



DECK-BUILDING GAME CONFRONTATIONS

TURN SEQUENCE

- Resolve "At start of turn" effects.
- If you wish to engage in a Confrontation with the lowest-cost opposing Character, announce that at the very start of your turn. If you do, you cannot buy cards this turn.
- Play cards from your hand.
- If you Confronted, the opposing team may utilize Block cards and other relevant abilities that increase Character cost once you are done playing cards.
- If your Power is greater than or equal to the cost of the opposing Character during a Confrontation, you have defeated that card. Place it on your side of the table. If it was the last one in their stack, you instantly win the game!
- If you did not Confront your opponent, 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.
- 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. Discard any cards remaining in your hand.
3. Resolve any "at the end of your turn" effects.
4. Place all the cards you played into your discard pile. Any unspent Power from cards played during the turn is lost.
5. Draw five cards from your deck.
6. If any of the five slots in the Line-Up are empty, take cards from the top of the main deck and add them to the Line-Up. Do not replace empty slots as soon as you buy or gain a card from the Line-Up.
7. The next opponent in the turn sequence starts their turn.

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

- You defeat an opponent's last Character card. Your team wins instantly!
- You are unable to refill all five slots of the Line-Up. The team with the most Victory Points wins!

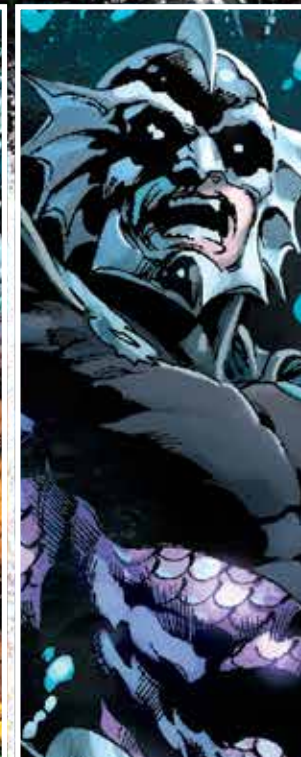
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DECK-BUILDING GAME CONFRONTATIONS



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R U L E B O O K
2-4 PLAYERS AGES 15 & UP

OVERVIEW

In **DC Deck-Building Game: Confrontations**, you and a partner take on an opposing team to determine the fate of the world! While you begin armed with only the ability to Punch your foe, as the game progresses, you will add new, more powerful cards to your deck, with the goal of defeating your biggest rivals. If you can knock out an opponent three times, your team instantly wins the game. However, if the main deck runs out, the team that has accumulated the most combined Victory Points wins the game.

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180 Game Cards

- 28 Punch Starting Cards
- 12 Vulnerability Starting Cards
- 108 Main Deck Cards
- 16 Enhanced Strength
- 16 Weakness Cards

24 Oversized DC Character Cards

4 Turn Sequence Tokens

1 Rulebook

CHARACTER SYMBOLS

Superman	
Wonder Woman	
Aquaman	
Zatanna Zatara	
Lex Luthor	
Circe	
Ocean Master	
Felix Faust	

SETUP FOR YOUR FIRST GAME

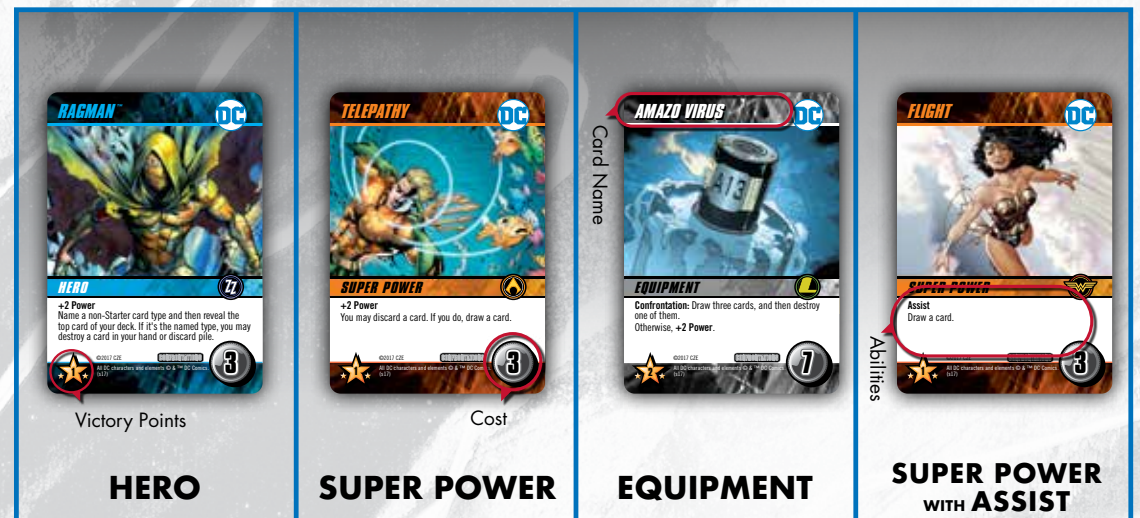
1. Your Character and Starting Deck

DC Deck-Building Game: Confrontations requires two teams of two players each; one side plays as the Super Heroes, while the other plays as the Super-Villains. See page 11 for variant games for 2-3 players.

Choose your teammate and then you each choose which Character you want to play. Each Character comes with three oversized Character cards. Take your three oversized Character cards and place them in front of you in a face-up stack with the 9 on top, 12 in the middle, and the 15 on the bottom. Each player begins with a starting deck of seven **Punch** cards and three **Vulnerability** cards. There are heroic and villainous versions of each of these 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 Character 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



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. None of the following cards should ever be placed into the main deck: **Punch**, **Vulnerability**, **Enhanced Strength**, **Weakness**, or the oversized Character cards. The main deck is made up of every other card in the game (108 cards total).

3. 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.

4. The Stacks

Next, place the Enhanced Strength and Weakness stacks at the end of the Line-Up. You may want to turn these stacks perpendicular to the Line-Up so that everyone can reach them. Enhanced Strength cards are always available to be bought during your turn (while cards remain in the stack). Weaknesses are never bought; they are gained only through unfriendly card effects. The main deck and the two stacks of cards on the end are not part of the Line-Up.

MAIN DECK	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.

THE STACKS	
	
	

GAMEPLAY

Have a seat next to your partner. That way, you can compare hands and talk secretly about your plans. Randomly determine a player to go first. That player grabs the “1” token. The foe across from Player One will get the “2” token. Player One’s partner gets the “3” token, and the last player gets the “4.” Each player should place their token next to their Character card. The Super Heroes should have the blue side face up, while the Super-Villains should have the red side face up. This is the turn sequence. Play does not proceed clockwise and teammates do not take back-to-back turns. The turn order remains the same for the entire game.

Each player begins by shuffling their deck and drawing five cards. Each turn, you may buy cards from the Line-Up or the Enhanced Strength 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. Enhanced Strength 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, unless a card says otherwise. 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 Enhanced Strength stack. 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.

Most cards you play have simple effects like **+Power**, card drawing, or an Attack. The order in which you play these cards typically does not matter.



Ending Your Turn

1. Announce that you are ending your turn. Your turn is now over.
2. Discard any cards remaining in your hand.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power from cards played during the turn is lost.
5. Draw five cards from your deck.
6. If any of the five slots in the Line-Up are empty, take cards from the top of the main deck and add them to the Line-Up. Do not replace empty slots as soon as you buy or gain a card from the Line-Up.
7. The next opponent in the turn sequence starts their 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 Superboy from the Line-Up. After buying it, you put it into your discard pile. The Vulnerability provides you with no additional Power. Once you have played and bought all the cards you want, announce that you are ending your turn, discard the cards you have played and any remaining in your hand and then draw a new hand of five cards.

END OF GAME

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

- You defeat an opponent’s last Character card. Your team wins instantly!
- You are unable to refill all five slots of the Line-Up.

If you are unable to refill the Line-Up, return all Locations 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. The opposing Character cards you defeated are worth a lot of points to your team! Weakness cards in your deck at the end of the game will subtract Victory Points (VP) from your total.

The team with the highest combined VP total is victorious! Note that each player totals their cards separately from their teammate, only adding their scores together at the end. In case of a tie, the team with more opposing Character cards is the winner.

After a winning team has been determined, all players will need to take apart their decks, placing all of the cards back into their proper stacks.

ADDITIONAL RULES

Assist

Assist is a new keyword found on many of the cards in this set. The keyword Assist means: “You may play this card during your teammate’s turn. If you do, that player gains all benefits from the game text on this card.”

If you play an Assist card with +2 Power, your teammate gets that Power. If you play an Assist card that says “Draw a card,” they draw a card, not you. If a card references “your discard pile,” such as counting the number of Super Powers found there, it is referring to the active player’s discard pile, not the Assisting player’s.

Since the active player did not actually play the card, they do not get any bonuses for playing a card of that type, color, name, set, or cost this turn. For example, if Level 2 Lex’s teammate plays a card during his turn, Lex does not get +1 Power. The Assisting player still controls the card. It stays in play in front of them until the end of the current turn. Then it is discarded to the Assisting player’s discard pile.

If your oversized Character gives a bonus for playing that card, that effect does not transfer to your teammate. For example, Level 3 Zatanna reads: “Each time you or your teammate plays a Hero during a Confrontation, you may discard the top card of your deck.” If you are playing Zatanna and play a Hero with Assist during your teammate’s turn, you may discard a card, not your teammate.

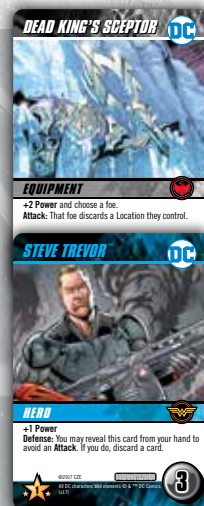
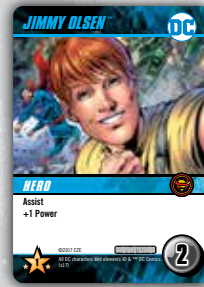
An “Assist” card is any card with the bolded keyword **Assist** at the top of the text box. Level 3 Circe and Lois Lane can give the keyword to cards. They become Assist cards.

Attacks and Defenses

Some cards allow you to make an Attack against the opposing team. When you play a card with an Attack ability, it will typically hit both opponents, unless the card asks you to choose a foe. Each player has a chance to utilize a Defense card to protect themselves or their teammate. If an Attack hits only your teammate, you may still use a Defense to defend them from that Attack. A single card protects only one player. A player may choose to defend their teammate instead of themselves. Or, if a single player has two Defenses, they may use both to defend the whole team. Note that a Defense card that is revealed from a player’s hand instead of being discarded only defends one player. It can’t be revealed twice during one Attack.

Any players who don’t avoid the Attack are then affected by the Attack card’s ability. 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.

An “Attack” card is any card with the bolded keyword **Attack:** on it. A “Defense” card is any card with the bolded keyword **Defense:** on it.



Confronting Your Opponent

When your turn begins, resolve all “start of turn” effects. Now you have a decision to make. If you wish, you may announce a Confrontation against the lowest-cost opposing Character. If there is a tie for lowest, you choose which one you wish to Confront. If your target’s cost changes, that does not switch your target. If a card causes you to switch targets, the new target is always a legal target, no matter the cost. Confronting an opponent is the best way to defeat them once and for all. Only by announcing a Confrontation can you attempt to defeat an opponent. If you can defeat all 3 of a foe’s Characters, your team instantly wins the game! However, the opposing team is no easy mark. Each Character has three versions. They are progressively harder and harder to beat. The first one has a cost of 9. That means you must amass at least 9 Power to defeat that Character. If you generate Power equal to or exceeding their cost during a Confrontation, that version of your opponent’s Character is removed from their Character card stack and placed near your side of the table. Should the game end due to being unable to refill the Line-Up, they are worth a lot of Victory Points.

The next Level of their Character will have a better ability and will also have a higher cost for the next time you Confront them.

Note that during a Confrontation you can only beat the top card; even if you have 30 Power, you cannot defeat more than one of an opponent’s Character cards in the same turn.

You will only want to Confront your opponent when you are fairly confident that you can amass enough Power to beat their cost. However, you are unlikely to have all of the Power you need to defeat your opponent at the very start of your turn. If you need 9 Power to defeat your opponent, and you start your turn with 5 Power and the ability to draw three cards, you might be able to get to 9 or more Power with those extra draws. If you know that you have some good cards left in your deck, you might want to announce a Confrontation at the start of your turn.

Several cards you can acquire during the game work especially well during a Confrontation. Cards with the bolded keyword “**Confrontation:**” give you a special bonus when played during a Confrontation that you have declared, but never during an opponent’s Confrontation, since they cannot be played then. The only cards that may be played during an opponent’s turn are Defenses and Blocks.

- You must announce a Confrontation at the very start of your turn in order to defeat an opponent. You cannot decide to do it after you have played cards.
- When you Confront an opponent, you cannot buy cards that turn, even if you have leftover Power.
- A Confrontation is not an Attack. You may play Attacks during your Confrontation. Your opponents may use Defense cards to defend as usual. If the Attack says it affects “each foe,” it will hit both opponents; however, if it says to choose a foe, you may choose either one.
- Some Confrontation effects resolve against “that foe,” which means the foe you are Confronting.
- During a Confrontation, resolve all game text after the keyword “**Confrontation:**.” If you do not announce a Confrontation, you do not resolve this text, but you may still play the card. Typically, a card will have “Otherwise” text that you resolve when not Confronting.
- When you have played all of the cards you and your teammate wish to play, let your opponent know. The opposing team may now play Block cards to increase the Confronted Character’s cost. You cannot play additional cards, so get your Power as high as you can before you say you are ready.

Blocks

When your opponent Confronts you, your team may utilize Block cards to increase your Character's cost. Block cards increase "a Character's cost," so this may be your Character or your teammate's Character.

You must wait for your opponent to play all of the cards they wish to play during the Confrontation before you may play Blocks. Then play Block cards and use other abilities to increase your or your teammate's Character's cost to a number higher than your opponent's Power total. Raising it to the same value isn't good enough. If your opponent has amassed more Power than your team's Blocks can overcome, no need to waste them on a lost cause, though you can if you want. Your opponent cannot play additional cards to overcome your Character's new cost. They must play all the cards they wish to play, then announce that they are done playing cards. Then it's your team's chance to stop the assault. The increased cost of your Character only lasts until the end of the current turn.

Block cards may be played during your turn just like any other card, but the Block text is not applicable.

Weakness

Some cards force the attacked 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. If the game ends due to being unable to refill the Line-Up, 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 shuffle your discard pile and make it into your deck as soon as you run out of cards. However, if at any point during the game there are no cards in your deck and you need to draw, discard, or reveal a card from your deck, immediately shuffle your discard pile, and it becomes your new deck.

Oversized Character Cards

Each of your oversized Character cards has a different special ability and cost. Be sure to read each of your Character cards at the start of the game, so you can plan your strategy accordingly. Once your 9-cost version is defeated, you will then be able to use your 12-cost version, but no longer your 9-cost version. A Character's "Level" may be found under their Super Hero or Super-Villain tag. Some cards refer to this number.

Several Characters have Confrontation abilities. That means you must announce a Confrontation at the start of your turn for that ability to be active and usable that turn.



Discarding Cards

When a card tells you to "discard" a card, it means from your hand as the default. However, a card may tell you to discard a card from another place, such as the top of your deck or from in play. Cards that are discarded this way count as being "discarded."

Locations

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. **Ongoing** means, "When you play this card, it stays in play for the rest of the game and works for you turn after turn." However, there are Attack cards that can make you discard them. You'll need to draw a Location card again to put it back into play.

Each Location has a unique effect that can trigger during each of your turns for the rest of the game. This effect triggers only once during each of your turns. You can have any number of Locations in play at once.



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 Weakness and Enhanced Strength cards 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 both opponents each gain a Weakness, with only one Weakness remaining on the board), resolve that ability for each affected player in turn order, starting from the player who played the ability.

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

When you see the phrase "that foe," it refers to the foe you are currently acting against, like during a Confrontation or after choosing them as the target of an Attack.

2- and 3-Player Variants

2- and 3-player player games do not feature any partnerships. It's everyone for themselves. Each other player is a foe. Each player plays as one Character (grab all three versions as usual). Any text referring to a teammate does not resolve that part of the effect, but other parts of the card will resolve as usual. The first 15-cost Character to go down ends the game in 2-player, but not 3-player. Instead, you play "last man standing." If a player loses their 15-cost Character, they are out of the game, as are their cards. You must still always Confront the lowest-cost foe. Play proceeds clockwise from the randomly-determined start player.

Since you don't have a partner, **Assist** cards work a little differently. Once during your turn, you may remove ONE Assist card from your hand, placing it face up onto your Character card. The card must come from your hand. These cards are not being played, discarded, etc, and you do not currently control them, although you still own them. Nothing in the game affects them, and they can never interact with other cards while here (Firestorm from **Forever Evil**).

During your turn, if you have an Assist card on your Character card from the previous turn, you must play it. They are played directly from your Character card. They do not enter your hand. Enhanced Strength will grant you just +1 Power. You may play it at any point before or after playing other cards. You must declare a Confrontation prior to playing this card as usual. You must play it before ending your turn. You may not add a new Assist card to your Character until you have cleared the card from the previous turn, if any. If the game ends due to the Line-Up being unable to refill, Assist cards are returned to decks before counting VPs.

2-Player Game Note: Remove Magog and Swamp Thing from the game when they enter the Line-Up and replace them.

MIXING CONFRONTATIONS WITH RIVALS

On each of the main deck cards in this set you will find a symbol that corresponds to one of the playable characters. See page 1 of this rulebook for a key to the symbols. If you wish to bring in some cards from **DC Deck-Building Game: Rivals — Batman vs The Joker**, simply remove all the cards from one or more characters that will not be played this game. So if Wonder Woman and Batman from **Rivals** are teamed up, you could take out all of the Aquaman or Zatanna cards and replace them with an equal number of cards from **Rivals** that make sense for Batman.

Typically, you should replace removed cards with cards of the same type and hopefully near the same costs. It's fine if they don't match up precisely. It is recommended that you always leave in the Superman and Lex Luthor cards, as those are a majority of the Ally cards in the set.

SPECIFIC CARD CLARIFICATIONS



Artemis: Your opponent cannot utilize a Block at this time, so they will have to discard it without effect.

Cold Breath: You may destroy a card in 0 to 3 of these zones.



Etrigan, Orion: Since you are discarding this card to Block, it will count itself in your discard pile. "Your discard pile" means the discard pile of the person discarding the card.

Illusions: Immediately after the card draw, a decision must be made. The decision is made by the player doing the Confronting, though the decision can be discussed as usual.



Klarion: Super Powers you have previously played this turn don't count.

Mera: The Power she contributes is locked in when you play her.

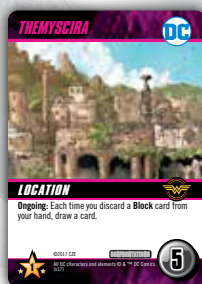


Steve Trevor, Donna Troy: You may discard this card as part of the Defense resolution instead of another card.

Scientific Genius: Each Weakness in your hand will reduce your VP total by 1.



Superboy, Metallo: When you play a card, it stays in front of you and you control it. When you play it again, it stays in play, and all effects from the first time you played it remain.



Themyscira: This includes both discarding it for effect during a Confrontation and if discarded by another effect, such as an Attack. Note that discarding a Block via Amnesty Bay won't draw a card, as that Block was never in your hand.

The Others: Since you discarded this card as part of the effect, you will draw at least one card as part of the resolution of the Defense.



OVERSIZED CHARACTER CARDS



Superman Level 2: This ability triggers only once per turn, even if you still have fewer than five cards in hand.

Circe Level 2: You will need to announce a Confrontation to be able to use this ability, as it is a Confrontation-based ability. If you play a card with a Confrontation effect, that effect will fully resolve, then you choose whether or not to continue the Confrontation.



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Special Thanks

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In this box you will find two special cards. These are for the **DC Deck-Building Game Multiverse Box**, a large and sturdy box that can hold all of the **DC Deck-Building Game** cards to date, with room to spare!

The plastic tab is used in the box to keep your Confrontations cards separate from the rest. The Randomizer card is used in a special Multiverse game format, in which you get to use your entire collection at certain points during the game! The **Multiverse Box** also includes over 50 new cards that enhance the new game format.

