

SUPER POWERED
SMASH MASTERS™
CUSTOMIZABLE CARD GAME

THE
RULES



2-4



8+



15 MIN.

FIRST EDITION



THE GAME!

Super Powered Smash Masters™ is a silly superhero brawling game. Your goal is to defeat all rival Characters while at least one of your Characters survives. If you make your opponents laugh, you win twice.

If all of your Characters are defeated...



IN THE BOX

The Super Powered Smash Masters Core Set includes a total of 184 cards divided into 4 pre-sorted decks.

CUSTOMIZE YOUR OWN DECK

After you play a few games with the pre-sorted decks, we encourage you to customize your own deck with all your favorite cards!

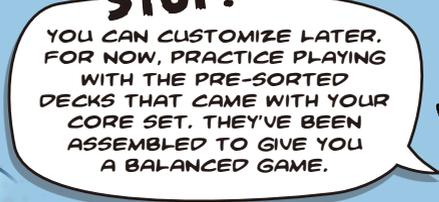


HERE'S HOW:

Choose 6 Character Cards and their 6 corresponding Super Cards, plus 9 Story Cards, 20 Smash Cards, and 5 Team-Up Cards. Easy peasy!



STOP!



Visit the **website** for more tips, tricks, extended rules, and other strange stuff.

You can also find instructions on how to re-create the decks you just mixed up before you read the rules.

NEW HEROES STARRING IN A NEW ADVENTURE:

"REAL HEROES FOLLOW THE RULES!"

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For all the latest info, follow us online. Just not too close. We're easily startled.

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1 THE CARDS

There are 5 different card types in Super Powered Smash Masters.

CHARACTER CARDS

Win or lose by the Characters you choose!

Every Character has an innate **Power** printed on the card that makes them special. This power stems from their Power Type: **Mutant**, **Magic**, **Nature**, or **Gadget**.

It costs a turn to use most powers. Some powers are passive and “always on”, and do not cost a turn.

Look for this icon  to spot passive powers.

SUPER CARDS

A Super is an extra-powerful ability.

Each Character has a Super Card that can only be played while the matching Character is on your team, unless the card says otherwise. When played, in addition to its effects, a Super Card also **revives** its matching Character if they're **stunned**, making them **active** again. (More on that later...)

SMASH CARDS

The most basic kind of attack.

Play Smash Cards to **attack** one rival Character, or play them to **counter** a rival's Smash Card. If a Smash Card isn't countered, the rival is **stunned**.

TEAM-UP CARDS

They're like Smash Cards, but the stakes are higher!

A Team-Up Card can be played at any time during a Smash Battle. If it isn't countered by another Team-Up Card, the rival is not just stunned, they are **defeated**. Team-Up cards can be used to counter normal Smash Cards, but normal Smash Cards cannot counter Team-Up Cards.

RULE:

TEAM-UP CARDS ARE STRONGER BECAUSE TWO CHARACTERS ARE TEAMING UP. YOU MUST HAVE AT LEAST TWO ACTIVE CHARACTERS TO USE THESE CARDS.

STORY CARDS

These cards affect ALL teams (including the team of the player who plays the card, unless it says otherwise). Story Cards add a bit of narrative to the game, and they're incredibly powerful. Use them at your own risk!

HEY!

IT'S WAY MORE FUN IF YOU READ THESE CARDS ALOUD!



ANATOMY OF A CHARACTER CARD:

Ranking

Hints at how powerful the Character is - but they are all powerful with the right strategy.

Power Type

Mutant, Magic, Nature, or Gadget.

Six Pack Abs

Not required to be a hero, but they help.

Fluff

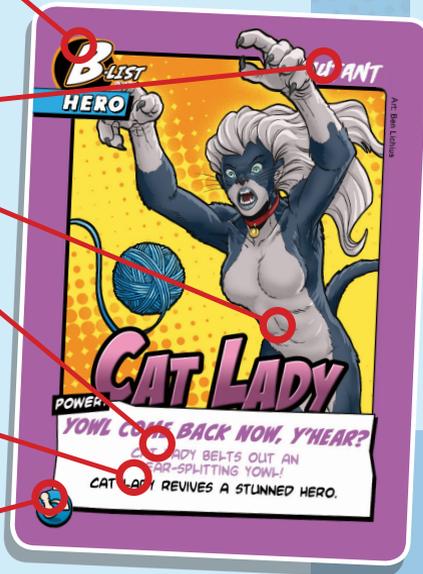
We had to pay the writers to do *something*. You might as well read this stuff.

Power Description

This is what their power actually does.

Icons

Let's read more about these, shall we?



CARD ICONS:

Some cards include icons as a quick and helpful shorthand for some of the most common gameplay elements.



CAN ONLY BE USED ON YOUR TURN



ALWAYS ON - DOES NOT REQUIRE A TURN

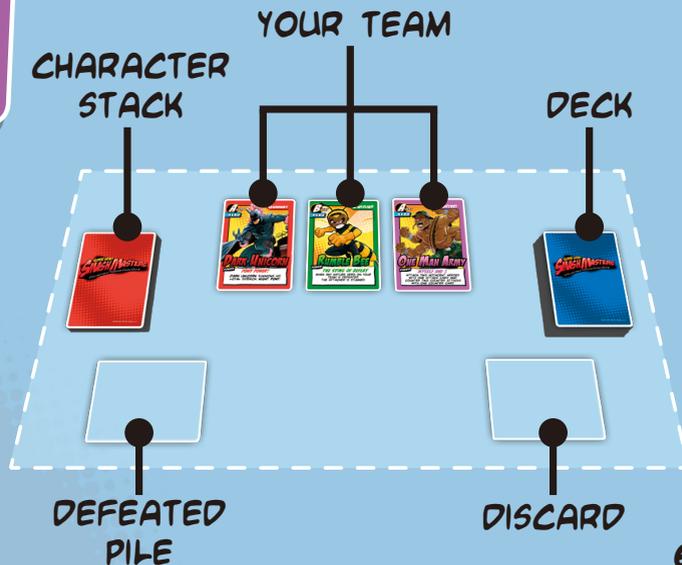


REACT TO ANOTHER PLAYER ON THEIR TURN

2 SETUP

- Once you have assembled your deck, place your red cards face down on the left. This is your **Character Stack**. Shuffle your blue cards and place them face down on your right. This is your **Deck**. (If you're left-handed, do the reverse.) (If you're ambidexterous, just pick one and stop being such a show off!)
- Draw 5 cards from your **Deck** into your **Hand**. You can look at them, but don't let others see!
- Now look through your **Character Stack** and choose 3 **Character Cards**. Place them in a row in front of you face down. This is your **Team**. The other 3 Character Cards remain in your Character Stack for now.
- When all players have chosen their teams, everyone flips their Character Cards over at the same time.

You're ready to play!



3 PLAYING THE GAME

Flip a coin (or a car) to determine who goes first. If it's a family game, maybe you should let the youngest kid go first -- or the player who looks the most terrified. We think someone should go first. Pick that person.

You MUST perform ONE of the following actions during your turn:

1. Attack with a Smash Card (if you have an active Character) or a Team-Up Card (if you have more than one active Character).
2. Use an active Character's Power.
3. Play a Story Card.
4. Play a Super Card (if the matching Character is on your team).
5. Discard an unwanted card and draw a new card from your Deck.
6. Place one of your stunned Characters on the Defeated Pile and summon another one from the Character Stack.

After your turn, play continues to the left ...Right?

RULE:

ALWAYS MAINTAIN AT LEAST 5 CARDS IN YOUR HAND. WHENEVER YOU PLAY A CARD, IMMEDIATELY DRAW A CARD FROM YOUR DECK.



ACTIVE CHARACTERS:

An Active Character is one who isn't stunned.

When you place a Character Card on the table, the Character is an active member of your team. Active Characters pose a serious threat to your rivals. During a turn, Active Characters can attack with Smash Cards or use their Powers.

They're so spunky!

DISCARDING:

Discarding is helpful if you have an unwanted card and no other options. Some conditions allow you to discard more than one card at once.

- When you discard a card from your hand, draw a new one, unless you already have 5 cards in your hand.
- You may discard and draw an additional card for each **stunned** Character on your team.
- If your entire team is **stunned**, you may discard and draw up to five new cards.
- Be sure to pick up enough cards. You should never have fewer than 5 cards in your hand.

DON'T FORGET TO CLEAN UP YOUR CARDS AFTER EACH TUR--



A FEW GUIDELINES:

- If your Deck runs out, reshuffle your Discard Pile to make a new Deck. Easy!
- It is illegal to cause yourself to lose the game. You may face steep fines.
- Powers of stunned Characters aren't available until the turn after they've been revived.
- Unless stated, you can't choose a different Character to attack part way through a Smash Battle.
- Some powers allow you to acquire more than the standard 5 cards in your hand... but for the sake of balance, no hand should have more than 10 cards.
- If you've reduced a child to tears... you might be trying too hard.

4 SMASH BATTLES

Smash Battles are 1v1 fights using Smash Cards.

When you **attack** with a Smash Card, you've started a **Smash Battle**. Here are the cards you can play during a Smash Battle:

- Smash Cards
- Team-Up Cards
- That's it?
- Yes!

When you play a card to attack an active rival, they can choose to **counter** by playing a Smash or Team-Up card of their own (if they have one). You can then counter *their* counter and so on...

The last player to play a Smash Card or Team-Up card wins the Smash Battle. If the winning card is a Smash Card, the losing Character is **stunned**. If the winning card is a Team-Up Card, they are **defeated**.

If you attack a previously stunned rival, they are automatically defeated.

SMASH BATTLES CAN GET PRETTY INTENSE! TRY NOT TO SWEAT ALL OVER THE CARDS. THAT'S GROSS!



1

Start the Smash Battle by announcing "Dark Unicorn **smashes** Doctor Deciduous." Place the Smash Card in front of Dark Unicorn.

2

Doctor Deciduous **counters** by placing a Smash Card in front of her. Now Dark Unicorn must play a Smash Card to counter, or he'll get stunned. This can continue until someone runs out of Smash Cards or chooses not to play one.

3

With no Smash Cards left, Dark Unicorn can't counter and is **stunned**. His card is turned sideways, and all of the Smash Cards are placed in their respective Discard Piles.

RULE:

DON'T FORGET TO PICK UP A CARD EVERY TIME YOU PLAY ONE. IT MIGHT BE ANOTHER SMASH CARD!



STUNNED CHARACTERS:

Stunned Characters are turned on their sides. Time for a power nap!

- A Character becomes stunned after losing a Smash Battle, or as the result of a Story Card, Power, or Super Card.
- When stunned, rotate the card 90 degrees.
- A stunned Character is unconscious and completely, totally, utterly **defenseless**.



- A stunned Character **can't** counter with Smash cards, nor can they use their powers - not even passive powers.
- If a stunned Character is attacked, they are defeated. Place their card face down in the Defeated Pile.
- A stunned Character can be revived to become active again by a Story, Power, or Super Card.

DEFEATED CHARACTERS:

A Defeated Character is no longer in the game. They will remain in the Defeated Pile until the game ends.

Some Story Cards, Powers, and Super Cards **bring back** a Character from the Defeated Pile to rejoin the team as active.

BRINGING OUT NEW CHARACTERS:

If a Character is defeated: Immediately **summon** a fresh new Character from the Character Stack and place it in the **empty space** left behind by the defeated one. This does not cost a turn.

If you lost 2 or more Characters at once, summon more Characters from the Character Stack until you have 3 Characters on your team again. If there's more than one empty space, you can choose where your new Characters are placed.

Extra Characters: While most games are played with only 3 Characters out at a time, some game conditions allow you to play more than 3 on your team. When this happens, place the new Character either on the extreme left or the extreme right of your team.

RULE:

**DON'T MOVE YOUR CHARACTERS AROUND!
ONCE YOU PLACE THEM ON THE BOARD,
LEAVE THEM WHERE THEY ARE!**

FREE SMASHES:

A Smash Attack without a Smash Card.

Some Powers offer a "free smash." It's like playing the first Smash Card attack in a Smash Battle without playing a Smash Card. If the rival counters, it becomes a normal Smash Battle, and both players begin using Smash Cards. A free smash can't be used to **counter**.

5 WINNING THE GAME!

Be the last player with at least 1 Character Card on the table to win. If all 6 of your Characters are defeated, you lose.

Look at you! All grown up and ready to play! (We're not crying, we've just been reading rules for too long.) That's it. Go get 'em, Smash Masters!

6 CUSTOMIZE YOUR DECK

There are many ways in which you can customize your own deck. You can build a deck around your favorite Characters, or create an all-female deck, or even an all-mutant deck. The sky's the limit! Pretty much. Actually, no. There are rules.



CHARACTER STACK

At the start of a game, your Character Stack must begin with 6 unique Characters - no repeats.



DECK

Your deck must have 40 cards. We suggest you include 25 Smash and Team-Up Cards, 9 Story Cards, and 6 Supers.

RULE #1

A DECK CONTAINS NO MORE THAN 25 SMASH CARDS.

RULE #2

A DECK HAS NO MORE THAN 5 TEAM-UP CARDS.

RULE #3

A DECK CAN'T HAVE TWO OF THE SAME SUPER OR STORY CARDS.



HOT TIP:
PUT A SUPER CARD IN YOUR DECK FOR EVERY CHARACTER IN YOUR CHARACTER STACK! THAT WAY YOU CAN BATHE IN THE TEARS OF YOUR ENEMIES!

7 GLOSSARY

All Teams: Yep. All of 'em. The rival teams. Your team. The team of the player who is playing the card. Your favorite baseball team. ALL. THE. TEAMS.

Always On: a passive Power that does not cost a turn to use.

Active: a Character that is in play but isn't stunned.

Revive: make a stunned Character active again.

Bring Back: select a defeated Character of your choice from the Defeated Pile and place it back on the board in an Active state.

Attack: when you play a Smash Card to initiate a Smash Battle against a rival. Not to be confused with countering.

Counter: when you play a Smash Card to defend yourself from a smash attack.

Free Smash: a Smash Attack that does not cost a card – it's free!

React: a Power or Super that you can use when it's another player's turn.

Safe: a Character or team is protected from a specified danger.

Summon: select a card of your choice. You may look at the other cards. If the cards are summoned from the Deck, re-shuffle the deck afterward.

Turn the card around: when you see these instructions, rotate this card 180 degrees to signify that it has become invisible, or enraged, or changed in some way. There may be instructions that define when the card will return to its original state.

Perspicacity: [pur-spi-kas-i-tee] a strong understanding of a subject, like the insights you're acquiring as you read this rule book.



8 GAME VARIANTS

- ▶ You can play **Super Powered Smash Masters** with more than 4 players, as long as everyone has enough cards to create decks.
- ▶ If you want to extend the game time, play with 9 Characters, like we did in the early iterations of this game.
- ▶ Do you have the need for speed? Eliminate the Character Stack and just play with 3 Characters.
- ▶ If you're REALLY creative, make up your own house rules! And if you've found a fun new way to play, write to houserules@darkunicorngames.com and tell us all about it!



AND WHATEVER YOU DO, DON'T SHARE THIS GAME WITH YOUR FRIENDS. MAKE 'EM BUY THEIR OWN. YEAH!

DON'T LISTEN TO HIM. SHARING IS COOL, KIDS!

LET'S JUST AGREE TO DISAGREE.



RATHER WATCH THAN READ?
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