

EPIC SPELL WARS™
BATTLE WIZARDS™

ANNIHILAGEDD Gang Bangers



RuleBook



CRYPTOZOIC
ENTERTAINMENT



HO HO HO,

Whadda we have here?
Another fresh squirt uh shit looking to make a big splash?! Is that what you want, stinky? IS IT? You wanna bro down with the big turds? You think you're strong (smelling) enough to hang with the baddest bunch of dung boys to ever skid around the arena? Well, let's see what you got... who knows, maybe you got a little corn in ya... maybe you got what it takes. That's right, you could join the Gang of **LEGENDARY Annihilageddon Arena Wizard EXPLOZIVO the DIARRHEAMANCER**, a Gang better known as... **The Turd Team!**


BUT before you join, there's stuff about the big man you gotta know.

Like the fact that Explozivo has mastered "ALL" the levels of SHITE-SORCERY: level number one and more importantly... level **NUMBER TWO**.

AND he faced off with Cpt. Ty-dee in the porcelain bowl of doom and lived to tell the tale. **THE MAN'S UNPLUNGABLE! EXPLOZIVO** is our dung daddy and we do what he says. Being part of his Gang means two things: stirring up shit and solid-wasting the other Gangs circling around the arena.

That's right: We take on ALL the Gangs fucking around in the Annihilageddon Arena, and there are a **BUNCH** of them! Shit, every Legend to sling arcane death in the tournament seems to have a bunch of assholes following them around and calling themselves a "GANG." But make no mistake: **The TURD TEAM** is different. We know when the shit goes down, you gotta be ready to wipe out the competition. And it happens **ALL THE TIME**... the shit going down, that is. Sometimes it's an exhibition match cuz Uncle Andy is bored or some crap. Other times we gotta be the opening entertainment for the big show... the Annihilageddon tournament. But whatever it is, you need to be ready to get the shit pounded outta ya and serve up a beat down of stinky brown. That's the gig, if you wanna roll deep with this poo-crew. Now, pay attention cuz I'm giving you the 411 and I know you don't have shit for brains, so you wanna hear this.

We work individually but even more importantly as a team. The arena is a brutal place, so keep your guard up and when you have chance to drop a deuce, you do it. Some of the Gangs out there are completely fucking bananas... no, like **LITERALLY** bananas. This one Gang, the **Freaky Fruit**, are totally fucking cray cray.



There's a creepy tomato motherfucker, always lurking about spying on us, a real Peeping Tom-ato. They got a six-foot banana peeling back his rotten wrapper and giving you a peek of his dirty fucking tip. And if you get that nasty feeling deep down, don't worry: It's not love, it's just the busted cherries leaking that sweet, sweet juice in your direction. Don't even think about... unless you got an extra hundo to spare. As wild as that shit is, its not even the worst...

We got a Gang of twisted kiddies that seem to have been spawned straight outta the eldritch nightmare of some cosmic fucking demigod. There's a band of satanic rock 'n' roll jagoffs that would just as soon bang the beat as bang the fucking brain outta yer skull. Watch out for the Boner Boyz: weed-smoking undead with a taste for grave-digging and voodoo-dolling. And whatever you do, don't piss off Ballzor the Quenchinator. He may look like an insane slushy machine, but if you get on his bad side, the **SKBRATZ** WILL end you in a very real and fucking painful way. Man, we didn't even cover all the Gangs and seems like new ones are getting pushed out and pinched off up all the time.

One last thing: Remember to go for the big Treasure Chest in the middle of the arena if you get the chance. There is some juicy fucking shit in that chest, and it will **FOR SURE** help you survive the fight. Hell, I once got

GOD'S TRUCK NUTS

That's right, **GOD'S TRUCK NUTS**. I have no idea WHICH god, probably the god of... rednecks. I mean, who fucking knows, but they were awesome! I rubbed those nuts and got all kinds of help. It was like a testicle-based djinn was granting my wishes, as long as the wishes were for shit to help me obliterate other mofos in the arena..

So that's it, and if you're ready... we still gonna hafta "jump you in" to the Gang. But don't worry, this is no swirly, no wedgie... it's going to be nice and easy. As matter of fact, you could call it child's play. Now climb into this huge diaper. You're spending the day riding bitch for

GIAGANTUSH
THE GIANT STINK BABY.



NOTE: THIS IS **NOT** A STANDALONE PRODUCT!

You cannot play *Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON — Gang Bangers* by itself. You must combine this Expansion with *Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON Deck-Building Game* or another compatible standalone *ANNIHILAGEDDON* product.

We strongly recommend that you become **highly familiar** with the base game of *ANNIHILAGEDDON* before adding the **Gang Bangers** Expansion, as it adds additional complexity and strategies that make the game significantly more challenging.

Unless otherwise stated, assume that setup and play are exactly as they would be in the base ANNIHILAGEDDON game. The purpose of this Rulebook is only to explain to you **what changes** and **what is new**; it will **NOT** cover the basic rules needed to play!

CONTENTS

- **123 Game Cards**
 - 5 Blasting Glyph Starter Cards
 - 30 Legend – Treasure Cards
 - 6 Main Deck “Mayhem” Cards
 - 2 Familiar Cards
 - 3 Bubo’s Fleas Familiar Cards
 - 45 Gangster Cards
 - 25 Infernal Contract Cards
 - 7 Gang Rules Cards
- **2 Oversized Wizards**
(compatible with previous *Epic Spell Wars* spellcrafting card games!)
- **30 Dead Wizard Tokens**
- **1 Gang Bangers Trophy Standee**
- **5 Hideout Tiles**
- **1 Legendary Treasure Chest Tile**
- **2 D6 Dice**
- **1 Rulebook**



GANG BANGERS AT A GLANCE

ANNIHILAGEDDON — Gang Bangers preserves most of the core elements of the base *ANNIHILAGEDDON* game. You’ll still be spending Power to buy new cards to add to your deck, while trying to stay alive and kill your opponents, with one major addition: Each player also assumes control of their very own GANG! Each Gang has unique rules for summoning its Gangsters, and those Gangsters may **ATTACK** any opponent, turn after turn. However, as soon as you die, **ALL** of your Gangsters are returned to your Hideout, where they wait to be summoned again.

Additionally, instead of a Legend stack full of bosses that throw **GROUP ATTACKS** at the players, you’ll have a near endless supply of powerful Legend – Treasure cards, worth extra VP but also full of nasty and strange **ATTACKS** to aim at your opponents. In *Gang Bangers*, don’t expect the game to end by making it through the Legend stack; you’ll finish most of your games by racking up kills and handing out all the Dead Wizard Tokens!

Speaking of which, a brand-new set of Dead Wizard Tokens, featuring new **SECRET** Dead Wizard Tokens, ensures you get a whole new experience from killing and being killed by your friends!

SETUP FOR YOUR FIRST GAME

Set up the base game of *ANNIHILAGEDDON* (not included!) as you normally would, but with several modifications:

MAIN DECK



LINE-UP



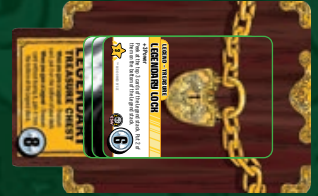
DEAD WIZARD TOKENS



WILD MAGIC STACK



LEGEND - TREASURE STACK



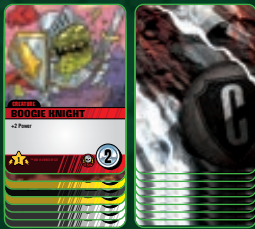
CARDS YOU PLAYED / CONTROL



GANGSTERS IN YOUR "GANGSTER ZONE"



LIMP WAND STACK



DISCARD PILE

DECK



CARDS STILL IN YOUR HAND



GANGSTERS ON YOUR HIDEOUT TILE



GANG RULES CARD

OVERSIZED WIZARD

- Just as in *ANNIHILAGEDDON*, you will set out the **Limp Wand** stack and the **Wild Magic** stack.
- Shuffle the *ANNIHILAGEDDON* main deck, but for more fun, you should shuffle in the 6 *new* Mayhem cards designed specifically for **Gang Bangers!**
- **Keep and distribute the oversized Wizards.**
- **Keep the *ANNIHILAGEDDON* Wizard Ability tiles off to the side.**
- **Keep the *ANNIHILAGEDDON* Familiar cards off to the side, as well as the additional Familiar cards included with Gang Bangers.** Note: Bubo's Fleas are an exception. Unlike other Familiars, they stay exclusively with the Sk8 Ratz Gang. Familiars are generally not used in Gang Bangers the same way they are used in the *ANNIHILAGEDDON* base game, so (with the exception of the Sk8 Ratz Gang player) you won't start with any available to buy. But other effects may introduce them into the game, so keep them handy!
- **Keep the *ANNIHILAGEDDON* Legend cards off to the side.** You will use all 30 of the Gang Bangers Legend – Treasure cards instead. The first Legend is always "Legendary Lock." Set it aside, then shuffle the rest and put them underneath Legendary Lock. These cards all go on top of the included Legendary Treasure Chest Tile.
- **NOTE:** The aforementioned original *ANNIHILAGEDDON* components aren't incorporated into gameplay in the way they are in the base rules, but we ask you to keep them handy, off to the side, because you never know what sort of strange text might be found on the **Gang Bangers** Legend – Treasure cards. . .
- **Keep the *ANNIHILAGEDDON* Dead Wizard Tokens inside their original box.** You will use the **Gang Bangers Dead Wizard Tokens** instead. We recommend using 20 of the 30 provided Dead Wizard Tokens for a standard experience. For a slightly faster game, you can play with 15, and for a slightly longer game, you can play with 25.
- **Keep the *Annihilageddon* Trophy Standee inside the box.** You will use the **Gang Bangers Trophy Standee** instead.
- Make sure each Gangster card is with its respective Gang Rules card. The players will now each select a Gang, and then you should return the rest to the box.

CONTINUED SETUP: CHOOSING YOUR GANG

- The players should be seated randomly. The player who is the most violent, sexual, and magical is the first player. If you aren't sure who that is and the group is too sober to find out, you can always have a roll off. This player takes the first turn and selects their Gang first. Gang selection and play will continue clockwise from that player.
- Each Gang has a unique playing style, and consists of a Gang Rules card and some number of Gangster cards ("Gangster" is a brand new card type). Once you've selected a Gang, place its Gang Rules card in front of you (either on or next to your oversized Wizard), and place each of your Gangster cards on top of your Hideout Tile. This indicates that the Gangsters are "in your Hideout."
- Your Gang Rules card sits in front of you, providing a permanent effect on each of your turns, including a unique method for summoning Gangsters. There may be other stipulations as well, such as indicating a Gangster that starts the game in play.

A BREAKDOWN OF THE GANGS

The Gangs in **Gang Bangers** are designed to have their own strengths and weaknesses, and playing styles. Try out the different teams to figure out which ones are your personal favorites!

NOTE: Another thing you might want to keep in mind when selecting Gangs is that some of the Gangs are a bit more **mentally taxing/complicated** to play with than others, and some Gangs by their nature have a tendency to **slow down/speed up** the overall game a little bit. There is no need to overthink this aspect of things, but for playgroups that might have particular concerns in these areas, please feel free to consult this chart for an approximation of these differences.

BONEA BOYZ		
MERRIN KINGDOM		
SK8RATZ		
W! GOLDO		
KTHULHU KIDS		
Fleaky Fruit		
ROCK N SATAN		

More Clocks = more game time

More Brains = more mentally taxing

GANG BANGERS OVERVIEW

In general, you'll be doing everything that you normally do in *ANNIHILAGEDDON*. You'll be playing your hand of cards, adding up your Power, buying cards with it, making **ATTACKS**, and then ending your turn.

In addition to that stuff, **Gang Bangers** allows you to do 2 additional things on your turn, whenever you want and in any order (just like you can play your cards in any order):

(1): **Summon a Gangster from your Hideout**, putting it into your "Gangster Zone" (an area in front of you, separate from your cards that are considered "in play"). Note that some Gangs can summon more than 1 Gangster per turn (*refer to your Gang Rules card!*)

(2): **ATTACK with any Gangsters in your "Gangster Zone."** Gangsters may **ATTACK** once per turn, and may even **ATTACK** on the turn you summon them. They always **ATTACK** exactly 1 target foe (unless otherwise stated).

Remember: Your Gangsters all start "in your Hideout," where they will remain until they are summoned, and this is also where they will return when you die (or when they are sacrificed to some effect). Your Hideout Tile's only function is to help you keep track of your Gangsters. Moreover, your Gang Rules card is never considered "in play" or a "card you control."

- Note that your Gangsters are also never considered "in play" or "cards you control." In this way, your Gangster cards are largely separate from the rest of your cards.

*For example: Jonaldo is playing the Sk8 Ratz Gang. He already has a Sk8 Punk Gangster in play from a previous turn, and before he even plays any cards, he decides to begin his turn by attacking Shamartha with it. She takes 3 damage. That Gangster can no longer **ATTACK** this turn! He next decides to play 2 Glyphs, gaining +2 total Power, and then buys **Boogie Knight** from the Line-up. Next, he plays **Furry Fury** to move **Boogie Knight** to his hand, and then he plays **Boogie Knight**. Since Jonaldo has now fulfilled the summoning requirement of his Gang Rules card by having "played a Creature or **DEFENSE** card," he may summon a new Gangster from his Hideout at any point this turn. He plays a few **Fizzles**, needlessly giving away the rest of the contents of his hand, then summons another Sk8 Punk Gangster. Next, he plays a few more **Fizzles**. Then he **ATTACKS** with his new Sk8 Punk Gangster, targeting Shamartha again. With no cards left to play, and having already attacked once with each of his Gangsters, Jonaldo ends his turn. We can clearly see that Jonaldo was able to summon Gangsters, **ATTACK** with Gangsters, play cards, and buy cards on his turn, in any order he wanted to do so.*

SUMMONING GANGSTERS

- When any effect tells you to "summon a Gangster," it means you can look through each Gangster in your Hideout and choose 1 to summon. Put this Gangster into your "Gangster Zone" (your personal play area in front of you).

Note: Several Gangs summon random Gangsters or summon in a fixed order, as stipulated by their Gang Rules cards.

- Gangster cards (and Gang Rules cards) are **NOT** considered "cards you control," "cards you played" (Gangsters are "summoned," not "played"), nor are they considered "**ONGOING** cards." As such, you may wish to keep them separated from typical main deck cards you play on your turn.
- Some Gangs have an easier time summoning their Gangsters than others. Remember, you have to meet the conditions specified on your Gang Rules card to summon a Gangster—each Gang summons Gangsters in a unique way! Some may summon multiple Gangsters a turn if they meet the right requirements, whereas others typically can only summon 1 per turn.

ATTACKING WITH GANGSTERS

- Most Gangsters have an **ATTACK**, which is what makes **Gang Bangers** such a bloody way to play **ANNIHILAGEDDON**. Unless otherwise stated, these **ATTACKS** target any 1 foe. Each Gangster may act once per turn, including the turn they're summoned.
- For the most part, attacking with a Gangster is just like playing an **ATTACK** card—you choose your target, and they may avoid with a **DEFENSE** if they have 1. If they don't, the **ATTACK** goes through. Your Gangster **ATTACKS** are your **ATTACKS**, and so getting a kill with 1 of your Gangsters is just like getting a kill with an **ATTACK** card you played (you **WILL** gain the Standee!).

If an **ATTACK** you made with a Gangster is redirected back at you, it affects you (Gangsters themselves are never attacked, by each other or anything else).

- Gangsters without **ATTACKS** usually provide self-explanatory static effects, much like **ONGOING** effects.
- As mentioned in the previous section, attacking with an individual Gangster is an action you can take at any point in your turn, before or after you play other cards and/or **ATTACK** with other Gangsters.
- Occasionally a Gangster is returned to your Hideout on your turn (either from being sacrificed or from you dying somehow on your own turn), and in this case it will forget its “history,” which is important if you re-summon it. For example, you may summon **Voodoo Dolly**, **ATTACK** with her, sacrifice her to **Bone Queen**, and then re-play her as a totally “new” Voodoo Dolly... meaning she can **ATTACK** again this turn!
- Players with many Gangsters in play may wish to help themselves track which have already attacked or not. We recommend rotating your card a legally safe, predetermined number of degrees to indicate it has already acted (please note that the most convenient angle to rotate your cards to has already been appropriated by an evil game conglomerate, and if we recommend you use this angle... God save us from their litigious wrath!!!).



LOSING YOUR GANGSTERS

Typically, the only way to lose your Gangsters is when you're defeated. When you are, each Gangster you had summoned is immediately returned to your Hideout, right before you draw your Dead Wizard Token.

- Gangster cards are never destroyed (except by 1 specific Dead Wizard Token), and never put into your hand, deck, or discard pile. They will always either be in front of you in your “Gangster Zone,” or in your Hideout.
- Once summoned, Gangsters remain in play turn after turn until you're defeated, at which point they *all* return to your Hideout. You may want to pay attention to who is slowly amassing an army, and put some damage on them to keep them in check!

THE GANG BANGERS LEGEND STACK

Buying Legends works a little bit differently in **Gang Bangers**.

Though the **Legendary Lock** costs 6 and is worth 3 VP, each other **Legend - Treasure** card costs 8 and is typically worth 4 VP. Like in ANNIHILAGEDDON, the top Legend card will flip over between turns, and you can't buy from the top of the stack if it ISN'T flipped over—meaning typically you can only buy 1 Legend a turn. However, in case of “gaining” Legends outside of buying them, you “gain” Legends from the **BOTTOM** of the stack. This means Legends can still be gained through “non-buying” means even if the top of the Legend stack is currently **facedown**.

When you gain a Legend this way (including the **Legendary Lock**), you peek at it to see what it is, then **put it on the bottom of your deck**. This means you're likely to draw your Legend sooner, but watch out for **Wild Magics!**

NOTE: A few of the Legends do something immediately when you gain them! Be sure to keep an eye out for this when you peek at whichever Legend you just gained.

NEW STANDEE

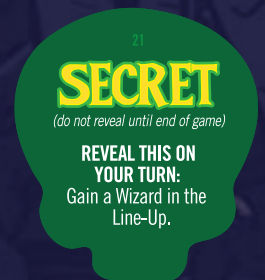
The Gang Bangers Trophy Standee works exactly like the original Annihilageddon Trophy Standee—but it confers a different bonus to its current owner: **The player who controls the Standee pays 1 less to buy Legends.**

NEW DEAD WIZARD TOKENS

The major new addition with the **Gang Bangers** Dead Wizard Tokens is that 12 of them are “SECRET,” which you can tell by the green background.

These new SECRET Dead Wizard Tokens ***MUST NOT BE REVEALED*** until the end of the game! You can lie or tell the truth about what your SECRET Dead Wizard Tokens actually say, but you are not allowed to verify this by actually showing them to another player (until they're turned faceup by an effect).

Because of these new SECRET Dead Wizard Tokens, it is very important that the players are very careful when they draw a Dead Wizard Token. Plenty of them still have an immediate effect and are revealed to everyone right away, but in case you've drawn a SECRET Dead Wizard Token, you should take a moment to check. You don't want to get overexcited and accidentally reveal a SECRET Dead Wizard Token to everyone!



While most SECRET Dead Wizard Tokens will stay SECRET until the end of the game, there are exceptions. Several of the SECRET Dead Wizard Tokens have abilities that allow the player to “reveal” them to achieve an effect. In the case of these tokens, the effect triggers as a result of YOU choosing to reveal it. Once revealed, these tokens will remain revealed for the rest of the game. You **MUST** reveal the token to gain the effect. If the token has already been revealed, from any effect, it can't be “revealed again,” unless some other effect causes it to be returned to a facedown SECRET position. Additionally, you only get the bonus if YOU reveal the token, not if some other effect causes it to be revealed.

At the end of the game, before counting VP, the players should take a moment for everyone to reveal, announce, and resolve their SECRET Dead Wizard Tokens. Note that each player may resolve their **END OF GAME** Dead Wizard Tokens in any order they choose, which can occasionally make a difference.

In all other ways, SECRET Dead Wizard Tokens are just like regular Dead Wizard Tokens. They still count as Dead Wizard Tokens, are worth a base amount of -3 VP, etc.

CLARIFICATIONS

There are a lot of interactions and situations possible in Gang Bangers, and if you're in doubt about how to resolve a situation, please refer to this clarification section, which is divided up by topic.

GENERAL CLARIFICATIONS

Blasting Glyph (1): You may choose any card you played this turn (you don't have to pick the highest-cost card).

(2) Cards that reference Glyphs refer only to cards named "Glyph" and don't include "Blasting Glyph."

Penalty for Gameplay Errors: There are times when a player may mess up a game rule in such a way that they gain an unfair advantage. For example, a player who reveals 1 of their SECRET Dead Wizard Tokens even though it's a game rule that they can't. Playgroups may wish to take a forgiving approach, or to institute a penalty for this. We recommend something between lose 1 HP (very minor penalty) and gain a Dead Wizard Token (ruinously ruthless penalty).

NOTE ON TREASURE – LEGEND CARDS: Although these cards aren't visible, they are still considered to be "Treasure – Legend cards with cost 8" even while they remain facedown in the Legend Stack, because each of these cards (except Legendary Lock) shares those attributes. For example, if you played a card like *God's Truck Nuts* that may (depending on your roll) let you gain a card with cost less than 9, you would be able to gain 1 of these cards, even though the printed cost is hidden. However, other attributes of these cards may only come into play once the card is gained, or as you're peeking at the card as a part of gaining it, when you can confirm that those attributes exist (since they aren't consistent among all the cards). *For example, if you played a card that said "ATTACK" cards have cost -2 this turn, that would not apply to the top of the Treasure – Legend stack, even if you had attained certainty that the top card was an ATTACK card via an effect like the Legendary Lock. However, the Mercules Gangster would still let you put that card on the top of your deck when you gain it, since in that moment it can be "confirmed" that it is in fact an ATTACK card.*

INDIVIDUAL GANG CLARIFICATIONS

MERKIN KINGDOM

Merkin: This counts only cards with the name Merkin; it doesn't count your other Merkin Kingdom Gangsters (Merqueen and Mercules).

Mercules: This ability still works outside of your turn.

Merqueen (1): Defeating multiple foes simultaneously while you DON'T have the Standee does not open up a window for Merqueen's ability.

(2): Merqueen's ability can technically trigger multiple times in a turn, if you're able to get enough kills to make this possible.

BONER BOYZ

Da Grave Robber: Simply gaining a Dead Wizard Token is *not* the same thing as dying/getting killed (even though gaining a Dead Wizard Token happens as a result of getting killed). You do not reset your HP to 20, for example, and a token that says "the player that killed you" does NOT apply, since you weren't "killed."

Da Bone Queen: Sacrificing a Gangster simply returns them to your Hideout.

Voodoo Dolly: Healing HP above max health still counts as healing. For example, if you are at 25 HP and heal 10 HP, your HP may already be capped out at 25 HP, but Voodoo Dolly will still deal 10 damage.

SK8 RATZ

Gang Rules: Summoning a card that is both a DEFENSE and a Creature card does not confer any special bonus; it still only allows for the summoning of 1 Gangster.

Bubo (1): Effects that increase how much damage Bubo deals will also affect how much he heals (for example, Ballzor).

(2) Even though HP cannot be reduced below 0, players are still considered “damaged” for the full amount. For example, if Bubo deals 2 damage to a player with 1 HP, the player will drop to 0, but Bubo’s controller will still heal 2 HP.

Ballzor the Quencher: The player may always apply multiple static effects in any order they wish. For example, if you control Willy’s Long Lost Ball (“if you would deal exactly 1 damage, deal 5 instead”), and Ballzor, and you deal exactly 1 damage with your Wand, you have 2 options: (a) Apply Ballzor to the Wand first, doubling it from 1 damage to 2. Then apply Willy’s Ball, which will no longer alter the damage amount since it isn’t exactly 1. *Or* (b) Apply Willy’s Ball first, changing the damage from 1 to 5. Then apply Ballzor, doubling the damage from 5 to 10.

Shreddr the Sk8 Leadrr: The combined damage is processed as 1 packet. For example, if a player is at 4 HP and Shreddr ATTACKS them, flipping 3 cards that each cost 5, the player will take 15 damage all in 1 packet, be reduced from 4 HP to 0 HP, and die.

KTHULHU KIDS

Gang Rules (1): Mayhem “L” causes up to 2 other Mayhems to be played. This may indeed result in a total of 3 Cuddle Cultists getting summoned!

(2): An effect that simply states “summon a Gangster” does in fact let you look at all of the Gangsters in your Hideout and summon any 1 of them you want!

Gangster ATTACKS that roll 2D6: The attacked foe must always choose to defend or not BEFORE you roll the dice. Once you’re rolling, it’s too late to avoid the ATTACK! If the ATTACK *IS* avoided, you do not roll at all.

Abby Azathoth / Kathy Kthulhu: “Immediately acts again” means you **immediately** ATTACK with that Gangster again, choosing new targets if desired.

Cuddle Cultist: When a Gangster is “sacrificed,” they are simply returned to your Hideout.

Harry Hastur: The doubles effect allows you to pick and summon ANY Gangster in your Hideout (you don’t have to summon at random).

ROCK 'N' SATAN

Gang Rules (1): You may look at your Gangsters at any time, but they’re typically summoned at random, so you may want to keep them in a randomized facedown stack for ease of play!

(2): Please note this ability works outside of your turn.

Infernal Contract: (1): This card does not have a card type.

(2) This card does not return to your stack when destroyed, so you can theoretically run out of these.

(3) It is possible to play a Contract as the Rock 'n' Satan player. This may result in you killing yourself, and allows you to draw 2 cards on a roll of 6-8.

(4) Its cost counts as 0.

Gothicus Glum-Grim: Setting a player’s HP to a specific total never counts as dealing or healing damage.

Styx Blazer: Causing a player to lose HP is not the same thing as dealing damage. For example, Ballzor or Annihilageddon Arena would not affect this Gangster.

FREAKY FRUIT

Gang Rules: No matter where the summoning comes from, the Freaky Fruit must summon their lowest available Gangster!

Berries Gone Wild: If you gain a **Wild Magic** outside of your turn, the ability still applies.

Busted Cherries / Lewd Appealer: The attacked foe must always choose to defend or not BEFORE you reveal the top card of your deck. If they defend, you do NOT reveal!

Peeping Tom-ato: Each time the top card of an opponent’s deck changes, they must reveal the new top card to you. Even though typically nothing processes “in the middle” of another effect, **Peeping Tom-ato**’s static effect causes the top of decks to ALWAYS be viewable. So, if you play a **Wild Magic** that is on top of another player’s deck and have a Tom-ato in play, the top card of that player’s deck should be visible again immediately (even before you decide how to use the **Wild Magic**).

LIL' GOLDO

Bling the Dwarf: You still gain the ability to pay 1 less for Legends even if the foe defends its ATTACK.

Bling the Troll: If you gain a **Wild Magic** outside of your turn, the ability still applies.

DEAD WIZARD TOKEN CLARIFICATIONS

GENERAL (1): If you have multiple Dead Wizard Tokens with “END OF GAME” effects, you may process them in any order.

(2): Effects (such as Mayhem R) that cause Dead Wizard Tokens to be turned facedown for the sake of anonymity may have the effect of turning a revealed SECRET Dead Wizard Token facedown again. As such, it is concealed again, may be revealed to gain a “reveal effect” again, etc.

(3): Sometimes an effect states that you “resolve” a Dead Wizard Token. This refers to faceup Dead Wizard Tokens only, and is meaningless as applied to facedown Dead Wizard Tokens.

(4): SECRET Dead Wizard Tokens in the supply are ALWAYS facedown and shuffled into the supply.

Dead Wizard 5, 6, 11: If you kill yourself, you will benefit from these tokens.

Dead Wizard 7: Turning a Dead Wizard Token “faceup” doesn’t alter it in any way. However, if “REVEAL THIS ON YOUR TURN” is part of a cost on its ability, it can no longer be used for that ability because it’s already been revealed.

Dead Wizard 10, 20: END OF GAME effects on Dead Wizard Tokens are not dependent on whether the token has been revealed or not.

Dead Wizard 12: If the chosen foe does NOT agree to destroy the token, you don’t get to nominate another foe. Note that a player may deceive you into believing they will choose to destroy the token, and then not follow through once you’ve chosen them to decide.

Dead Wizard 13: Whatever collection of Familiars the playgroup has amassed from other *Epic Spell Wars* products is fine, but the players should (ideally) agree on the contents of this collection before the game starts.

Dead Wizard 18: This token still counts itself. In other words, if this is the very first Dead Wizard Token you gain, each foe would need to have 2 or more Dead Wizard Tokens already to trigger the additional effect.

Dead Wizard 21, 22, 23, 24: Revealing the token is the cost to achieve its effect, and that cost can only be paid when the token is facedown. In other words, if the token is already revealed, it cannot achieve its effect, even when a player is instructed to “resolve” the token (if it’s faceup, the token can’t be “revealed,” and if it’s facedown, it can’t be “resolved”).

Dead Wizard 25: In other words, Legends cost you 2 less to buy if you have the Standee. If you’re playing with the original Annihilageddon Trophy Standee, process the power twice consecutively (draw 1 card, discard 1 card; then repeat this).

Dead Wizard 26: “Your Fizzles” are Fizzles you **own** (that exist in your deck, hand, discard pile, or under your control), so Fizzles that you play but **don’t own** do not count (for example, off of a Wild Magic).

Dead Wizard 28: If there are fewer than 3 Starters, you still must gain as many as you can.

LEGEND CLARIFICATIONS

GENERAL

Cutting Legend cards: There may be circumstances under which the players decide to remove a few of the Legends from the stack, and this shouldn’t cause any problems. For example, if you aren’t pairing **Gang Bangers** with the original ANNIHILAGEDDON, you may wish to remove **Wand of Jenny**, **Willy’s Long Lost Ball**, and **Lil’ Cat, Tiny Kitty of Kittenish Doom**. If you’re playing with just 2 players, you may wish to remove some of the Legends that are dramatically more powerful with just 2 players, such as **Tomb of the Grim Reaper**. Finally, there may simply be a few cards that the players don’t like!

ATTACKS that roll 2D6: The attacked foe must always choose whether to defend BEFORE you roll the dice. Once you’re rolling, it’s too late to avoid the ATTACK! If the ATTACK *IS* avoided, you do not roll at all.

SPECIFIC CARDS

Annihilageddon Arena Souvenir Cup: This effect persists against each foe for the entire turn, even after they're killed!

Death Wand of the Time-Fetus: If you kill yourself this way, you may give yourself 1 of your own Dead Wizard Tokens and resolve it.

Deck of Destiny: Unlike with Familiars that “redirect the ATTACK,” this causes you actually to gain control of the ATTACK and re-make it, so it CAN be defended against.

Defensive Suppository Nuke: They will finish resolving their next ATTACK against you before you roll 2D6 against them.

Double D'Eagles: Because dying is a special trigger that begins processing instantly when someone's HP reaches 0, and creates “new” triggers to resolve, you must finish processing a death caused by the first ATTACK—and any resultant triggers—before you resolve the second ATTACK (or any triggers resulting from say, playing the card). Since triggers caused by death include gaining a Dead Wizard Token and setting your HP to 20, all of this occurs before you finish resolving Double D-Eagles.



Doubling Swords (1): If you end up resolving the ATTACK without playing the card, and you roll doubles, you will then in fact actually play the card. For example, Mayhem O from *ANNIHILAGEDDON* or a Familiar redirect can create this situation. Note that in addition to making the ATTACK again, you will draw a card each time you play this card!

(2): Resolve the entire card before you play it again. If you roll doubles on both ATTACKS, you will in fact have 2 additional “play this card” queued up. There is no limit to how many of these may be queued up. Because this trigger is a part of resolving the card itself, it must be resolved before other triggers (such as a trigger from **Murdershroom Marsh**). (Note that you still resolve kills

caused, immediately.)

Grimm Reaper Brand Scythe: Anytime the game asks you to target your “weakest” foe and 2 or more are tied, you choose which to target.

Lil' Cat, Tiny Kitty of Kittenish Doom: If you play Papa Boner with Lil' Cat, he works just like he normally would (your Ability tile still “remembers” to go back once the next Legend is gained). Players may build a pool of Ability tiles out of any *ANNIHILAGEDDON* releases.

Mind-Control Device: (1) If you choose a Gangster without an ATTACK (such as Merqueen), then nothing happens. You don't gain control of the Gangster; you just make an ATTACK with it. But you do “own” the ATTACK, so (for example) it still counts as your kill.

(2) If you choose a Gangster with a “this Gangster may act again” bonus, such as Kathy Kthulhu, that bonus remembers the circumstances of the last ATTACK and attempts to repeat them. So you will be able to ATTACK with her again.

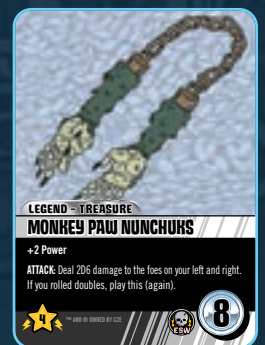
(3) You may choose your own Gangster, and they will ATTACK, even if they've already acted.

Monkey Paw Nunchuks: If you end up resolving the ATTACK without playing the card, and you roll doubles, you will then in fact actually play the card. For example, Mayhem O from *ANNIHILAGEDDON* or a Familiar redirect can create this situation. Note that in addition to making the ATTACK again, you will gain the Power each time you play this card!

Shield of the Spider-Ass: Blocking a Gangster ATTACK does not put that Gangster into your hand or destroy the Shield!

Shrink Ray Gun: This is not considered damage.

Wand of Jenny: If you pick Jenny first, then set her aside before picking the next Legend. Set that aside before picking the third Legend (so you can never pick the same Legend twice during a single resolution of this card).



ADDITIONAL CLARIFICATIONS

Interpret Literally: This Clarification section is designed to offer additional clarity for cases in which the cards aren't clear to the players. If you still aren't sure, try interpreting the cards as literally and specifically as possible. Words like "can" and "may" and phrases like "on your turns" or "on each turn" are used very deliberately to try and illustrate the intended play for the card as clearly as possible, including under unusual circumstances.

ROLLING 2D6: Several cards in **Gang Bangers** require you to roll 2D6. Players should be sure to agree about basic rules for rolling dice. We recommend that if a die roll is invalid (from landing off the table or landing cocked), the player should re-roll both dice.

Alternate Game End: Although it is quite unlikely, it is still technically possible for the game to end by the Legend stack depleting or the main deck running out. However, expect it to be because of the Dead Wizard Tokens running out.

ORIGINAL ANNIHILAGEDDON ADDITIONAL CLARIFICATIONS

A few aspects of the original **ANNIHILAGEDDON** can encounter new context when using **Gang Bangers**, which might cause confusion. Here are a few additional clarifications:

Mayhem W: None of the Legends in **Gang Bangers** have a "GROUP ATTACK" and so this Mayhem won't do anything.

Fatality Fighter: If you choose for the defeated foe to gain a SECRET Dead Wizard Token, they still gain it facedown, even though you will know what it is.

Necromancing: SECRET Dead Wizard Tokens CAN be targeted with Necromancing (whether faceup or not), but SECRET Dead Wizard Tokens always ignore the directive to be "resolved."

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THE DON'T BE A FUCKING CRYBABY CONTRACT

THIS AGREEMENT (the "Agreement") is entered into effective as of _____, 20____ by and between

("Party #1"), and
("Party #2"), and
("Party #3"), and
("Party #4"), and
("Party #5")

In consideration of the mutual covenants set forth herein and other good and valuable consideration, the parties agree as follows:

{Statement of Business Relationship; Rights, Obligations}.

Subject to the terms and conditions of this Agreement, all members of this "PLAY GROUP" are knowingly participating not under "Bewitchment," "Enchantment," or "Satanic possession."

Player #1 [] Player #2 [] Player #3 [] Player #4 [] Player #5 []

{Fees, Payments, Etc.}.

Snacks will be provided by host at host's discretion. Snacks may include but are not limited to "chips," "candy," "hot snacks," "soda," "etc.," and optimally "booze," "cigarettes," and "weed" (dank or skunk).

{Other Terms / Conditions}.

Players shall not bitch, whine, or complain about getting their ass stomped repeatedly and robustly. Even though it's "TOTALLY FUCKING BULLSHIT," their opponent is a "LUCKY-ASS BITCH." and "FUCK IT, I GIVE UP!"

{Other Terms / Conditions}.

Player WILL attempt to convince the group that "THERE IS NO WAY I AM WINNING...DON'T FUCKING ATTACK ME!" and that "THEY ARE WINNING! ATTACK THEM...THEY HAVE LIKE 5 LEGENDARY CARDS, FOR FUCK'S SAKE!"

{Term and Termination}.

The initial term of this agreement will be for _____ {hours} from the effective start time of this Agreement.

This Agreement will automatically renew for successive _____ {hour} terms thereafter until each "party" is totally fucking terminated.

Any "party" may terminate this Agreement at any time before the initial term (or any renewal term) is completed, for any reason or no reason at all, provided they admit to being a total fucking **CRYBABY** and then give the remaining "parties" the option of punching them in the genitals.

{Applicable Law; Construction}.

This Agreement will be governed by and construed in accordance with the laws of the Nine Rings and Entertainment Authority of HELL without regard to any conflict of laws rules or principles that might refer the governance or construction of this Agreement to the laws of another jurisdiction.

This Agreement will at all times and all events be construed as a whole (your mom's a hole! Hahaha), according to its fair meaning, and not strictly for or against any party.

Party 1 (signatory) _____

Party 2 (signatory) _____

Party 3 (signatory) _____

Party 4 (signatory) _____

Party 5 (signatory) _____



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