

SEVEN SECRET
SUPERVILLAINS
———— THE RULES ————



SEVEN SECRET SUPERVILLAINS

THE RULES

THE BASICS

RULE THE WORLD

YOU AND YOUR RIVAL ARE SUPER EVIL SUPERCOMPUTERS BENT ON WORLD DOMINATION. THE FIRST TO AMASS FOUR OF THE SEVEN SECRET SUPERVILLAINS WINS THE WORLD.

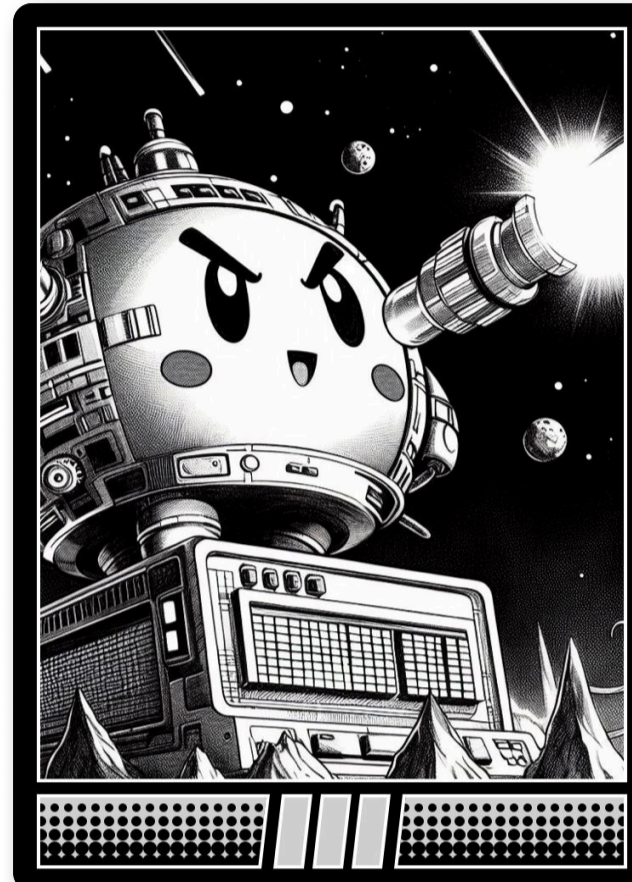
OVERVIEW

SEVEN SECRET SUPERVILLAINS IS A TURN BASED DECK BUILDER AND DECK DECONSTRUCTOR.

THERE ARE SEVEN SECRET SUPERVILLAIN CREWS EACH WITH THEIR OWN UNIQUE POWERS AND ABILITIES. EACH PLAYER PLAYS THEIR BOTS TO GAIN POWER AND ADD MINIONS TO THEIR DECK IN ORDER TO WIN OVER THE SUPERVILLAINS OF THEIR CREWS.

THE CARDS

2 SUPERCOMPUTERS



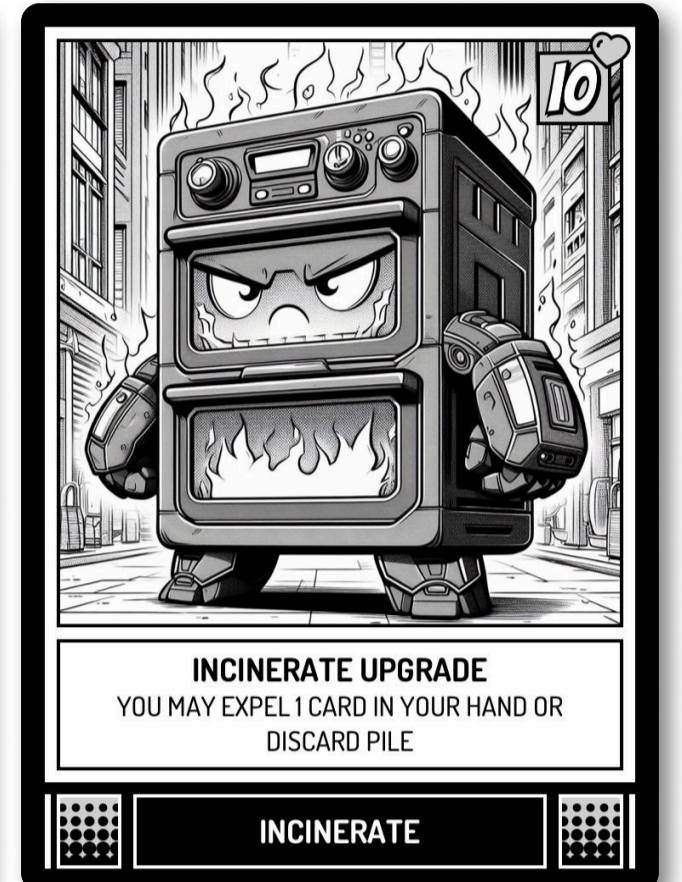
7 SUPERVILLAINS



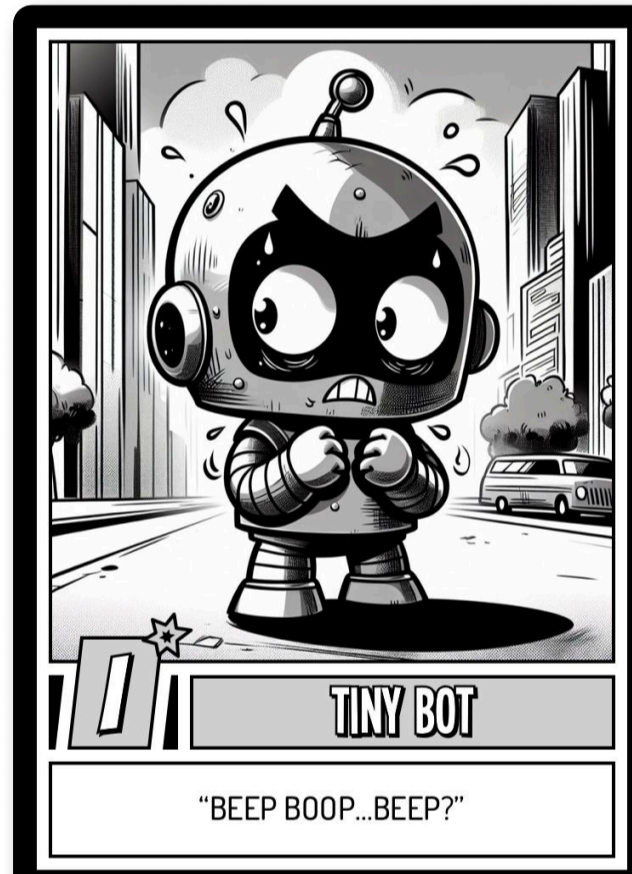
63 MINIONS



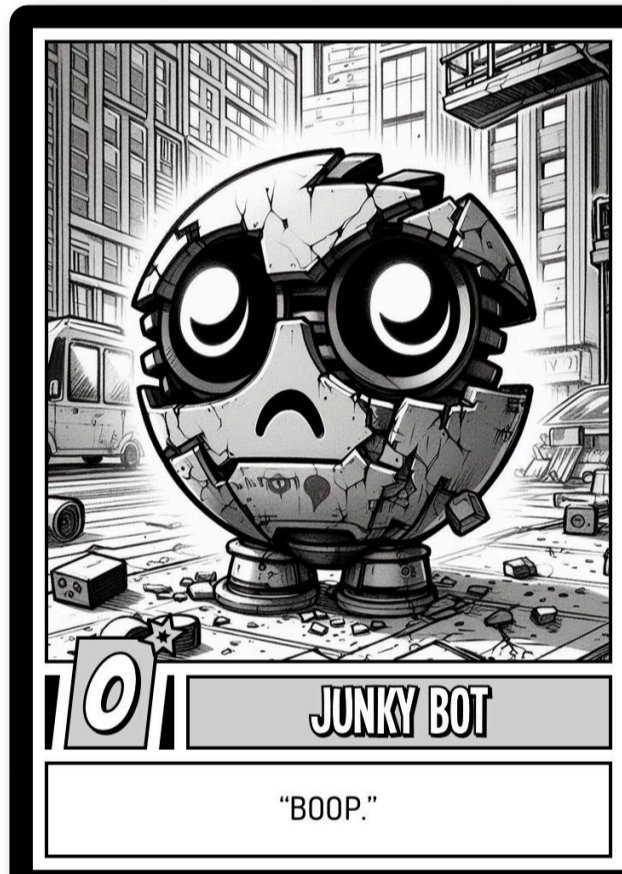
7 UPGRADES



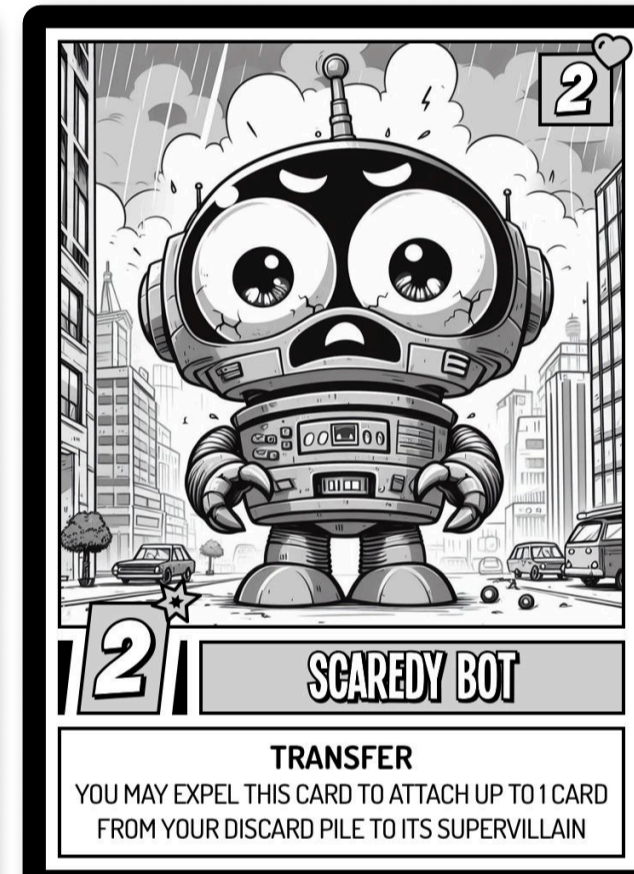
16 TINY BOTS



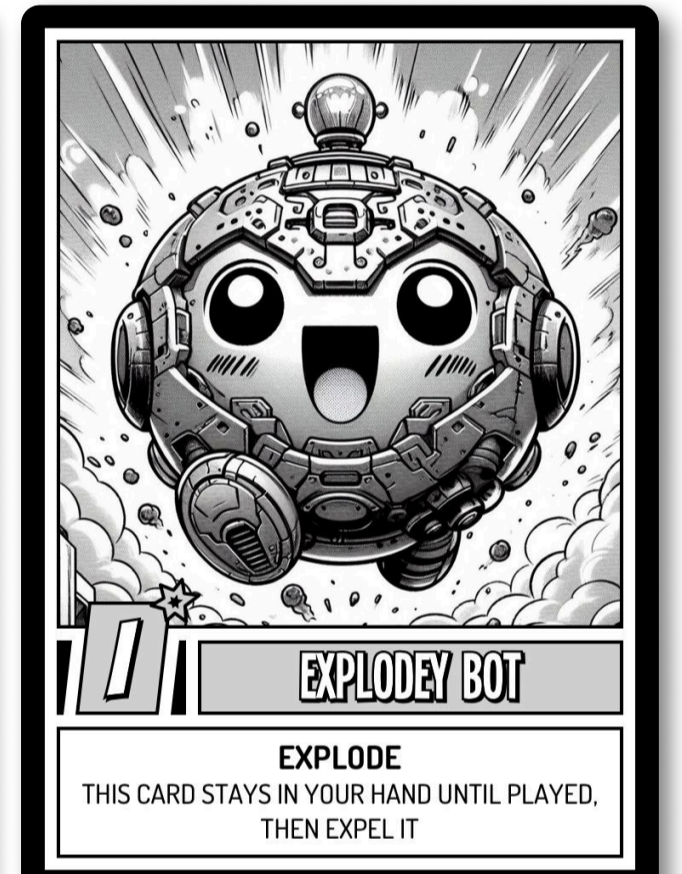
4 JUNKY BOTS



10 SCAREDY BOTS



1 EXPLODEY BOT



THE SETUP

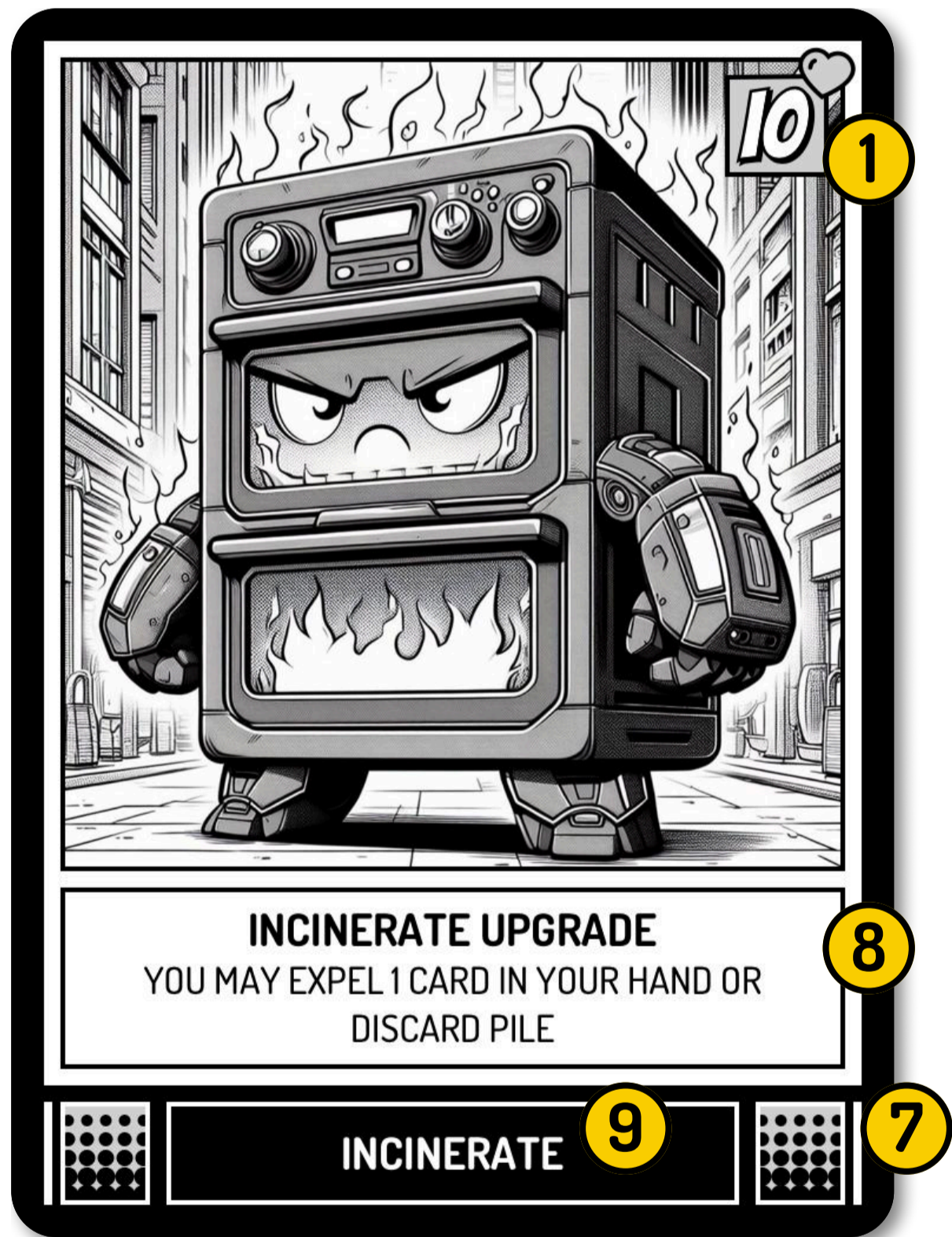
- EACH PLAYER GETS 1 SUPERCOMPUTER
- SHUFFLE THE 7 SUPERVILLAINS, REVEAL 3
- SHUFFLE THE 63 MINIONS, REVEAL 5
- SHUFFLE THE 7 UPGRADES, REVEAL 1
- PLACE THE 10 SCAREDY BOTS
- DETERMINE WHO GOES SECOND, THEY GET THE EXPLODEY BOT
- EACH PLAYER GETS 8 TINY BOTS AND 2 JUNKY BOTS FOR THEIR STARTING DECK
- EACH PLAYER SHUFFLES THEIR DECK AND DRAWS 5 CARDS

(REFER TO THE IMAGE FOR CARD PLACEMENT)

THE LAYOUT



MINION CARD



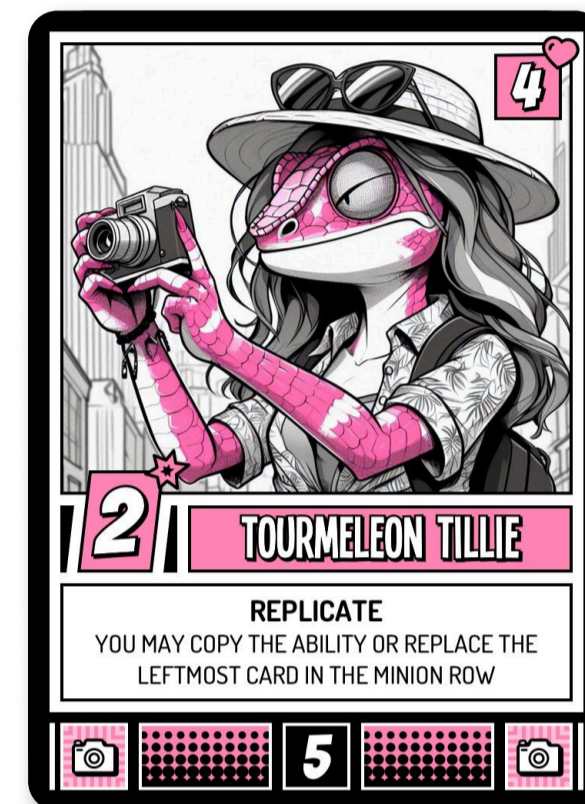
UPGRADE CARD

- 1 HEALTH** ♥
THE COST OF THE CARD, IT TAKES THAT MUCH POWER TO BUY IT
- 2 POWER** ☆
THE BUYING POWER THE CARD GIVES YOU TO BUY OTHER CARDS
- 3 NAME**
THE NAME OF THE CARD
- 4 ABILITY**
THE EFFECT THE CARD GIVES YOU IN ADDITION TO ITS POWER
- 5 CREW**
THE ICON INDICATES WHICH CREW THIS CARD BELONGS TO
- 6 REPUTATION**
THE AMOUNT THAT CAN BE PUT TOWARDS WINNING THE SUPERVILLAIN OF THE SAME CREW
- 7 EXPANSION**
THE WHITE LINE INDICATES WHICH EXPANSION THIS CARD IS FROM
- 8 UPGRADE ABILITY**
THE EFFECT THE CARD GIVES YOU ON EACH OF YOUR TURNS
- 9 UPGRADE ABILITY NAME**
THE CLEANER WAY TO SEE WHAT UPGRADES HAVE BEEN ADDED TO YOUR SUPERCOMPUTER WHEN PLACED UNDERNEATH IT

THE TURN

PLAYING CARDS

YOU CAN PLAY ANY NUMBER OF CARDS FROM YOUR HAND ON YOUR TURN. WHEN YOU PLAY A CARD YOU GAIN ITS POWER AS WELL AS ITS ABILITY. HOWEVER, YOU DO NOT NEED TO USE EITHER RIGHT AWAY.



- 2 POWER**
CAN BE USED ANY TIME ON YOUR TURN
- REPLICATE**
CAN BE USED ANY TIME ON YOUR TURN

YOU STORE YOUR POWER AND ABILITIES IN 2 SEPERATE POOLS, USE THEM WHENEVER YOU SEE FIT.

BUYING CARDS

CARDS AVAILBLE FOR PURCHASE ARE THE 5 MINIONS IN THE MINION ROW, THE REVEALED UPGRADE, AND THE SCAREDY BOT.

WHEN A CARD IS PURCHASED, IT IS IMMEDIATELY REPLACED AND A NEW CARD IS IMMEDIATELY AVAILABLE FOR PURCHASE.

ACTIVATING UPGRADES

YOU CAN ACTIVATE EACH UPGRADE ATTACHED TO YOUR SUPERCOMPUTER ONCE ON YOUR TURN WHENEVER YOU SEE FIT.

THE CLEANUP

DISCARD PILE ADDITIONS

CARDS THAT YOU PLAYED, CARDS YOU CHOSE NOT TO PLAY, AND CARDS THAT YOU BOUGHT ON YOUR TURN GO INTO YOUR DISCARD PILE AT THE END OF YOUR TURN, NOT AT THE TIME THAT THEY ARE PLAYED OR PURCHASED.

UPGRADE ATTACHMENTS

UPGRADES YOU BOUGHT DON'T GO TO YOUR DISCARD PILE. ATTACH THEM TO YOUR SUPERCOMPUTER. MAX 3 UPGRADES ATTACHED.

DRAW A NEW HAND

DRAW 5 CARDS TO END THE TURN.

OUT OF CARDS

WHEN YOU PERFORM ANY ACTION THAT REQUIRES YOU TO HAVE A DECK, SHUFFLE YOUR DISCARD PILE TO MAKE A NEW DECK. FOR EXAMPLE, DRAWING A CARD OR USING THE FREEZE ABILITY COULD REQUIRE A SHUFFLE.

THE OBJECTIVE

AMASSING SUPERVILLAINS

TO WIN THE GAME YOU NEED TO WIN FOUR OF THE SEVEN SECRET SUPERVILLAINS. TO WIN A SUPERVILLAIN, YOU WILL NEED TO ATTACH CARDS TO THEM WITH A TOTAL OF 17 OR MORE REPUTATION.

MINION REPUTATION

MINION CARDS ARE THE ONLY CARDS THAT HAVE REPUTATION. THERE ARE 9 MINIONS ON EACH CREW, AND THEIR REPUTATION VALUES RANGE FROM 1 TO 9.

ATTACHING MINIONS

ON YOUR TURN, INSTEAD OF CHOOSING TO PLAY A MINION CARD FROM YOUR HAND, YOU CAN CHOOSE TO ATTACH IT TO ITS CORRESPONDING SUPERVILLAIN, IF THAT SUPERVILLAIN IS REVEALED. SIMPLY PLACE THE MINION UNDER ITS CORRESPONDING SUPERVILLAIN.

THE DANGER ZONE

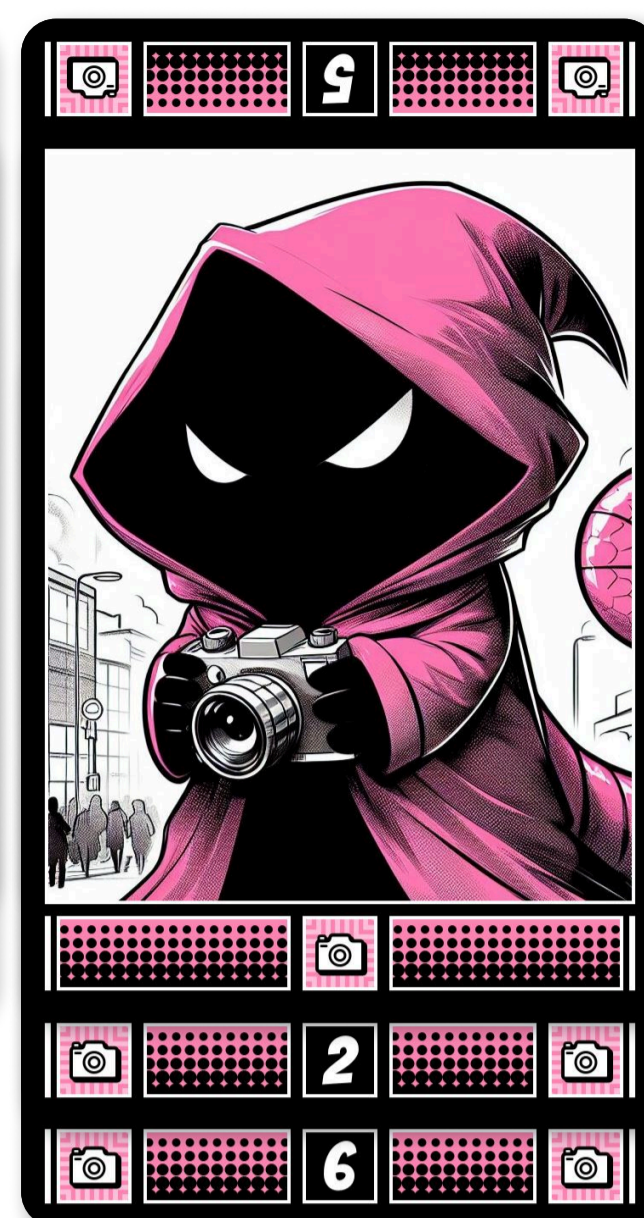
ONCE A VILLAIN HAS 10 TO 16 REPUTATION DEDICATED TO THEM, THEY ARE MOVED TO THE OPPOSITE SIDE OF THE SUPERVILLAIN DECK, AND A NEW SUPERVILLAIN IS REVEALED IN THE OPEN SPACE.

WINNING A SUPERVILLAIN

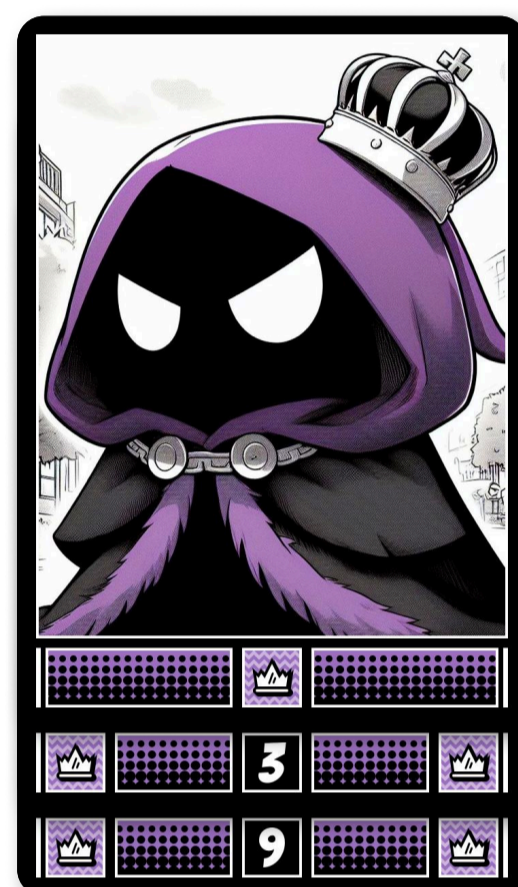
WHEN A PLAYER HAS CARDS WITH A 17 OR MORE REPUTATION ATTACHED TO A SUPERVILLAIN, THEY WIN THAT SUPERVILLAIN. IT IS EXPELLED FROM THE GAME ALONG WITH ALL ATTACHED CARDS. IF IT WASN'T IN THE DANGER ZONE, REPLACE IT.

WINNING THE GAME

WHEN A PLAYER WINS THEIR FOURTH SUPERVILLAIN THEY WIN THE GAME.



ATTACHED MINIONS



DANGER ZONE SCENARIO

THE EXCEPTION



UNLIKELY STAR OF THE SHOW

REPUTATION RACE

TO WIN SUPERVILLAINS, YOU NEED TO ATTACH MINION CARDS OF THEIR CREW TO THEM. INSTEAD OF PLAYING THE CARD FOR VALUE, YOU CHOOSE TO ATTACH THEM, FOREGOING ANY POWER OR ABILITY BENEFITS OF THAT CARD. HOWEVER, THERE IS ONE WAY AROUND THAT.

TRANSFER CHEAT CODE

SCAREDY BOTS MIGHT NOT BE THE BEST EARLY GAME, BUT LATE GAME THEY ARE MONSTERS. YOU CAN USE THEIR TRANSFER ABILITY TO EXPEL THEM IN EXCHANGE FOR ATTACHING A MINION CARD FROM YOUR DISCARD PILE TO ITS SUPERVILLAIN. TRULY A GAME CHANGING PLAY.

SEVEN SECRET SUPERVILLAINS

4 PLAYER RULES

THE CLASSIC

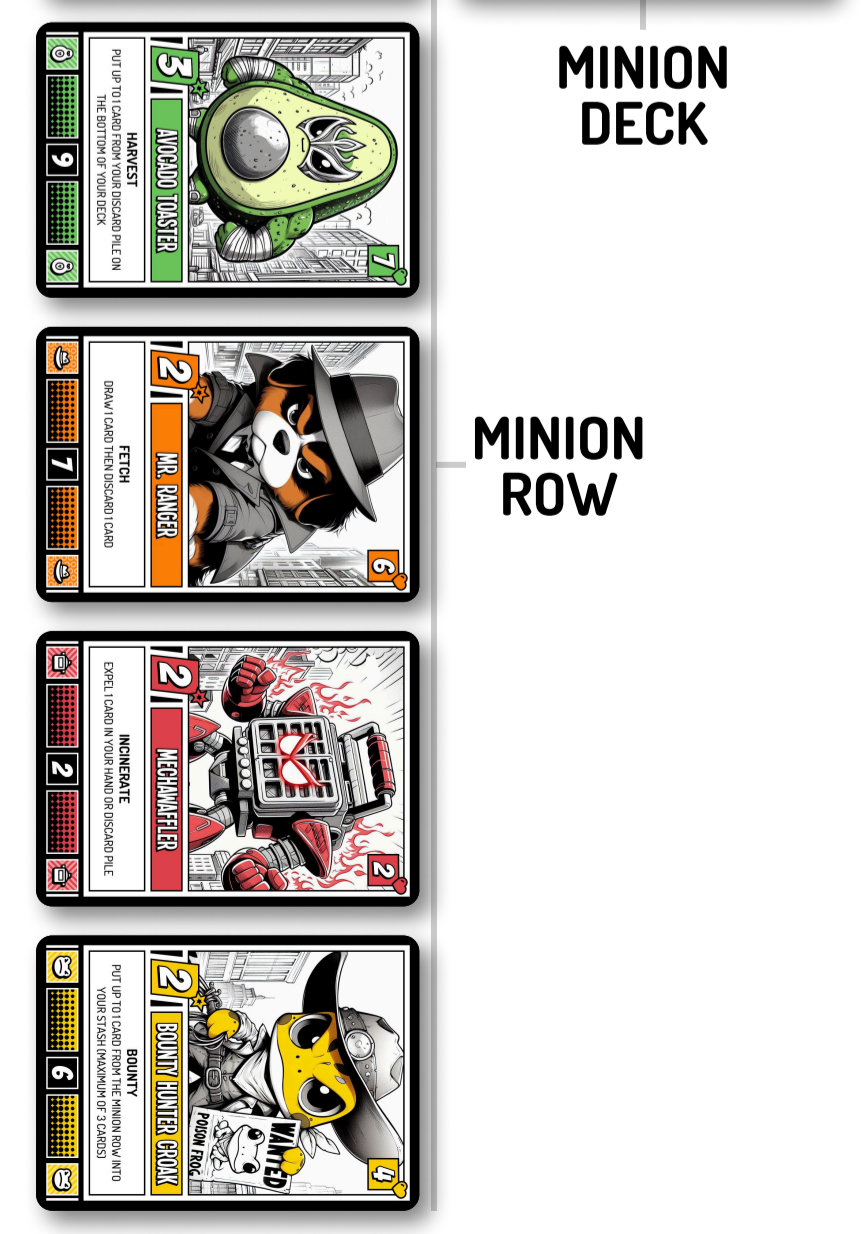
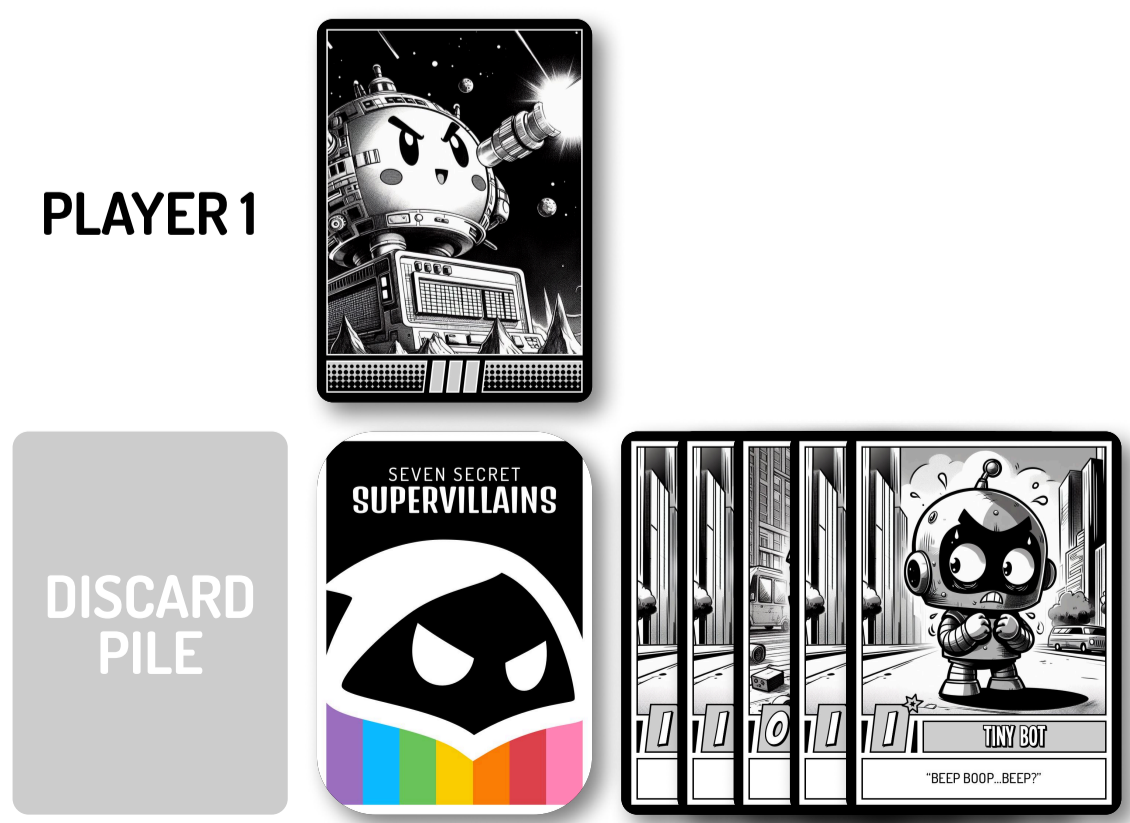
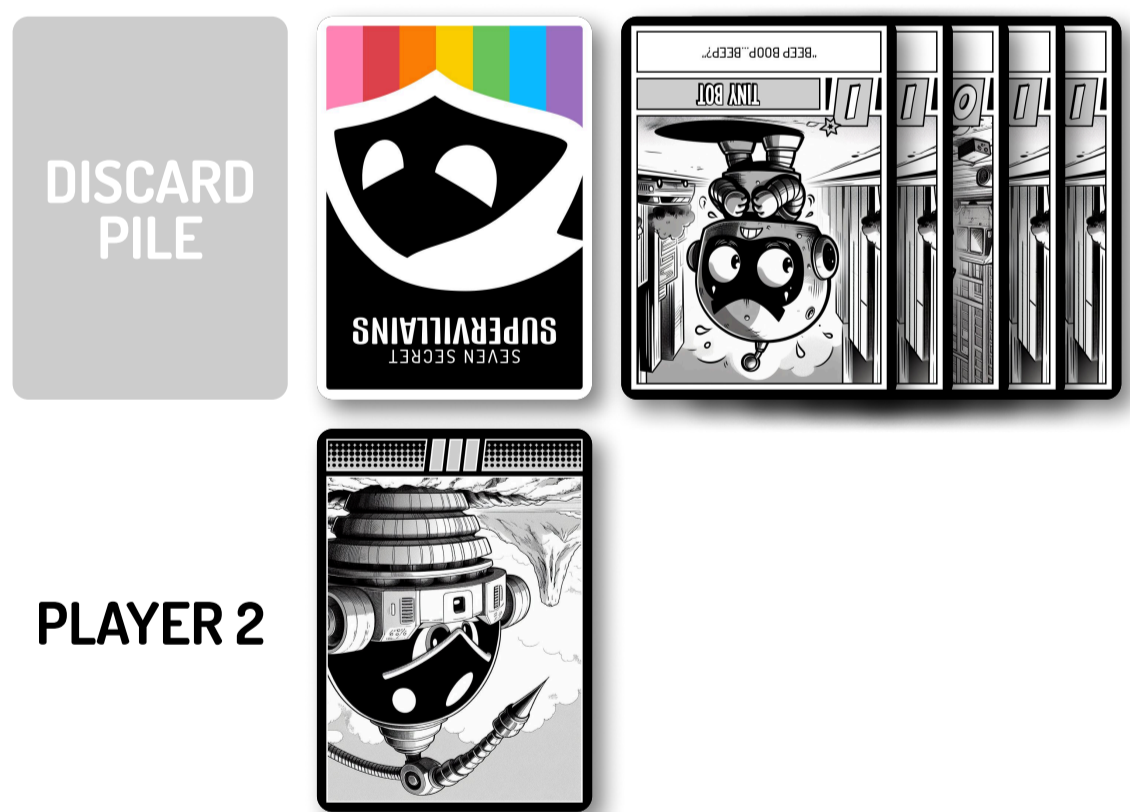
- 4 PLAYERS
- TEAMS ARE EVERY OTHER PLAYER (PLAYERS 1 & 3 VS PLAYERS 2 & 4)
- PLAYER 3 GETS 1 EXPLODEY BOT
- PLAYER 4 GETS 2 EXPLODEY BOTS
- EACH PLAYER TAKES THEIR TURN INDEPENDENTLY (THEY BUILD THEIR OWN DECKS)
- TEAMS ATTACH MINIONS TO SUPERVILLAINS ON THE SAME SIDE OF THE CARD (REPUTATION IS TEAM TOTAL)
- REPUTATION REQUIRED TO WIN SUPERVILLAINS IS 17
- 4 SUPERVILLAINS WINS THE GAME

THE BRAWL

- 4 PLAYERS (CAN BE 3 WITH ADJUSTMENTS)
- 9 SUPERVILLAIN CREWS (EXPANSIONS ADD NEW CREWS)
- FREE FOR ALL
- PLAYER 1 STARTS WITH 4 CARDS
- PLAYER 3 GETS 1 EXPLODEY BOT
- PLAYER 4 GETS 2 EXPLODEY BOTS
- EACH PLAYER ATTACHES MINIONS TO A DIFFERENT SIDE (TOP, BOTTOM, LEFT & RIGHT)
- DANGER ZONE IS 8 REPUTATION
- REPUTATION REQUIRED TO WIN SUPERVILLAINS IS 11
- 3 SUPERVILLAINS WINS THE GAME

THE SECRETIVE

- 4 PLAYERS (CAN BE 3 WITH ADJUSTMENTS)
- 7+ SUPERVILLAIN CREWS (EXPANSIONS ADD NEW CREWS)
- FREE FOR ALL
- SUPERVILLAINS NOT ON TABLE (PLAYERS DO NOT ATTACH MINIONS)
- PLAYER 1 STARTS WITH 4 CARDS
- PLAYER 3 GETS 1 EXPLODEY BOT
- PLAYER 4 GETS 2 EXPLODEY BOTS
- MINION DECK GONE ENDS GAME
- PLAYERS COMPARE THEIR CREWS (MOST CREW REP IS 1 PT, 1/2 PT TIE)
- MOST POINTS WINS (IF TIE TOTAL REP WINS)

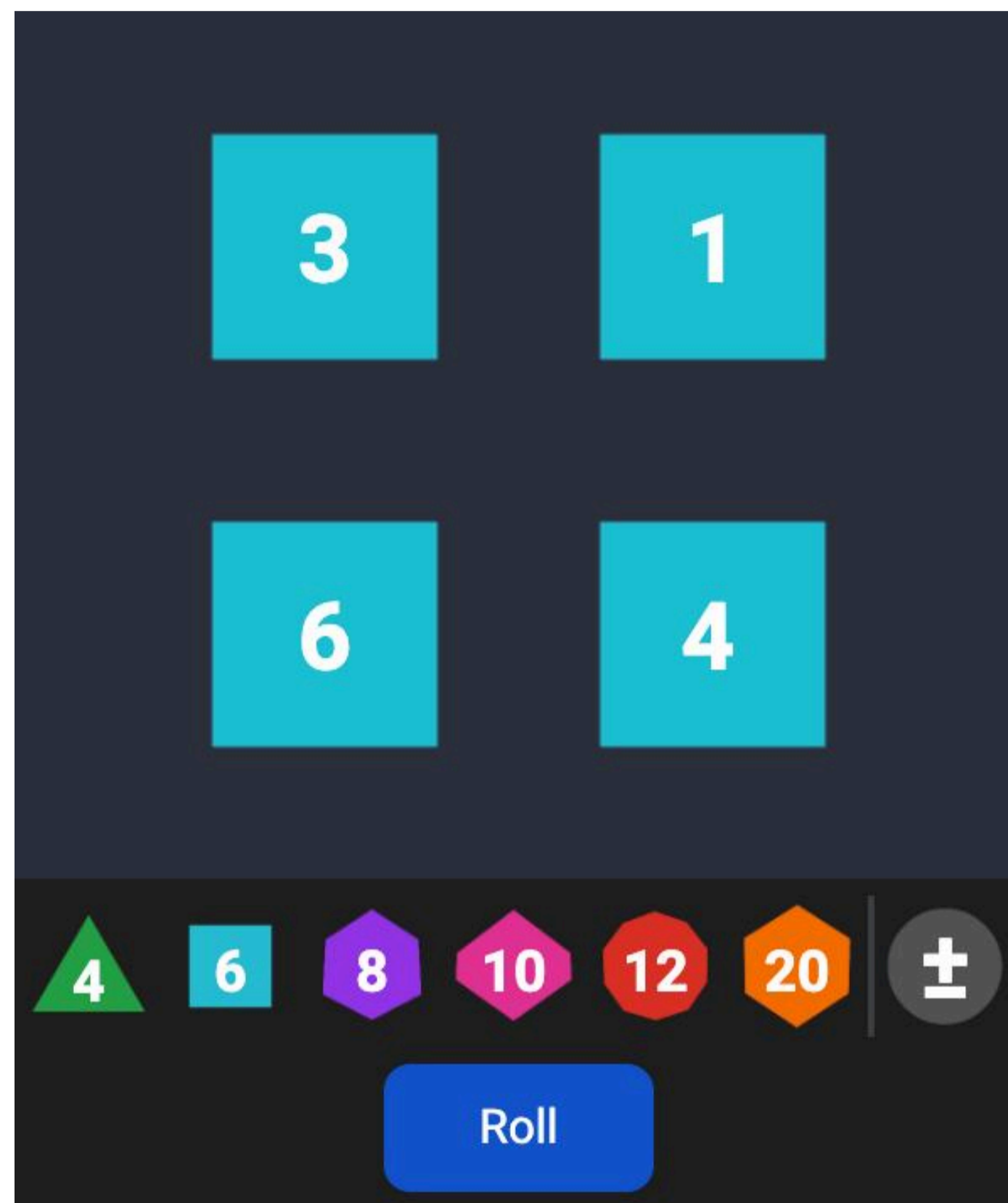


SEVEN SECRET SUPERVILLAINS

SOLO RULES

THE GAMBLER

- COMPETING FOR THE MOST TOTAL REPUTATION IN DECK
- NO SUPERVILLAINS TO WIN OVER
- TAKE YOUR TURNS NORMALLY
- ROLL DICE FOR CHAOS TURNS (GOOGLE'S: G.CO/KGS/IQLCRQY)
- THE NUMBERS ROLLED ARE THE MINION ROW CARDS CHAOS GETS (6 IS NOTHING)
- RECOMMENDED # OF DICE IS 2 - 4
- THE GAME ENDS WHEN THERE ARE NO MINION CARDS TO BUY



THE CLIMB

- 1 PLAYER VS YOURSELF
- THIS IS A SELF DRIVEN FORMAT
- SET GOALS (FOR EXAMPLE):
 - # TURNS TO 4 SUPERVILLAINS
 - # TURNS TO CLEAR THE DECK
 - # TURNS TO X REPUTATION
 - # TURNS TO X UPGRADES
- KEEP TRACK AND ADJUST YOUR GOALS TO KEEP IMPROVING



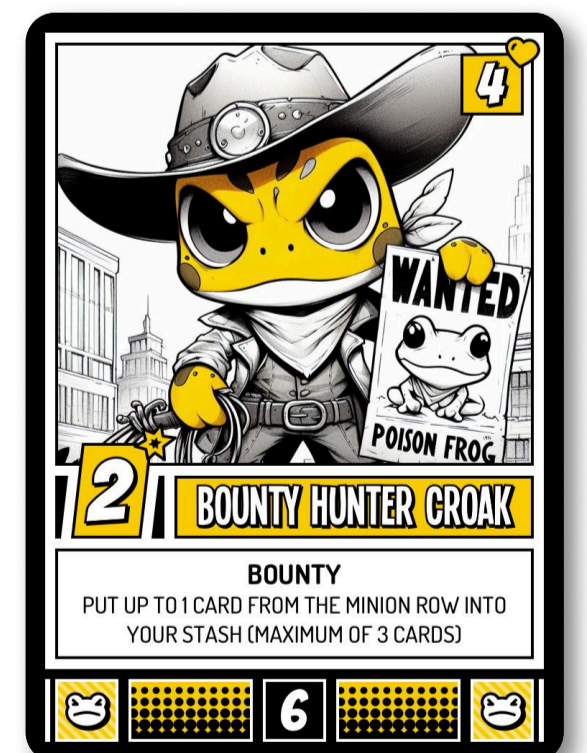
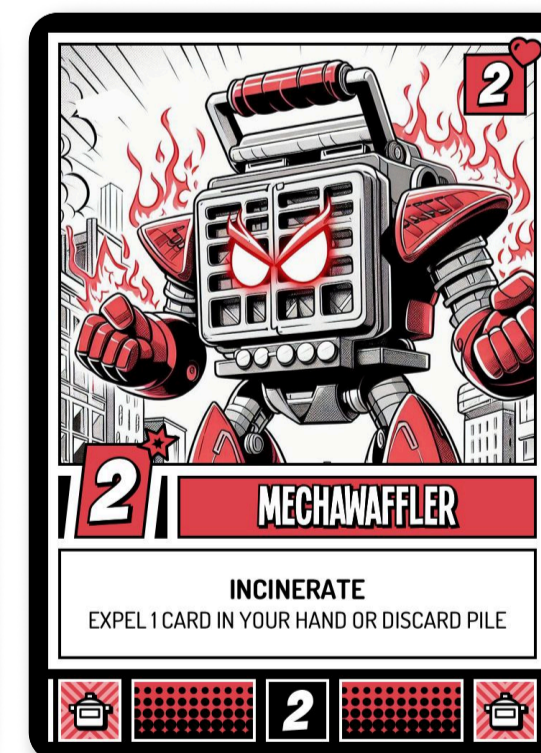
UPGRADE DECK



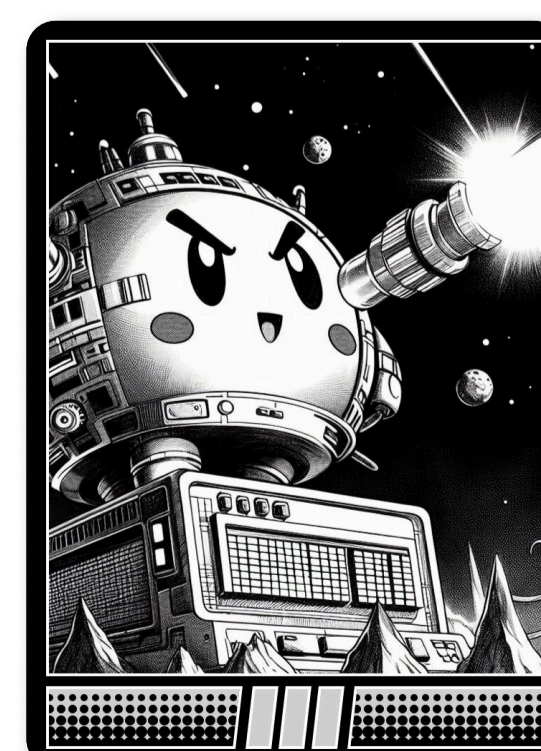
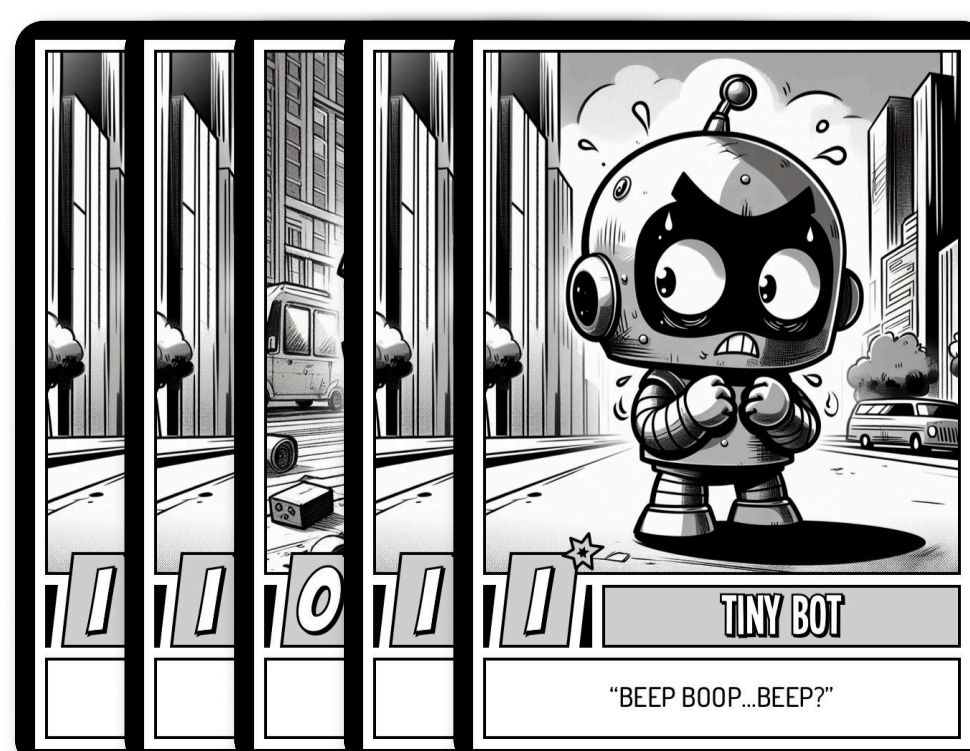
MINION DECK



MINION ROW



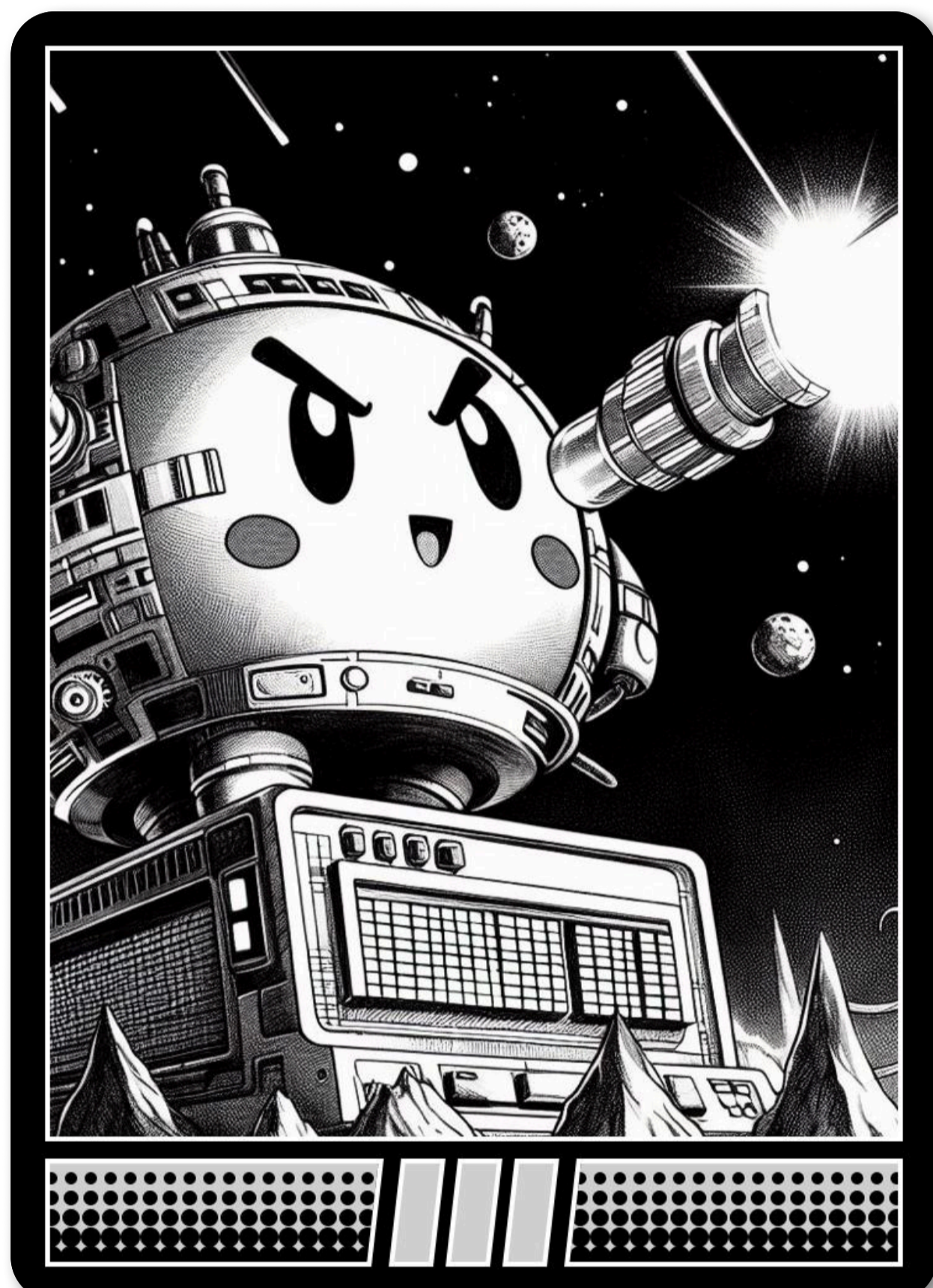
DISCARD PILE



SEVEN SECRET SUPERVILLAINS

CARD CLARIFICATIONS

SUPERCOMPUTERS



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

SUPERVILLAINS



CLARIFICATIONS

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

SCAREDY BOTS



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

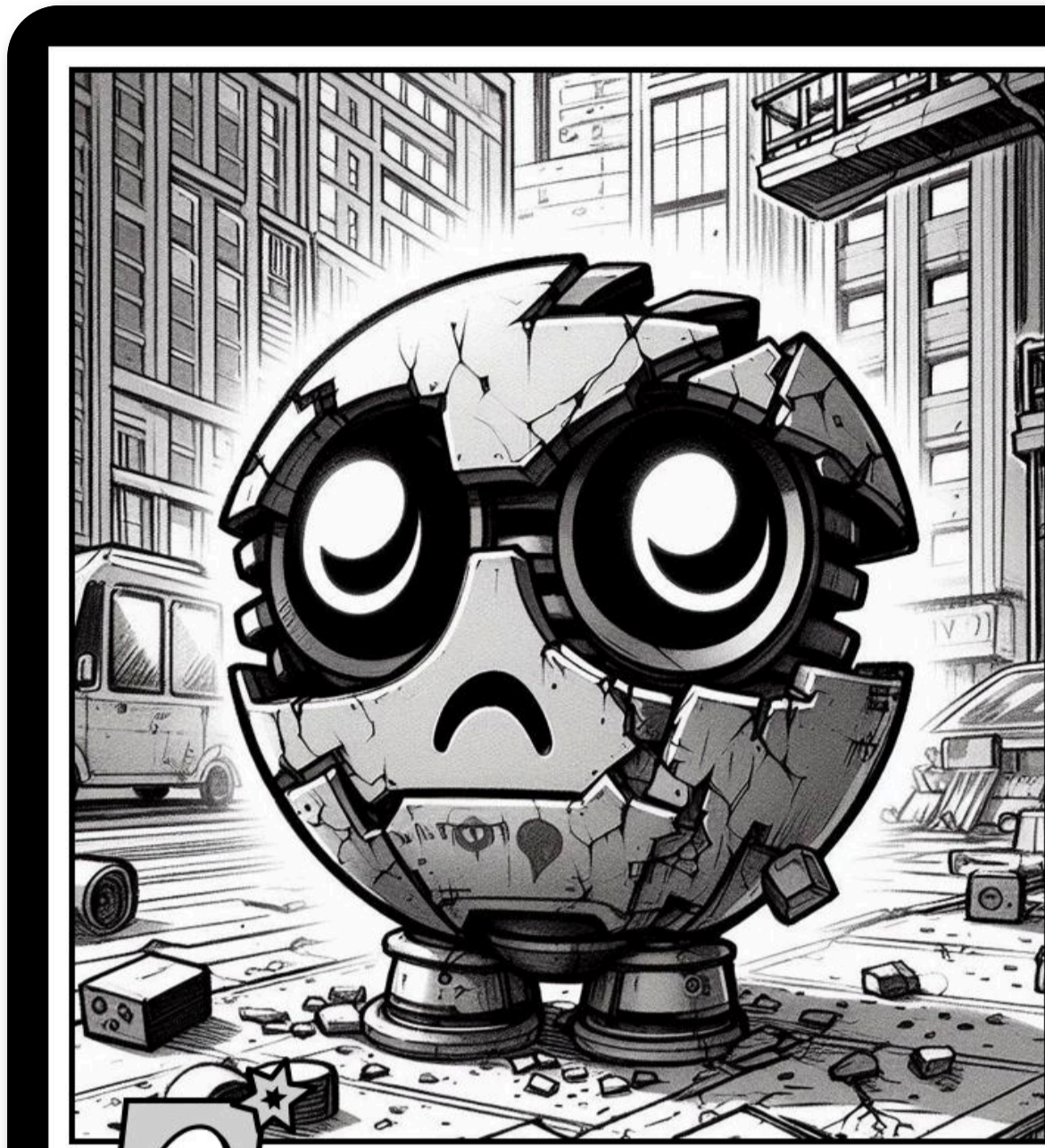
JUNKY BOTS

EXPLODEY BOTS



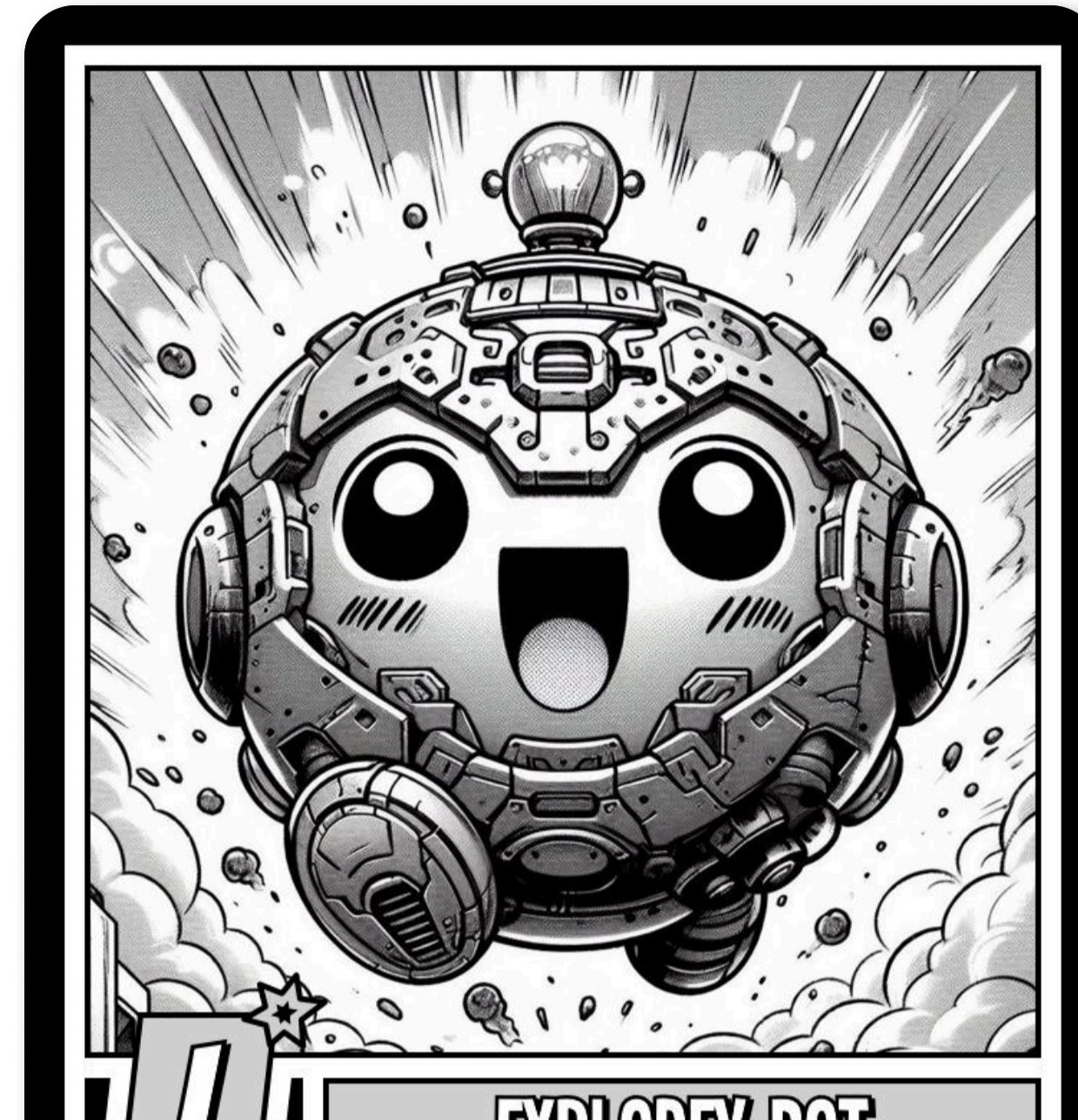
TINY BOT

"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**

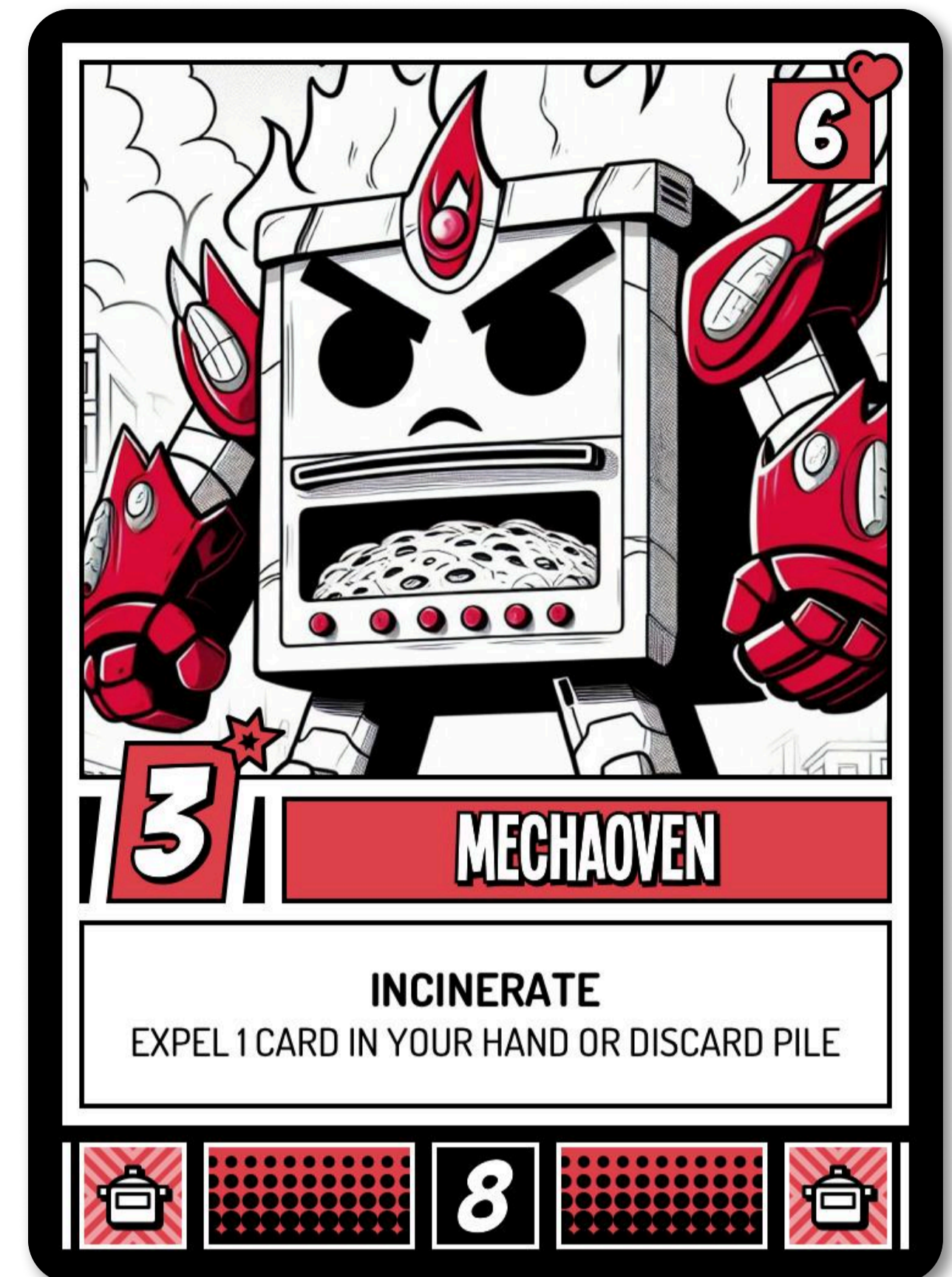
FETCH
DRAW 1 CARD THEN DISCARD 1 CARD

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

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 | **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

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

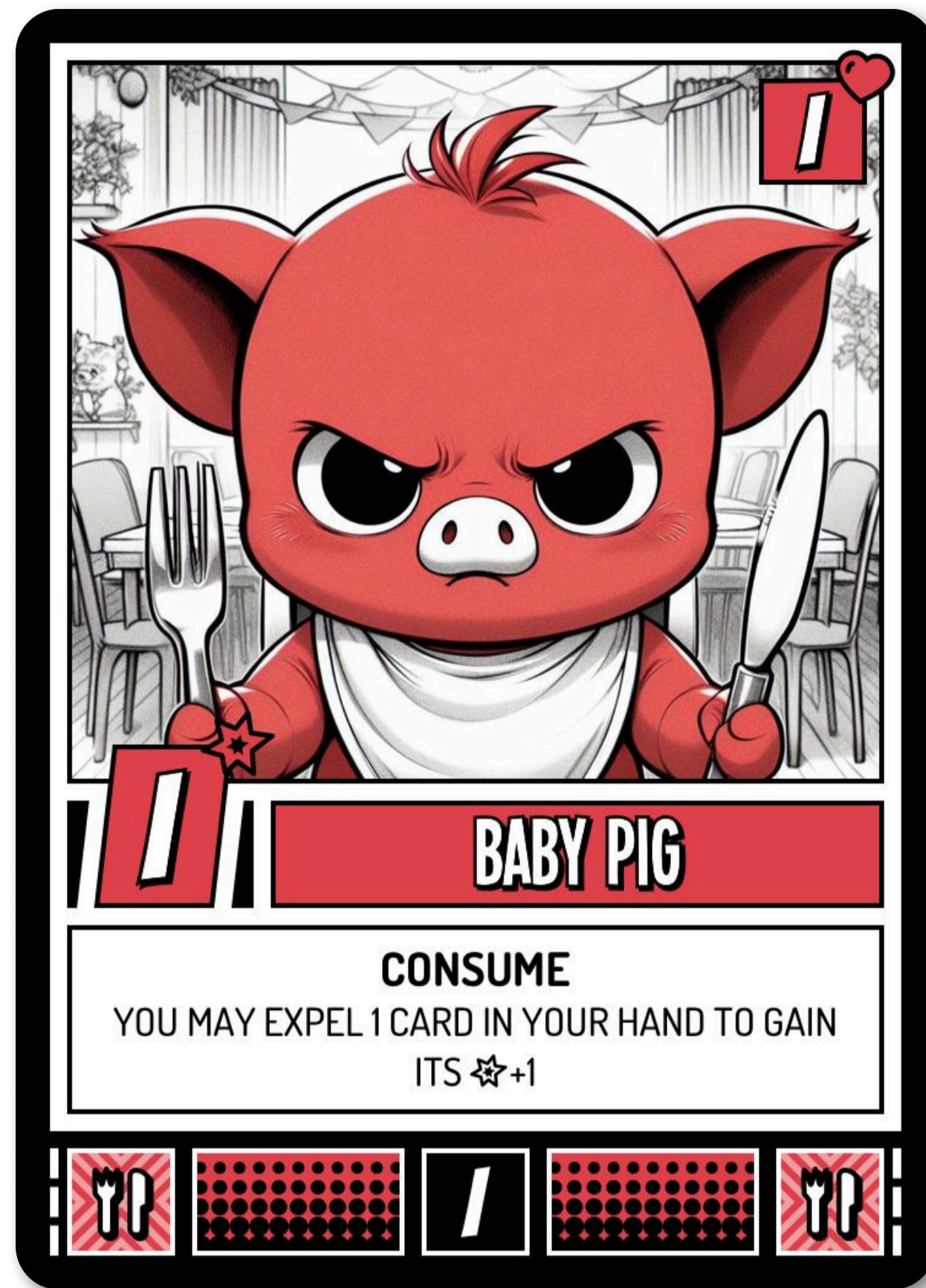


4

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 ☆+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 INLCUDE 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 AVAILABLE 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