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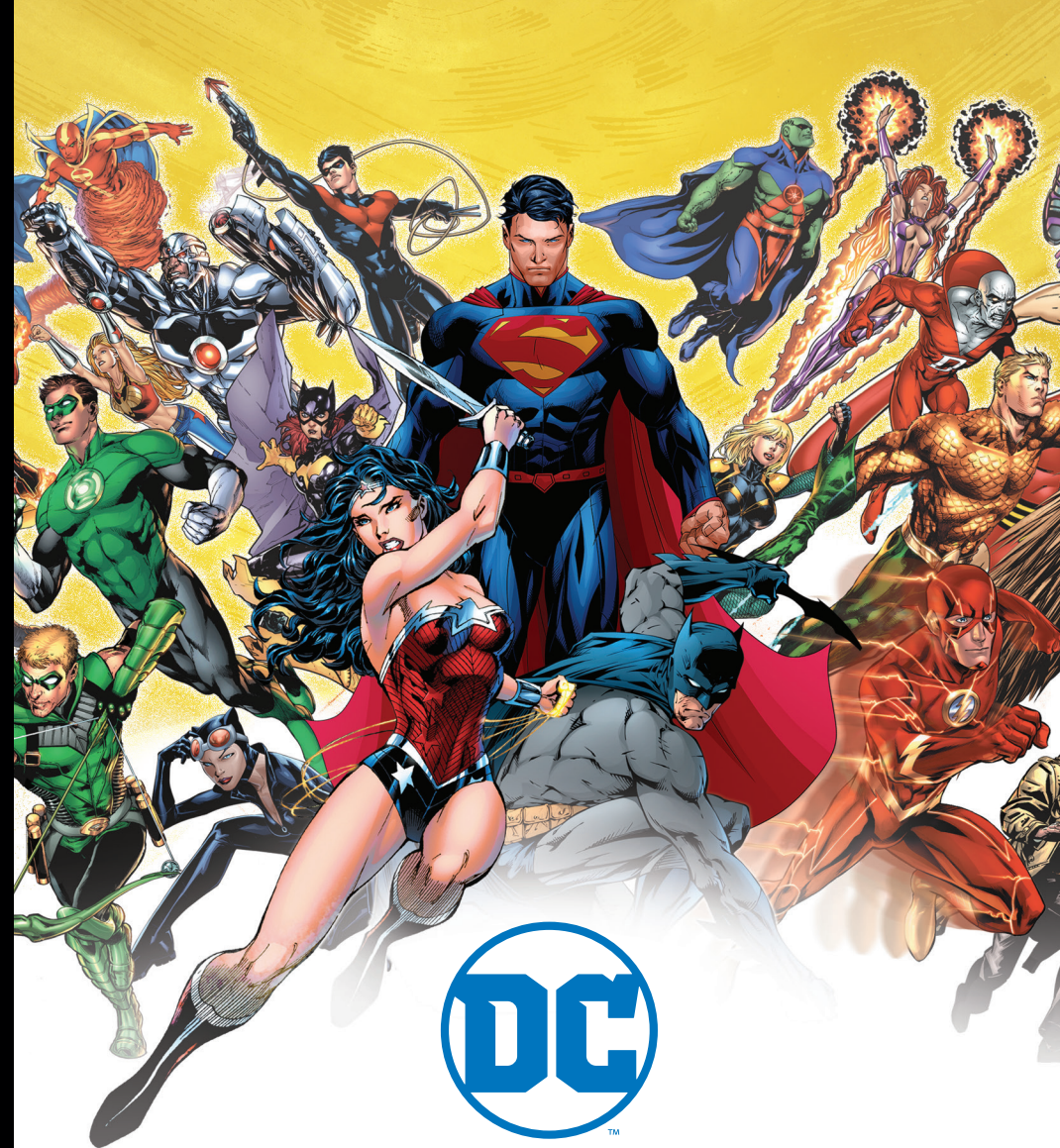
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DECK-BUILDING GAME  
MULTIVERSE BOX

RULEBOOK

# RULES OF PLAY

In this **Multiverse Box**, you now have a single repository for all things **DC Comics Deck-Building Game**! Sure, you can now store all of your sets in one place, but you can also use these cards in a new, all-encompassing game experience unlike anything you have seen before! There will be two Line-Ups in play: a main deck Line-Up and an Event Line-Up that is ever-changing, making use of all the different sets you own.

## CONTENTS

- 19 Main Deck Cards
- 11 Event Cards
- 3 Super-Villains
- 7 Oversized Multiverse Locations
- 14 Randomizer Cards
- 22 Dividers
- 6 Foam Inserts
- 1 Rulebook

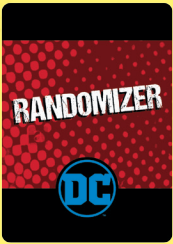
After transferring all of your cards into the new big box, the Multiverse awaits! In this new competitive game mode based on the recent “Convergence” comic book storyline, each player will have a Super Hero and a Multiverse Location as their deck-defining role cards, as well as three Super-Villain Champions.

*Note: You do not “control” these five cards and Multiverse Locations are not “Locations.” Swamp Thing from the original set does not have +5 Power due to your City.*

## OBJECT OF THE GAME / GAME-ENDING CONDITIONS

- If a player’s final Champion is defeated while Brainiac is on the Super-Villain stack, the game ends immediately, and all players count up Victory Points. This is also mentioned on Brainiac’s card.
- If only one player has Champions remaining on their stack, that player wins. Do not count Victory Points.
- If Deimos is defeated, all players count up Victory Points.

## SET-UP



Remove any Randomizer cards showing sets that you don’t own from the Randomizer deck. After choosing a base set for your main deck, remove that Randomizer card from the deck. Split the main deck into two equal stacks. Shuffle the 19 new main deck cards in this Multiverse set into one of the stacks, and then place that stack on top of the other. Use Punches, Vulnerabilities, Kicks, and Weaknesses from the same set as the main deck.

Grab the stack of 11 Event cards. Set the Convergence card aside, and then shuffle the rest and place them face down at the end of the stacks. Place the Convergence card face up on top of the Event deck. Each Multiverse game begins with the Convergence Event. Draw a random card from the Randomizer deck and add five random cards from that set to this Line-Up. You now have two separate Line-Ups.

Next, either choose or randomly distribute one oversized Multiverse Location card to each player. Then shuffle ALL of your non-Crisis oversized Super Hero/Super-Villain cards and deal three to each player. Each player secretly picks one and places the other two face down out of play. Once all players have picked, reveal them.

You also have three Super-Villain Champions protecting you. Separate your Super-Villains (and your Forever Evil and Rogues Super Heroes, if you wish) into stacks by cost. Make one with all 9-cost, one with all 10-cost, and one with all 11-cost Super-Villains. Choose the type of game you wish to play (Standard, Short, or Impossible – you’ll need to do a little extra sorting for Impossible Mode). Each player is then dealt one random Super-Villain of each of the following costs:

Standard Game	Short Game	Impossible Mode*
9	9	10
10	10	11
11	(None)	12
*May include Crisis Super-Villains.		





10 11

Place your Champions in a stack face down in front of you from lowest cost to highest cost. Then, flip the lowest cost Champion on top of the stack face up. Set your Champion stack next to your Multiverse Location. These are the Champions that your foes must get through to defeat your Multiverse Location. Once your final Champion goes down, your Multiverse Location is lost.

Lastly, create a stack of the three special Super-Villains included in this box, with Deimos on the bottom, Telos in the middle, and Brainiac face up on top. Place them next to the stacks. These are the main villains of the "Convergence" storyline, and they are watching with delight as you fight against your fellow players. You can defeat them or your foes in the game. The choice is yours...

The cards remaining in the box are "the Multiverse." If a card tells you to gain a card from "the Multiverse," it means you will gain a card from your carefully-sorted box of cards. Typically, you will be able to choose the set when you gain a card. If not, use the Randomizer cards to randomly choose a set. Each time a Randomizer card is drawn for any reason, place that card into the Randomizer discard pile. Only cards intended for the main deck are eligible to be gained from a set, unless cost is to be considered.

## CONFRONTING YOUR FOES' CHAMPIONS

A Confrontation occurs when you attempt to defeat (buy) the nearest Champion to your left that belongs to another player. If the foe to your immediate left has no Champions remaining, skip that foe. The next foe with a Champion to your left is your new prey. You cannot skip over a foe who has Champions remaining. The foe to your right will be attempting to defeat your Champions and will skip over you if you have none remaining.

Prior to resolving a Confrontation, your hand must be empty. After generating your Power, you may choose to Confront or not. After Confronting, you may spend additional Power to buy cards as usual. If your Confrontation is unsuccessful, your turn ends and your Power is lost. Your Confrontation could be unsuccessful during some Events or if your foe has

collected Block cards from Rivals. Block cards in Rivals protect your Super Hero. Here, they increase the cost of your Champion. Otherwise, you are simply paying the cost of their Champion to defeat it as usual.

Confrontations in this game mode are slightly different than they are in Rivals. There, you have to declare your intent to Confront at the start of your turn. Here, you do not normally declare anything. However, if you have a Rivals card that uses the wording "During a Confrontation..." you will need to declare your intent to Confront prior to playing that card in order to get the bonus listed. You must then carry out the Confrontation. If you do not generate enough Power to defeat a foe's Champion, your turn ends.

## DEFEATING A CHAMPION

1. Immediately resolve that Champion's Attack / First Appearance – Attack against each player other than the player whose Champion was just defeated. This happens mid-turn. It does not happen between turns as it does under the normal game rules.
2. The player who defeated the Champion places it into their discard pile, unless instructed otherwise.
3. At the end of the current player's turn, the player who lost their Champion flips the next one on their stack face up. It does not make a First Appearance – Attack.
4. If a player has no remaining Champions in their stack, they flip their Multiverse Location face down. Their Super Hero remains active, however. This player can no longer win by being "last man standing," but can still win if Deimos is defeated and Victory Points are counted.
5. A player may only defeat one Champion per turn, unless a card effect says otherwise.

If your Super-Villain has an effect that persists until it is defeated (e.g., Captain Cold), the effect ends when the next Super-Villain is defeated. This could be any player's Champion, Brainiac, Telos, or Deimos.

## EVENTS

These are happenings/storylines in the DC Universe that will typically cause an Ongoing effect, temporarily modifying play while that Event remains in play. An Event causes a Convergence of worlds, which is represented by a second Line-Up. Some Events don't create Line-Ups, but they will instruct you to draw a new Event after they resolve. There are always two Line-Ups in play. You may buy/gain cards from either or both Line-Ups during your turn.

An Event Line-Up always starts out with five cards. Event Line-Ups DO NOT refill at the end of each player's turn. In fact, they don't refill at all. When the last card in the Event Line-Up has been bought, gained, or otherwise removed, discard the current Event, flip over the next one, and read it out loud. Draw a Randomizer card and create a random five-card Event Line-Up using the set you drew. This typically occurs mid-turn, so if you buy the last card from an Event Line-Up, you'll have first crack at five new cards from a new set.

Leave the Randomizer card face up next to the Event card as a reminder of which set the Event Line-Up is using. When a new Event appears, place the old Randomizer card into a face-up discard pile out of play. If you run out of Randomizer cards, shuffle the discard pile to create a new Randomizer deck.



If game text causes a card to be added to an Event Line-Up from "the main deck," the card comes from the Event's set, if possible. If the Event's set has run out of cards, no cards are added. If the last card in an Event Line-Up is temporarily removed, say via Granny Goodness or Emerald Knight, that will trigger a new Event. The removed card will be placed into the new Line-Up.

## REGARDING LINE-UPS

When a card refers to "in the Line-Up," the player who played the card chooses one of the two Line-Ups. For example, Mr. Freeze from Heroes Unite says to "destroy all Equipment in the Line-Up." The player who has Mr. Freeze as their Champion chooses the Line-Up. The victim of the Attack places their Equipment into that Line-Up.

## NOTES AND SPECIFIC CARD CLARIFICATIONS

Super Hero and Super-Villain are synonymous. Any card that refers to one automatically includes the other. If a card interacts with a Super-Villain on "the stack," this can be any Super-Villain on any stack. Anytime a First Appearance – Attack is referenced, it automatically includes non-FAA Attacks that Super-Villains from Legion of Super-Heroes have.

**Note:** Legion Super-Villains cannot be Time Traveled like they can in a regular game.

**Gaining Cards from the Multiverse:** If you choose a set and there are no cards of the appropriate type to gain, choose a different set.

**Brainiac:** After he is defeated, his Stack Ongoing ability is not a game rule anymore.

**Crime Syndicate:** You will need to spend Power in both directions to accomplish this. You do not get to spend the same Power in both directions (e.g., 12 Power is not going to defeat two Super-Villains).

**Crisis on Infinite Earths (Event):** This card is not for the faint of heart! Feel free to remove it from your Event deck if you are not playing Impossible Mode. Or leave it in... if you dare. Since this is not actually a Crisis game, you do not have to rid the Line-Ups of all Villains in order to beat the Crisis. "They must do so" means that if a Crisis requires a contribution of a card type, and you have that card type, you must contribute it.

**Deimos:** While his FAA is unavoidable, you may avoid each of the sub-Attacks it generates. For his Stack Ongoing ability, all cards come from the main deck.

**Flashpoint:** The set the Hero or Villain comes from is also chosen randomly.

**Future's End:** The keyword "Time Travel" means: "You may discard a card from your hand to play a card from the Event Line-Up. If you do, you cannot buy or gain it this turn, and when it leaves play, return it."

**Parallax (and others):** You own a card if it came from your hand, deck, or discard pile. If you are playing a card on top of another player's deck or the main deck, you do not own that card.

**Telos:** When you defeat a Champion or Super-Villain with VP tokens on it, gain those tokens. If you don't own any VP tokens, use coins or other small items. Each oversized character in front of a player is a separate entity, and the player will be able to utilize each of them during the game. Playing a card that gives you an oversized character's ability gives you only one of the abilities in front of that player.

**Disintegration (Watchmen):** Don't play with this card. There are no "Loyal" Super Heroes in this game.