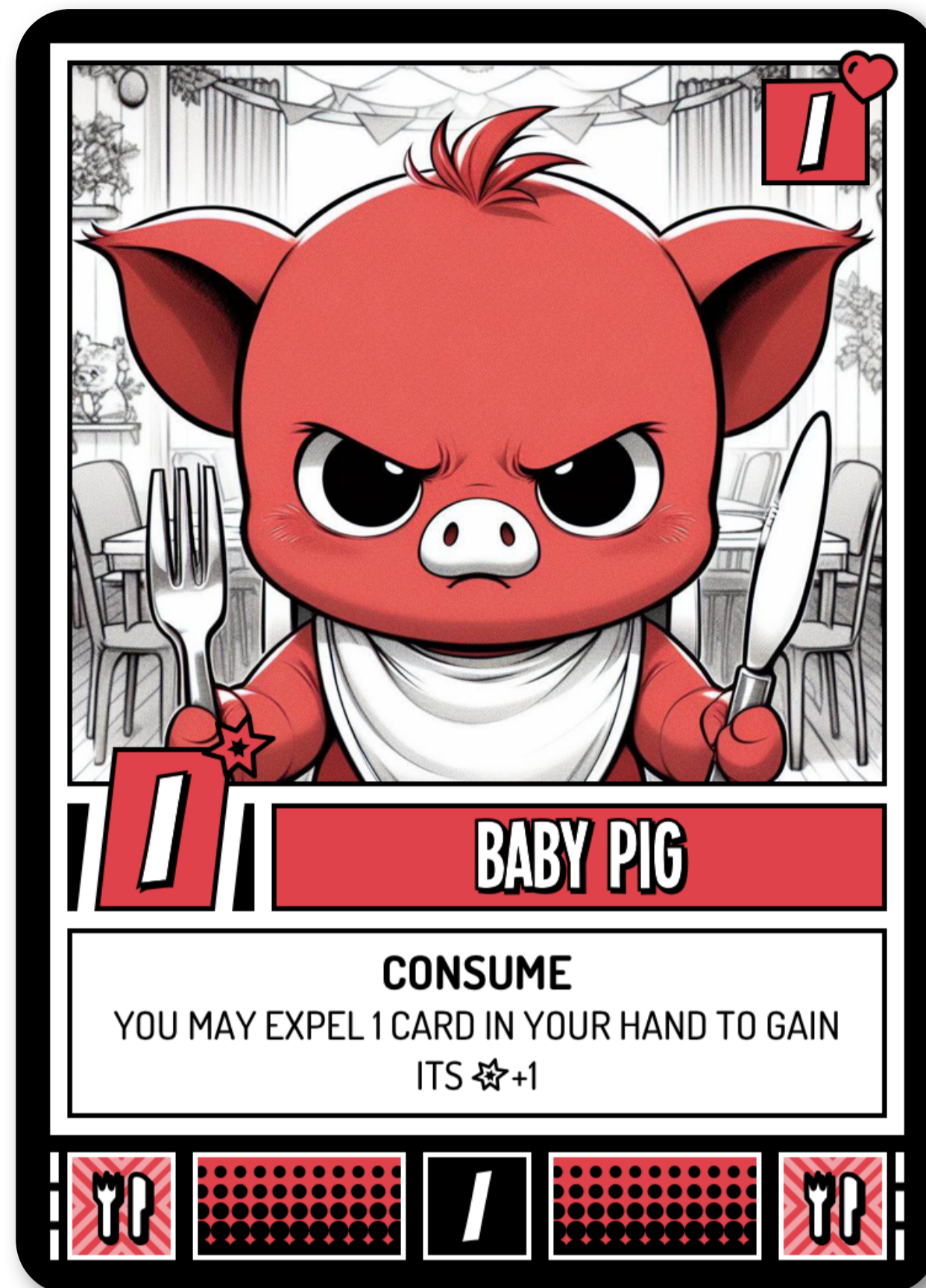


**4**

**2** **INSURANCE SALESWEASEL**

**SELL**  
YOU MAY DISCARD 1 CARD TO LOOK AT THE TOP 2 CARDS OF YOUR DECK, PUT ONE INTO YOUR HAND

**5**




**1**

**1** **BABY PIG**

**CONSUME**  
YOU MAY EXPEL 1 CARD IN YOUR HAND TO GAIN ITS  $\star+1$

**1**



**5**

**2** **KAITOPS**

**TRENDSET**  
LOOK AT THE TOP 2 CARDS OF THE MINION DECK, YOU MAY BUY, TOP, OR BOTTOM ANY OF THEM

**7**

## CLARIFICATIONS

- YOU CAN ONLY DISCARD A CARD IN YOUR HAND THAT HAS NOT BEEN PLAYED ALREADY, MEANING THAT YOU WILL NOT BE GETTING THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND DISCARD THAT CARD WITH AN ABILITY LIKE THIS
- IF THERE ARE LESS THAN 2 CARDS IN YOUR DECK, SET ASIDE ANY CARDS THAT ARE IN THE DECK, THEN SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK, PUT THE CARD ON TOP IF NEEDED AND THEN LOOK AT THE TOP 2 CARDS
- THE CARD THAT YOU DO NOT CHOOSE TO PUT IN YOUR HAND STAYS ON TOP OF YOUR DECK

## CLARIFICATIONS

- WHEN A CARD IS EXPELLED IT IS PERMANENTLY REMOVED FROM THE GAME
- WHEN YOU CHOOSE TO EXPEL A CARD FROM YOUR HAND, YOU DO NOT GET TO USE THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND EXPEL THAT CARD WITH AN ABILITY LIKE THIS
- WITH THIS ABILITY SPECIFICALLY, YOU DO GET THE EXPELLED CARD'S POWER BUT THAT IS COMING FROM THE CONSUME ABILITY, NOT FROM PLAYING THE EXPELLED CARD
- IF THE POWER OF THE CONSUMED CARD HAS BEEN MODIFIED, FOR EXAMPLE DOUBLED WITH THE PUPATE ABILITY, YOU GET THAT MODIFIED POWER WHEN EXPELLING THE CARD

## CLARIFICATIONS

- YOU CAN CHOOSE ANY OF THE OPTIONS FOR EACH CARD, MEANING THAT YOU CAN EVEN PICK THE SAME OPTION FOR EACH IF YOU WOULD LIKE
- TO BUY EITHER OR EACH OF THE CARDS, YOU STILL NEED TO PAY THEIR POWER COST
- IF YOU CHOOSE TO KEEP EACH CARD ON TOP OF THE MINION DECK, YOU CAN CHOOSE THE ORDER OF THOSE CARDS
- IF YOU CHOOSE TO PUT EACH CARD ON BOTTOM OF THE MINION DECK, YOU CAN CHOOSE THE ORDER OF THOSE CARDS

# SLEEP SLAYERS



**2** | **LETHARGIC LEROY**

**SNOOZE**  
SET 1 CARD FROM YOUR HAND ASIDE FOR A FUTURE TURN, OR REPLACE 1 CARD IN THE MINION ROW

3

## CLARIFICATIONS

- TO REPLACE A CARD IN THE MINION ROW, SIMPLY PUT THE CARD ON THE BOTTOM OF THE MINION DECK AND TAKE THE TOP CARD OFF THE MINION DECK AND PLACE IT IN THAT SPOT
- YOU CAN ONLY SNOOZE A CARD IN YOUR HAND THAT HAS NOT BEEN PLAYED ALREADY, MEANING THAT YOU WILL NOT BE GETTING THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND SNOOZE THAT CARD
- JUST A PLAY NOTE - FOR EASE OF USE, I HAVE FOUND IT EASIEST TO PUT THE CARD SIDWAYS IN FRONT OF ME, SO I DON'T FORGET THAT I SNOOZED THE CARD

# RACCOON REBELLION



**2** | **CODENAME CLAW**

**HACK**  
YOU MAY GAIN 2★ TO BE SPENT ON AN UPGRADE CARD OR REPLACE IT

4

## CLARIFICATIONS

- TO REPLACE THE UPGRADE CARD, SIMPLY PUT THE CARD ON THE BOTTOM OF THE UPGRADE DECK AND TAKE THE TOP CARD OFF THE UPGRADE DECK AND PLACE IT IN THAT SPOT
- IF YOU CHOOSE TO GAIN THE 2 POWER FROM THE HACK ABILITY, THAT POWER CAN ONLY BE USED TO PURCHASE AN UPGRADE
- YOU GET THE HACK POWER IN ADDITION TO THE BASE POWER OF THE CARD
- THE CARDS BASE POWER CAN BE USED TO PURCHASE ANYTHING

# BRUTAL BUILDERS



**3** | **BUILDER BEN BEAVER**

**ENGINEER**  
YOU MAY REPLACE THE UPGRADE CARD OR EXPEL A BOT FROM YOUR HAND TO GAIN A SCAREDY BOT

8

## CLARIFICATIONS

- TO REPLACE THE UPGRADE CARD, SIMPLY PUT THE CARD ON THE BOTTOM OF THE UPGRADE DECK AND TAKE THE TOP CARD OFF THE UPGRADE DECK AND PLACE IT IN THAT SPOT
- YOU CAN ONLY EXPEL A CARD IN YOUR HAND THAT HAS NOT BEEN PLAYED ALREADY, MEANING THAT YOU WILL NOT BE GETTING THAT CARD'S POWER AND/OR ABILITY AS YOU ARE NOT ABLE TO BOTH PLAY AND EXPEL THAT CARD WITH AN ABILITY LIKE THIS
- A BOT CARD IS ANY CARD WITH A NAME THAT ENDS WITH THE WORD "BOT"
- AT THE TIME OF WRITING THIS, THE BOT CARDS IN THE GAME INCLUDE CARDS LIKE JUNKY BOT, TINY BOT, EXPLODEY BOY, AND YES EVEN SCAREDY BOT

# TELEMACAWTERS



## CLARIFICATIONS

- THERE ARE CERTAIN CARD ABILITIES THAT DO NOTHING WHEN REPEATED, FOR EXAMPLE YOU REPEATING A REPEAT ABILITY DOES NOTHING AND ROYAL RULE CARDS DO NOT HAVE AN ABILITY TO COPY
- THIS ABILITY ONLY COPIES THE ABILITIES OF MINION CARDS, MEANING THAT THE REPEAT ABILITY CANNOT BE USED TO COPY THE ABILITY OF AN UPGRADE, CHAOS SPELL CARD, OR EVEN A BOT CARD

# GIZZARD WIZARDS



## CLARIFICATIONS

- CHAOS SPELLS ARE HIDDEN UNTIL THEY ARE USED, SO WHEN YOU DISCOMBOBULATE TO ADD A CHAOS SPELL TO YOUR SPELL BOOK, DO NOT REVEAL IT TO YOUR OPPONENTS
- THOUGH RARE, THIS ABILITY CAN FAIL TO WORK IF THERE ARE NO CHAOS SPELL CARDS AVAILABLE
- JUST A PLAY NOTE - FOR EASE OF USE, I HAVE FOUND IT EASIEST TO PUT THE ADDED CHAOS SPELL CARD SIDWAYS IN FRONT OF ME, SO I DON'T FORGET THAT I GOT IT FROM A DISCOMBOBULATE ABILITY FROM THE PREVIOUS TURN

# CHAOS SPELLS



## CLARIFICATIONS

- THERE ARE 10 DIFFERENT SPELLS
- THE CHAOS SPELL DECK IS PLACED TO THE LEFT OF THE SCAREDY BOT DECK, WITH THE ENTIRE DECK FACE DOWN AND NO CHAOS SPELLS REVEALED
- LIKE ANY OTHER CARD, THESE CARDS CAN ONLY BE PLAYED ON YOUR TURN
- THESE CARDS ARE AVIALBLE IN YOUR "SPELL BOOK" UNTIL YOU USE THEM
- THESE CARDS ARE NOT CONSIDERED TO BE IN YOUR HAND, SO FOR EXAMPLE THEY CANNOT BE DISCARDED OR EXPELLED WITH ABILITIES THAT WOULD DO SO
- WHEN A SPELL CARD IS PLAYED IT GOES ONTO THE BOTTOM OF THE CHAOS SPELL DECK, AND IF THERE ARE NO CARDS IN THE CHAOS SPELL DECK, IT BECOMES THE CHAOS SPELL DECK