



Birds of Prey

CROSSOVER
PACK 6

DECK-BUILDING GAME

CONTENTS

- 6 Oversized BIRDS OF PREY Super Heroes
- 8 Super-Villains to battle
- 23 Main Deck Cards
- 1 Rules Card

When you are ready to play, each player should grab a **Birds of Prey** Super Hero. Choose any DC set main deck, shuffle it, and then split it in half. Shuffle the 23 new **Birds of Prey** main deck cards into one of the two piles, and then put that pile on top of the other. This will ensure that your **Birds of Prey** experience has plenty of "crossover."

If possible, don't read the Super-Villains ahead of time, but make sure they are in cost order from 8 to 15. You may have noticed that one of them has a blue cardback. That means it is always the final Super-Villain you will face.

New Concept: Rotated Cards. In this set, you will find plenty of ways to rotate your cards for lots of positive effects and combos. A rotated card is any standard card (not oversized) you control that is not "upright" in the normal state of play. Oversized cards are never rotated. You may not rotate a card unless a card effect tells you to. When you rotate a card, it's by default a clockwise rotation of 90°, unless the card says otherwise. An upside down card is still a rotated card. Rotated cards still function as normal.



Upright



Rotated



Rotated



Rotated

The best cards to rotate are Ongoing cards, such as Locations, and many cards from this set and the *Teen Titans* base set. When an Ongoing card is rotated, it maintains that state. However, non-Ongoing cards may also be rotated. When you play a card, it is now a card you control. If an effect calls for you to rotate a card, you may rotate any card you control. When a card leaves play, it loses its rotated status. All cards enter play in the upright position, but that does not count as rotating upright.

Several Ongoing cards in this set grant a large bonus "When this card rotates upright." This typically happens when the card rotates for a fourth time. Once upright, the card doesn't go away unless the card states otherwise. If a card manages to rotate twice and move past the upright status, the card effect still happens.

SPECIFIC CARD CLARIFICATIONS

Batwoman: The cost reduction does not increase for controlling multiples of the same card type.

Clocktower: The current player finishes their turn, then you take the next turn. When your bonus turn has concluded, play continues with the player to the left of the previous turn's player.

Cupid: You choose which cards to rotate after each foe defends. If a card you choose rotates upright, any effects of doing that will happen for that player (not you). You may decline to rotate a foe's card if you wish.

Lady Shiva: You may destroy up to two cards in each of those zones, so you might destroy as many as six cards.

Livewire: Only rotations that happen after playing this card add to the Power.

Martial Arts Expert: If this card leaves play, place all cards under it into the destroyed pile.

Poison Ivy: For example, if you have four Weakness cards, you may give one to Player A, none to Player B, and three to Player C.

Talia al Ghul: Uprighting effects on the rotated card do not happen, nor does Cheetah's Ongoing or Black Canary's ability. Talia's attack does not cause players to gain Weakness cards.

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