



NEW GODS

CROSSOVER
PACK 7

DECK-BUILDING GAME

CONTENTS

- 6 Oversized NEW GODS Characters
- 6 Homeworlds to Conquer
- 1 Roulette Replacement Card
(updated BIRDS OF PREY card;
remove before playing NEW GODS)
- 26 Main Deck Cards
- 1 Rules Card
- 1 Randomizer and Divider
for the Multiverse Box

When you are ready to play, each player should grab a **New Gods** Super Hero or Super-Villain. If there is an even number of players, split the factions 50/50. If odd, just make sure everyone isn't playing the same faction. Choose any DC set main deck, shuffle it, and then split it in half. Shuffle the 26 new **New Gods** main deck cards into one of the two piles, and then put that pile on top of the other.

New Concept: Homeworlds. In this Crossover, you will attempt to conquer the opposing faction's Homeworld instead of defeating a stack of Super-Villains. If you are playing a Super Hero, you may conquer Apokolips. If you are a Super-Villain, you may conquer New Genesis. Note that a player sharing a faction with you is not your teammate.

During setup, make a stack of Apokolips cards and a stack of New Genesis cards. Place them in order from Level 1 (first) to Level 3 (last). Read each Homeworld card carefully before play. The Stack Ongoing abilities of each may apply to all players. For example, even if you are playing a Super Hero, any Villain you play will earn you a +1 Power bonus from Level 1 Apokolips.

New Concept: Conquering a Homeworld. When you have amassed enough Power to conquer an opposing Homeworld, you may buy it just as you would a Super-Villain (cards that reduce a Super-Villain's cost work here). However, a Homeworld never goes into your deck. Instead, place it nearby and add it to your deck at the end of the game. Homeworlds are worth a lot of VPs. When either Level 3 Homeworld is conquered, that ends the game. Count VPs to determine the winner.

New Keyword: Protector. When an attempt is made to conquer a Homeworld, you may reveal any number of Protectors of that Homeworld from your hand. Each revealed card reduces the Power of the conquer attempt by the number listed after its Protector keyword. If a Super-Villain tries to conquer Level 1 New Genesis with 10 Power and you reveal Takion with **New Genesis Protector: 2**, that reduces their Power to 8, which is not enough to conquer the 9-cost card. Additional Protectors may still be utilized even after the attempt to conquer has been thwarted. Utilizing Protectors is done in clockwise order from the active player. Once a player has done all the Protecting they wish to do, the next player has a chance. After all Protections, the active player may now spend their remaining Power on other things, but may not make another attempt to conquer a Homeworld this turn.

New Keyword: Retaliation. Think of this as a "Last Appearance Attack." When a player conquers a Homeworld, a Retaliation is made immediately (not at end of turn) against each player in the conqueror's faction. So if Level 1 Apokolips is conquered, **each** Super Hero player faces the Retaliation shown on Level 1 Apokolips. A Retaliation is an Attack, and may be defended. The next Level Homeworld on that stack is revealed at end of turn.

SPECIFIC CARD CLARIFICATIONS

Kalibak 7: You may discard cards to this effect at any time during your turn.

Mantis: This effect is not a "discard." If the card has Ongoing, you steal it until it leaves play.

Mister Miracle 5: Holding this in your hand and discarding it at end of turn doesn't work, as it is no longer a player's turn at that point.

Orion, Steppenwolf: Effects that would increase his Power do not resolve before the 9+ Power check is made.

Takion: This is not a "gain" or "pass" or an Attack. Mister Miracle may only place the card on top of his deck if he receives his original card back.

Level 3 Homeworlds: You may reveal and then discard a Protector.

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