



HEROES RISING

The streets are unsafe, greedy corporations rule the city. Thugs are running wild. The citizens of Darkopolis are afraid. The police don't dare venture into the many sketchy parts of town and are overly aggressive when they intervene. But all hope is not lost, because there are Heroes Rising!!!

Heroes Rising is a cooperative deckbuilding game where you play those Heroes about to Rise! As a Hero, you will defend the citizens, defeat the Villains, overcome the Trials and save the City. To do so, you will begin with a Hero deck and buy cards from a shared market with your Heroics to build your deck. You will also level up and gain Hero-specific cards that will help you and your fellow Heroes in your struggle against the Trials. Some of the Trials are bad situations, where you will want to survive through the ordeal, while others are Villains that you will have to defeat to ensure the safety of Darkopolis.

TABLE OF CONTENTS:

- | | |
|---|-----------------------------------|
| 1. Components p.1 | 11. Running a Round. p.10-15 |
| 2. Quick Game Overview. p.3 | 12. REACT. p.15-16 |
| 3. Winning and Losing. p.3 | 13. The Heroes' Goals. p.16 |
| 4. Reading the Cards. p.3-5 | 14. Defeated Heroes. p.16 |
| 5. Setup. p.5-6 | 15. Villains and Hindrances. p.16 |
| 6. Core Concept. p.6-7. | 16. Specific Rules. p.16-19 |
| 7. Resources. p.7-8. | 17. Variable Difficulty. p.19 |
| 8. Strikes. p.8-9 | 18. Solo Mode. p.19 |
| 9. Trial Countdown Side. p.9 | 19. FAQ. p.19 |
| 10. Acts Decks and Acts Ends Cards. p.10. | |

1. COMPONENTS:

Hero Packs (7 dividers, 134 cards)

- 7 Heroes, each with 1 double-sided Hero/Defeated Hero divider, 1 double-sided Goal/Tips card, 1 Randomizer card and 1 Trouble (Tr.) card. Most Heroes have 8 Level Lvl) 0 cards and 6 Lvl 1+ cards. The exceptions are Strategist with only 3 Lvl 0 cards, Selfi with 9 Lvl 0 cards, but only 5 Lvl 1+ cards and Just Ice with 7 Lvl 1+ cards (115 cards total)
- 2 Hero Side decks and a Masterplan card (19 cards total).

Trials Packs (7 dividers, 64 cards)

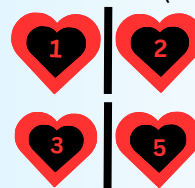
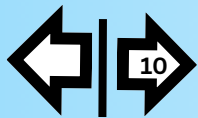
- 5 Trials, each with 1 double-sided Trial Countdown/Trial Revealed divider, 1 double-sided Act End I/Act End II, a Randomizer card and a 10 Trial cards deck. Evader has an additional double-sided card.
- 2 Micro Trials with 1 double-sided Trial Countdown/Trial Revealed divider and 1 double-sided Act End I/Act End II. Hall-E has a Randomizer card.

Setting Packs (7 dividers and 35 cards)

- 6 Settings, each with 1 double-sided Setting divider, a 5 cards Setting deck and 1 Randomizer card.
- 1 Micro Setting with only 1 double-sided Setting divider.

Other cards (138 cards)

- 21 Bystander cards.
- 21 Lurking Thugs cards.
- 10 Double-sided Bystanders/Lurking Thugs cards.
- 35 Acts cards.
- 6 Gadgets Buy Piles(B.P.) cards.
- 6 Allies Buy Piles(B.P.) cards.
- 3 Challenge cards.
- 6 Nemesis pack with 5 cards, 1 with 6 cards(36 cards total).
- Arrow tokens (24 X 0/10)
- Attack tokens (21 X 1/2, 3 X 3/5)
- Counter (8 X 1/2)
- Life tokens (18 X 1/2, 8 X 3/5)



- Negative Arrows tokens (8 X -/20)
- Shield tokens (14 X 1/2)



2. QUICK GAME OVERVIEW:

At the beginning of the game, 2 to 4 players will choose Heroes to save the day. All Heroes have a starting deck, a unique Hero power, their own playstyle and level up requirements. Together, the Heroes will face a Trial in a Setting that will often complicate their life. To win and beat the Trial, the Heroes will need to use their assets to buy cards and level up their Hero, while the Trial and Villains will try to beat them down. The Heroes will need to gauge when to stop upgrading their deck and shift focus to fighting the Trial, because, as time goes on, stopping the Trial will become harder and harder.

3. WINNING AND LOSING:

If the Heroes beat the Trial, they win the game. To beat said Trial, the Heroes need to achieve the unique win condition (W) of the Trial. Most Trials are Villains that need to be defeated to save the day, while others, like Police Trap, are bad situations where the (W) is less straightforward.

Ex: VoidHog's (W) is: Defeat VoidHog. After defeating VoidHog, all Heroes, even those that were Defeated, win the game.

When a Hero's life is reduced to 0, that Hero is Defeated (See Defeated Heroes on page 16). If all Heroes are Defeated, they lose the game. The Heroes also lose if they fail to rescue a Citizen in danger during a round. Some Trials might have additional loss conditions.

4. READING THE CARDS:

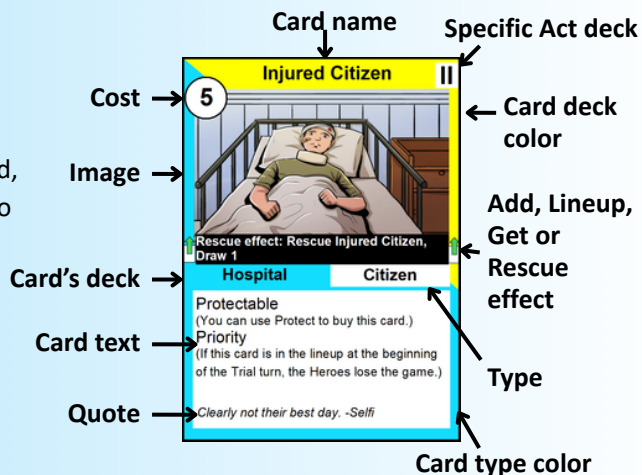
Type: Each card's type is indicated in the middle right of the card, below the art. The main color of the card's frame corresponds to its type. The meaning of each color is in the Glossary.

Deck: The deck to which the card belongs is written in the middle left of the card, below the art. For most cards, the color of the upper right corner of the frame corresponds to its deck. The meaning of each color is indicated in the Glossary.

Events - and Events + :

Events with - means that the effect of the card is negative and will hinder the Heroes. Most Events from Trials deck are Event-.

Events with a + means that the effect of the card is positive and beneficial for the Heroes. Strategist will put some Event+ in the Acts. Some Events from the Setting Deck are Event+.



KEY DOUBLE-SIDED ELEMENTS:

The Trial dividers have a Countdown side, which is their starting side and a Revealed side when they become more active:

Image →

Trial's Countdown →

Deck →

Trial ability →

Win condition →

Suggested Setting →

Card name

Card type

Quote

VoidHog

1

VoidHog gains +1 for each Ally Scrapped.

: defeat VoidHog.

Suggested Setting: Top of Huh Tower.

I will consume you!! -VoidHog

Card deck

Target of the Trial's Strike

Card name

Image

Card type

Trial's ability

Card type color

Quote

VoidHog

VoidHog

3 4 48

Highest Lvl Hero.

VoidHog gains +1 for each Ally Scrapped during refill.

He definitely is not a bore. -Self

The Heroes dividers have their Hero side, which is their starting side and their Defeated side:

Card name

Hero power

Quote

Image

Hero's life

Hero power Lvl 3

Clownman (Hero)

+1 Heroics for each card you Discard at random.

10

Lvl 3, Hero Power:
Once per round: Discard 1 at random to gain 1 Protect.

To survive the madness, you must become the madness. -Clownman

Image

Defeated Hero text and power

Quote

Card name

Clownman (Defeated)

Discard down to 2 cards. This is your new hand size.
You cannot REACT.
At the beginning of the round, you may Discard your hand at random to Draw 2 and Discard 2 at

I'm too old for this shit!! -Clownman

The Setting dividers have a Setting side, which is for the normal difficulty, and one side with either Setting+ or Setting-. Setting+ is for an easier game, and Setting- is for a harder game.

The Act End cards have an Act I End side and an Act II End side.



I recommend that you start with the tutorial game, with the Trial Tuto and the Setting Tuto Street. It is an easier game with a simpler Steup. This will give you the time to understand the game, and teaches you how to level up.

Card Effect:

An effect is a text or an icon that affects something in the game. Events have Effects when added to the lineup. Some cards have effects when played, while others can have effect in all sorts of other circumstances. The text or icons on the card will tell you when the effects are applied and what they will do.

The Number of Heroes:

The number of Heroes in the game is referred to as H.



If you want to play by Yourself, see Solo mode on page 19.

5. SETUP

Collectively, players start by choosing a Trial to face and a Setting to face it in. Then, each player (2 to 4) must choose a Hero to play. You can use Randomizer cards to choose the Trial, Setting and/or Heroes. An example of a game setup is at the back of the Glossary. You can use it to help you follow these steps:

1) Place each player's Hero divider (a), Hero side up, the Goal/Tips card (b), Goal side up, and starting deck (c), facedown in front of them. Set aside each Hero's Trouble (Tr.) card.

Place the Hero Lvl 2 to 5 cards (d) in a pile, faceup, with the lowest-level card on top and highest at the bottom. Strategist and Wish have side decks (e & f). Place them according to the instructions on these Heroes' respective Tips cards. Give each player 5 Arrow tokens white/10, 2 Arrow tokens black/20, 1 1/2 life tokens, 2 3/5 life tokens and a Resource Board (g). Each player sets their life tokens at their maximum life value (h) and place their white Arrow tokens on 0 in each row on the Resource Board.

Each player will also need a space for their Exploits, where they will place rescued Citizens and defeated Villains. The remaining space in front of each player is considered the Hero play area (i).

2) Place the starting Buy Piles (B.P.) in a line:

- 3 Gadget Buy Piles (j), each containing 2 copies of the same Gadget.
- 2 Allies Buy Piles (k), separated by cost. Shuffle each pile.
- 1 Bystanders Buy Pile (l).
- 1 Lurking Thugs Buy Pile (m).

3) Place the Setting (n) divider on the right of the Buy Piles and apply its effects, if relevant.



Set aside the Bystanders/Lurking Thugs cards. They are just there in case you need additional Bystanders or Lurking Thugs

4) Place the Trial divider (o), Countdown face up, in the Trial area. Read the Trial card, then follow it's specific setup instructions, if any. Place the Trial board (p) beside the Trial. If the Trial is a Villain, set his Life to his maximum value. The Villain End card goes on the left of the Buy Piles, the 'Act I End' face up (q). It is inactive for now. The area in front of the Trial card is the Trial area (r).

5) Forming the Acts decks:

a) Combine each Hero's Trouble (Tr.) cards, the cards from the Trial deck and the cards from the Setting deck. These are the Scenario cards.

b) Take the Act II specific cards (any cards with a II in the top left corner) from the Scenario cards and place them face down to begin the Act II Scenario cards.

c) Complete the Act II Scenario cards by adding random Scenario cards to it until half the Scenario cards are there, rounding up. The remaining Scenario cards are the Act I Scenario cards.

d) Search the Acts cards for the 3 Endangered Citizens that are specific to Act II. Shuffle them and 14 random Acts cards with the Act II Scenario cards. This is the Act II deck. Place it under the End card (s).

e) Shuffle the 18 remaining Acts cards with the Act I Scenario cards to form the Act I deck, and place it on the left of the lineup (t).

6) Each Hero draws a hand of 5 cards.

6. CORE CONCEPTS

Round Structure: After Setup, the game begins with the filling of the lineup, then it is the Hero phase, followed by the Trial phase and the End of round. After that, a new round begins and the lineup is refilled.

Lineup: At the beginning of the game, you will create an array of 5 cards with the Act I deck. It will contain cards to buy, Villains to defeat and Hindrances to solve. Each round, some cards will leave the lineup and some new cards will enter until the Act I deck, then the Act II deck are empty.

Hand: Your hand is the cards you hold and can play. At the end of the round, you have a maximum of 5 cards in your hand. There is no limit to the number of cards you can hold in your hand during the rest of the round.



Neither the Tuto Trial nor the Tuto Street Setting has a deck. Tuto uses 10 Lurking Thugs as its' deck and Tuto Street uses 5 Lurking Thugs.



If there are 2 or 3 Heroes, there are 9 Act II Scenario cards. With 4 Heroes, there are 10. That is due to the Heroes' Tr. card.

Drawing Cards: When you need to draw a card, you draw the card from the top of your Hero deck. If you need to draw a card and your Hero deck is empty, shuffle your discard pile and flip it to reform your Hero deck, and then draw the cards you need to draw.

Playing cards: Unless otherwise specified, Heroes can only play cards during the Hero phase. When you play a card, take that card from your hand, place it in your play area, resolve all its effects, and leave it in your play area until the end of the Hero phase. Then, you place all played cards that phase in your discard pile in any order.

7. RESOURCES:

The main effect of playing cards is to gain resources. Resources form a pool that can be used independently from any resources on the same cards. Each Hero chooses how to spend their resources. There are four resources: Heroics, Help, Attack, and Protect.

Heroics is the main resource of the game. It can be spent to buy. It can also be converted into Attack or Protect at any point during the round.

Help is a special resource that can be spent to give any Hero (including the Hero spending the Help) +1 Heroics per Help spent. The Heroics gained can be converted into Attack or Protect as normal.

Attack is used to damage and defeat Villains. It can only be used during the Hero phase.

Protect is used to:

- Prevent damage from a Strike, mostly from Villains and Allies. You can use Protect even when another Hero is attacked.
- To Block an N. D. (Non Damaging) Strike (See Strikes on page 8). The Heroes can combine their Protect to Block.
- To buy cards with the Protectable keyword. Heroes cannot combine their Protect to buy cards with the Protectable keyword.

Negative resource values are possible and will impact resources gained afterwards, but a leftover negative value has no effect.

Ex: Strategist has – 3 Protect and gains 2 Protect. He is now at –1 Protect and cannot spend any Protect, but he won't take more damage because of his negative Protect.

How to Use the Resources Boards and Trial Boards:

Help (Spend to give Heroics to any Hero, including you.)

-4	-3	-2	-1	0	1	2	3	4	5	10	7	8	9
----	----	----	----	---	---	---	---	---	---	----	---	---	---

Heroics (Can be used to buy, Protect or Attack.)

-4	-3	-2	-1	0	2	3	4	5	6	7	8	9
----	----	----	----	---	---	---	---	---	---	---	---	---

Protect

-4	-3	-2	-1	0	1	2	3	4	5	7	8	9
----	----	----	----	---	---	---	---	---	---	---	---	---

Attack

-4	-3	-2	-1	0	1	2	3	4	5	6	20	8	9
----	----	----	----	---	---	---	---	---	---	---	----	---	---

Help (Spend to give Heroics to any Hero, including you.)

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Heroics (Can be used to buy, Protect or Attack.)

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Protect

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Attack

1	6
2	7
3	8
4	9
5	10

You can use your Arrow tokens on your Resource board to keep track of your resources. When an effect causes the value of a given resource to become negative, it might be helpful to use your negative Arrow token to remember it. Arrow tokens are double-sided. When the value of a given resource exceeds 9, flip your Basic Arrow token to its “10” side. The flip side of the Negative Arrow token allows you to exceed 19. Use more than one token to go higher than 29.

Trial's ✂

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Trial's 🛡 (Subtract from each Hero's Attack each turn)

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Trial's ❤

10	20	30	40	50	60
----	----	----	----	----	----

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

10 **20** **30** **Trial's** ✂

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

10 **20** **Trial's** 🛡 (Subtract from each Hero's Attack each turn)

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

10 **20** **30** **40** **50** **60** **Trial's** ❤

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

10 **20** **30** **40** **50** **60** **Total** ✂

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Players can use Arrow tokens in the same manner to keep track of the Trial Villain's current ✂, ❤, 🛡, and Total ✂. The boards are double-sided, with one side offering more information and the other side offering bigger text. Use whichever is the most convenient for you.

8. STRIKES

Strikes are the main way Villains and Allies attack the Heroes. Strikes always have a ✂ value. This is the number of damage they inflict to their target (always a Hero). Players can reduce the damage done by a Strike by spending Protect. Each point of Protect spent by any player reduces the damage done to a Strike's target by 1.

Some Strikes feature a 🎯 symbol, followed by a targeting condition. Common 🎯 conditions include: Highest/Lowest Lvl Hero and Most/Least Damaged Hero. If more than one Hero fulfils the targeting condition, players can choose which Hero among those fulfilling the condition is targeted. If there is no 🎯 condition, the players decide which of their Heroes is targeted.

Non-Damaging Strikes:

Non-Damaging Strikes are a special type of Strike that do not inflict damage. Instead, they have a unique negative effect that scales based on the Strike’s  value. Non-Damaging Strikes are identified with N.D. before the  value. Non-Damaging Strikes do not target a Hero nor have  conditions. Instead, they have a Block value. Heroes can collectively spend an amount of Protect equal to the Block value to reduce the effect of the N.D. Strike by 1 . Any effect that increases  affects Non-Damaging Strikes as well.

Ex: Evader’s Strike value is indicated as N.D. 2. This means that when Evader Strikes, instead of inflicting 2 damage, the top 2 cards of the Acts deck are discarded. Since Evader’s Non-Damaging Strike has a Block value of 3, for each 3 Protect the Heroes collectively spend, they reduce the number of cards discarded from the Act decks by 1. If they spend 6 Protect, no card would be discarded. If Evader’s N.D had been increased to 3 by a previous effect, then 3 cards would be discarded instead of 2, and Heroes would need to spend 9 Protect to Block the attack completely.

9. TRIAL COUNTDOWN SIDE.

Every Trial starts on the Countdown side. That side has the following information:



VoidHog

Trial Villain

VoidHog gains +1  for each Ally Scrapped.

 defeat VoidHog.

Suggested Setting: Top of Hugh Tower.

I will consume you!! -VoidHog

- A Starting Countdown Value(): Like all Countdowns in the game, when it comes into play, place counter(s) equal to the Countdown value on the card and remove a counter at the End of each round.
When there is no counter left on the Trial, flip it to reveal it.

-If applicable: any specific Setup Instructions, Permanent effect, and ability that the Trial may have before being revealed.

-A winning condition(): As mentionned before, this details what the Heroes need to do to beat the Trial.

-A Suggested Setting: While any Trial can be played with any Setting, the Setting listed on a Trial Card fits that Trial’s gameplay and is recommended for your first game against that Trial.





Evader

Trial Villain

N.D.  2

 2

 42

N.D.  : Discard a card from the Acts decks for each  Evader has.
Block: 3 Protect

Just what is he? -Wish An undead cyborg cowboy. Right it doesn't help. -Selfi

The Trial Randomizers have information and clarifications about their respective Trial. You should check them if you have any Trial-specific questions.

10. ACTS DECKS AND END CARDS

Some effects will need you to add one or more cards from the Acts to the lineup, or to discard them from the Acts. In both cases, take the needed cards from the top of the current Act.

When you are in Act I and the Act I deck is empty, finish resolving any current effect by taking the cards the effect needs from Act II. After fully resolving the effect, take the Trial's Act I End Card and place it in the Trial area. The Act I End card and its effect are now in play. Act I is over, and Act II begins.



The Acts decks are the main drivers of the game. They will feed the lineup and they have cards from the Trials for the Heroes to handle.

The game begins with Act I, which is easier and will give the Heroes time to build their decks.



Ex: There is one card in the Act I deck, and you draw Yeeeeee AHHHHHH!!!!, which means you must discard 3 cards from the Act decks.

You discard the last card from the Act I deck, then discard 2 cards from the Act II deck. Yeeeeee AHHHHHH!!!!'s effect is resolved. You then place the Act I End card in the Trial area and resolve its effect. You are now in Act II.

When you empty the Act II deck, if any effect requires to discard more cards from the Acts deck or to add more cards to the lineup, skip those parts of the effect, but you must still resolve the rest of the effect. After that, flip the Act I End card to reveal Act II End and resolve its effects. Cards can still be shuffled to the Acts decks, but Act II is now over.

11. RUNNING A ROUND:

A round follows these steps:

- 1) Beginning of the round.
- 2) Refill phase:
 - a) Scrap cards:
 - b) Refill Lineup:
 - c) Reposition (Optional, only during the first round).
- 3) Hero phase:
- 4) Trial phase:
- 5) End of round:

1) Beginning of the round:

Apply all continuous effects to what is already in play.

Ex: If a Setting card states that Heroes have -1 Protect, they all get -1 Protect at the beginning of the round.

2) Refill Phase:

a) Scrap Cards:

Scrap cards until there is a number of unoccupied spaces in the lineup equal to the number of Heroes (H). To Scrap a card, place it in the Act's discard pile. At the beginning of the game and when you free enough space in the preceding round, there won't be any cards to Scrap.

Citizens, Hindrances, and Villains cannot be Scrapped. If you can't Scrap enough cards, you must discard 2 cards from the Acts for each card you can't Scrap.



Note that buying more cards than the number of Heroes accelerates the game, since it creates more spaces that will be refilled in the next step.

b) Refill Lineup:

Add cards to the lineup by flipping the top card of the current Act and placing it in the lineup until there are 5 cards there. Some cards will not go to the lineup and will not count as one of the 5 lineup cards. Those cards are cards with add effects that specify where to place them or Events. When adding an Event, resolve it immediately and then place it on the Act's discard pile. Some effects will add extra cards. Extra cards don't count as one of the 5 lineup cards.

Each one of the 5 cards added to the lineup counts as a separate effect, so the Act can change in the middle of the refill.

c) Reposition (Optional):

DURING YOUR FIRST ROUND ONLY, after filling the first lineup, you agree that the first lineup, with all the Events and other cards added with it, is too rough, they may choose to Reposition. You can only Reposition once.

When you Reposition, place all the added cards in the Act's discard pile and build a new lineup of 5 cards. Set all life totals back to their maximum. Each player chooses either to reset their beginning hand as if nothing happened, or to shuffle them in their decks and draw 5 new cards.



Reposition may be helpful, but it also means that the Heroes will have less rounds before Act II gets there.

3) Hero Phase:

The Heroes play their hands simultaneously and any card can be played in any order. During the Hero phase, the resources gained from the cards you play allow you to:

- Buy cards in the Lineup, on the top of a Buy Pile, or in the Trial area.
- Damage and defeat Villains in any of those areas, or in a player area.
- Pay the resource needed by a Hindrance or other effect.

Buying cards: To buy a card, you need to pay the cost that is in the circle in the upper left corner of a card. When you buy a non-Citizen card, you get it and place it in your discard pile. When you buy a Citizen, the Citizen is Rescued, and you place him in your Exploits. Some cards allow you to Rescue Citizens or get a card without paying their cost. In those cases, you proceed as if you bought the card, but spend no resource. There is no limit to the number of cards you can buy in a phase.

Damaging and Defeating Villains: To damage a Villain, you spend any amount of your Attack and subtract the Villain's  from that. The remaining is the damage done to the Villain's life. Use the Life tokens to keep track of the non Trial Villains' life. There is no limit to the number of Villains you can Attack in a phase.



Choosing the order in which you play your cards is especially important when you play cards that make you discard at random.

Actual Thugs



Police Trap	Villain
 1	 1  3

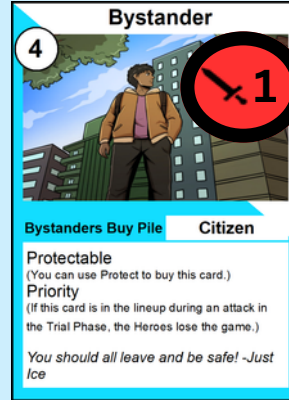
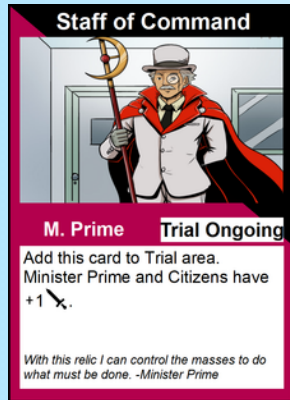
 Draw 1
As expected, there is a trap within the trap. -Strategist

When a Villain has damage equal to his life, he is defeated. When you defeat a Villain, place him in your Exploits and gain the  (Reward), if any, of the Villain.

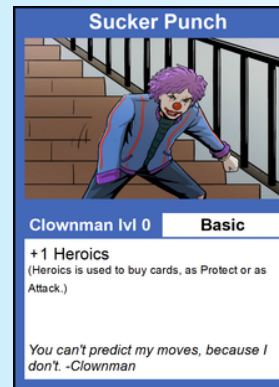
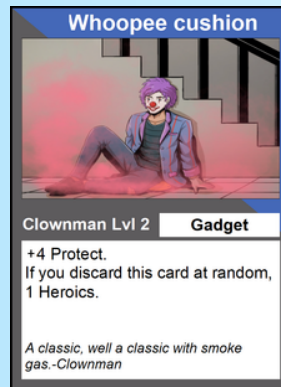
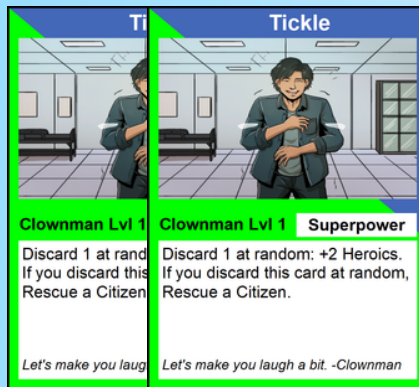
Ex: Actual Thugs are at their maximum life. Wish attacks them with 3 Attack. Since they have  1, it does 2 damage. Selfi also attacks them with 2 Attack, dealing an additional 1 damage, defeating the Villain. This means that Selfi draws a card from his Hero deck.

Pay the resource needed by a Hindrance or other effect: Some effects need you to spend resources to end them, or to gain an advantage. You must spend those resources during the Hero phase.

Hero phase ex: The Heroes are facing Minister Prime, who has his Staff of Command and 2 Bystanders in the Trial area. Because of the Staff of Command, Minister Prime has 3 ✂ and the Bystanders have 1 ✂ each.



Clownman has a Whoopie Cushion, 2x Tickle, 1 Sucker Punch and 1 Distraction in hand.



He plays Whoopie Cushion for 4 Protect, to be sure not to Discard it at random. He also plays Sucker Punch for 1 Heroics and Distraction for 1 Help.

He chooses to play his Dancing, which has no effect to ensure that he will discard 1 Tickle when paying the other. Tickle gives 2 Heroics, and randomly discarding a card gives 1 more Heroics because of his Hero power. Randomly discarding a Tickle also allows him to Rescue a Citizen.

He Rescues a Bystander from the Trial area. Minister Prime's effect means that the Citizen Strikes him. He chooses to spend 1 Protect to avoid taking damage.

Clownman now has 1 Help, 4 Heroics, and 3 Protect. Using 3 Protect and 1 Heroics, he buys the other Bystander in the Trial area. That is not a Rescue Effect, and Minister Prime's Strike effect does not trigger.

The Scout has a good hand to attack Minister Prime, and Clownman gives The Scout his 1 Help to add to her Attack. She will take care of the ♥ and this will add 1 damage. Clownman keeps his 2 remaining Heroics to partially Protect from Minister Prime's 3 ✂.

4) Trial phase:

a) Check for Priority: If a Citizen with Priority is in the lineup when the Trial is revealed, the Heroes lose the game. If the Trial is still in countdown, this effect does not trigger.

b) The Trial Strikes (see page 8)

c) The other cards in the Trial Area with a $\searrow$ value Strike . Depending on the Trial you are facing, different cards type may be in the Trial area.

d) The cards in the line-up with a $\searrow$ value Strike. Villains, some Hindrances and Allies in the lineup will Strike.

e) Other cards with a $\searrow$ value Strike. This will happen only in rare cases.



Yes, Allies in the lineup will attack you. They think you are a vigilante, so you will need to convince them that you are a hero with your Heroics.

Police Trap



Police Trap	Trial
N.D. $\searrow$ H-1	
N.D. $\searrow$: Place an Ally in the Trial area for each $\searrow$ Police Trap has. Start by taking Allies from the cost 3 Buy Pile, then the cost 4, then search the Acts decks for the next Ally. If there is no Ally left in the Acts, discard the top card of the Acts for each missing Ally.	
With the full force of the Law!! -Justine Barr	

Round ex: The Scout and Just Ice are facing the Police Trap. The Police Trap has N.D. $\searrow$ H-1 and Block: 5 Protect. Since it is a two-Heroes game, it is N.D. $\searrow$ 1

The Scout has 6 Heroics, 3 Help, 1 Protect and 2 Attack. She wants to buy the Bazooka for 8 Heroics. Since Help is a better resource than Heroics, she spends her 6 Heroics and only 2 of her Help. to buy it. She has 1 Help remaining. She uses her 1 Protect to partially Block the Police Trap's N.D. $\searrow$, and uses her Attack on the Lurking Thug. It takes 2 damage.

Clownman has 3 Heroics and 8 Protect. He buys a Bystander, rescuing him, with 4 Protect. Clownman then uses his 3 Heroics and the Scout's 1 Help to buy a Getaway Car. He combines his remaining 4 Protect with the Scout's 1, they Block the Police Trap's Strike , reducing the N.D. $\searrow$ to 0, so nothing happens.



Don't hesitate to take damage. It's better to build your deck than to keep your life high. Only a few effects can damage you without giving you a chance to protect yourself, and these are found in Wish's Karma deck.



Keeping cards in your hand may enable you to level up on the next round.

5) End of round:

- Remove the counters from the Countdowns and resolve their effects, if any.
- Choose whether to keep or discard the remaining cards in your hand. Then draw up to a hand size of 5 cards.
- Resources are returned to 0.
- A new round begins.



12. REACT

Some effects will affect the Heroes during the Refill phase and allow them to REACT X. When Heroes REACT, they are allowed to play up to X cards from their hands. The effect will specify how many Heroes can play cards, and how many cards they can play.

During a REACT, it is possible to discard an Ongoing from play, and this does not count as one of the REACT cards. Other abilities, such as the Lvl.3 power of Just Ice, are not restricted to the Hero phase and can also be used without counting as one of the REACT cards.

Sniper shot

Police Trap **Event-**

A Hero takes 4 damage. Heroes can REACT 3 and pay 3 Protect to prevent that damage.

Sniper!! - The Scout

Fearless Determination

Just Ice Lvl 0 **Mindset**

+1 Protect

You won't escape Justice. -Just Ice

Body Armor

The Scout Lvl 1 **Gadget**

Ongoing: Discard this card from play, +3 Protect.
(Ongoing discarded from play go to your discard pile.)

It is a bit above the standard issue. -The Scout

Chair of the Guy

2

Gadgets B. Pile 2 **Gadget**

Choose either Draw 1 or another Hero Draw 1.

Don't listen to him, the comms and cameras systems are what matter. -Wish

Ex: You added Sniper Shot to the lineup. Just Ice, The Scout and Strategist don't have enough Protect and want to spend as little Heroics or Help as possible on the REACT. Just Ice plays a Fearless Determination gaining 1 Protect, Strategist plays Chair of the Guy to make The Scout Draw 1. The Scout draws Body Armor and plays it. They cannot play more cards, but The Scout can discard Body Armor from play to gain 3 Protect. They have 4 Protect, Just Ice uses 1 Protect, and The Scout 2, leaving 1 Protect for the rest of the round.

If the REACT card causes a card in play to Strike, the cards Heroes play in the REACT do not impact that Strike's value, even if it removes a Striking card from play.

Destroy Those Fools!



M. Prime

Event-

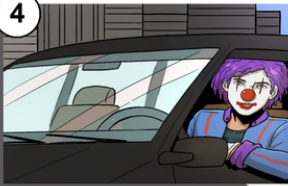
Everything with  Strike. Heroes can REACT H+3. If no Strike is made, remove 1 counter from Minister Prime.

I feel some tension in the air, do you wanna talk about it? -Clownman

“
Ex: You added Destroy Those Fools! If a Hero plays a Get Away Car and Rescue a Citizen, the Citizen still Strike with Destroy Those Fools!.
”

4

Getaway Car



Gadgets B. Pile 3

Gadget

Discard 1 at random: Draw 1, +1 Help, Rescue a Citizen.

Come with me if you want to leave. -The Clown

13. THE HEROES' GOALS

Each Hero has a Goals card that indicates what they need to do to level up. Heroes start at level(Lvl) 1 and gain at least one hero-specific card each time they level up. Lvl 3 also gives heroes their second Hero power.Levels are gained sequentially. This means that you must reach Lvl 3 before you can reach Lvl 4, even if you have met the other conditions to reach it.

4. There are two main types of conditions:

- Having a specific number of Rescued Citizens and defeated Villains in your Exploits.
- Perform specific actions.

When a Lvl has two conditions, you must always have the required number of Citizens and Villains before performing the specific action.

The Citizens and Villains you use to level up are also used for subsequent levels.

Ex: If a hero needs 3 Citizens to reach Lvl 3 and 6 to reach Lvl 4, they will only need to gain three new citizens to reach Lvl 4.

The flip side of the Goals card has Tips for the character that gives quick hints on how the character works.

Wish
(Goals)

To lvl 2 and a lvl 2 card:
Shuffle 2 cards into an Act in one round.

To lvl 3, a lvl 3 card and Hero Power:
Have 2 rescued Citizens and 1 defeated Villain then pay 6 Heroics.

To lvl 4 and a lvl 4 card:
Have 4 rescued Citizens and 2 defeated Villains.

To lvl 5 and a lvl 5 card:
Have 7 rescued Citizens, 3 defeated Villains then have 5 cards or less in your Karma deck.

14. DEFEATED HEROES:

When you lose all your life, your Hero is defeated. Flip your Hero divider to the Defeated side and discard cards down to your new hand size. You no longer have access to your Hero powers, but you have your Defeated Hero power. You can no longer take damage, REACT, be targeted by a Strike, or be Healed. If all Heroes are defeated, the Heroes lose the game.

15. VILLAINS AND HINDRANCES:

Villains and Hindrances are mainly Scenario cards that will be in the lineup. The Trial Villains and the Lurking Thugs are exceptions, since they are not in the Lineup.

a) Villains have ✂ to attack the Heroes, 🛡 to diminish the Heroes' Attack and ❤ that needs to be removed with damage. They also have a (R), which is the reward for defeating the Villain. The Hero who defeated the Villain gains the (R) immediately. Some Villains have a ⚙, as explained on page 8.

The Lurking Thugs pile is a pile of Villains that all have the same stats and no effect except the (R) Draw 1.

b) Hindrances are cards that sometimes need to be solved and sometimes will go away on their own. If a Hindrance has a Countdown, place that amount of counters on it. Remove one counter each End of round, until there is none. If it can be solved, it must be solved before there is no counter left. Otherwise, apply the Fail effect, if any.

When a Hindrance is solved, the Hero that solved it gains its (R). In some cases, the Hindrance can be solved by all the Heroes. If that is the case, the Heroes choose who gets the (R). After resolving the (R), the Fail or the end of the Countdown, place the Hindrance in the Acts' discard pile.

16. SPECIFIC RULES:

Buy Piles (B.P.):

When an effect could affect the cards in a Buy Pile (B.P.), only the cards on the top of the B.P. are affected.

Ex: For example, A Hero can only damage the top Lurking Thug when playing Bazooka. The other 2 Villains must be elsewhere.

It also means that Hero can only get the top card of a Buy Pile.

All 3 Allies in a Buy Pile cost the same, the 2 Gadgets in a Buy Pile are the same. All Bystanders and Lurking Thugs are the same.

If any of the Bystanders or Lurking Thugs Buy Pile is emptied, place cards from the Bystanders/Lurking Thugs pile to ensure that there are enough Bystanders and Lurking Thugs to go around. They are not supposed to be limited.

Add, Rescue, Gets and Lineup effects:

Some cards have a black band with white text at the base of the picture. Those are Add, Rescue, Gets and Lineup effects and they each have a symbol. Add effects happen when the card is added, Rescue effects happen when the Citizen is Rescued, Get effects happen when a Hero gets the card and lineup effects are in play as long as the card is in the lineup.



The Lurking Thugs' main purpose is to ensure that there are Villains to defeat for the Heroes' Goals. Also, when the Heroes have Heroics or Attack to spare, it is a good idea to damage the Lurking Thug on top of the pile.





Instantaneous buff/debuff versus continuous buff/debuff:

Some cards will give a buff/debuff that is instantaneous. They use the word gain and affect the cards in play when they happen.

Ex: With *Rage!*, Villains except the Lurking Thug on the buy pile gain +2 and VoidHog gain an additional +1. This means that the Villains that are in the lineup, Trial area, or player area at that moment, including VoidHog, get the bonus. VoidHog gains +3, whether he is revealed or not, because even if he is not revealed, he is in play. They will keep the bonus until the end of the game or until they are defeated. Villains in the Act decks do not receive the bonus.



Some cards will give a buff/debuff that is continuous. They use the word has/have and the effect remains active as long as the card remains in play. The effect will affect new cards that enter play.

Ex: *Mayor Thompson* has the Lineup effect: Other Allies in the lineup have +1. This means that as long as she is in the lineup, all other Allies in the lineup have +1, including those that enter the lineup after her. If she leaves the lineup, all the Allies lose that buff.

Some cards will give a buff/debuff that is permanent. Those effects remain active even if the cards giving them are flipped or leave play.



Ex: *Police Trap* gives +1 to the Allies in the lineup and in the Trial Area and makes it so the Scrapped Allies go to the Trial area instead of the Acts' discard pile. Those effect remains in play after *Police Trap* is flipped. Allies will have this +1 bonus and Scrapped Allies will go to the Trial area for the whole game.

Cards vs. Rules:

Cards sometimes contradict the rules in this rulebook. If that happens, the card with the specific rules takes precedence over the general rules.

Choices:

If there are many possible outcomes, the Heroes choose which of those outcomes happens.

Ex: A card says that the highest Lvl Hero gains +1 Heroics. 2 Heroes are at Lvl 5. The Heroes choose which of those 2 Heroes gains the buff.

Take back:

No action is final until new information is revealed. You can change your mind as long as no new cards or effects have been revealed.

Ex: The Scout plans to defeat a Lurking Thug. She spends the Attack and places her in her exploits. Before she Draws for the (R), Strategist ask if she could do 3 damage to the Lurking Thug and let him finish the Lurking Thug, because the card might greatly improve his phase. Since she has not drawn the card, she can agree and take back those actions to let Strategist finish the Lurking Thug.

17. VARIABLE DIFFICULTY:

Before Setup, you can change the difficulty of the game with Challenges, Helpers, and the Setting- or - side of the Setting. The other side of Challenges and Helpers are randomizers. You can combine more than one Challenge or Helper in a single game. Challenges are for an harder game. Helpers are for an easier game. The is only 1 Helper, Sushi, in this game.

18. SOLO MODE:

During a solo game, consider that H=2 and you have an NPC (Non Playable Character) with you that is a Lvl 1 Hero. The NPC is on the Hero Randomizer cards. NPCs have life like Heroes and can be targeted. They add 1 card to your hand and each have an effect that will help you. NPCs don't have decks or hands, and as such cannot discard cards. You may discard your cards for an NPC if an effect needs them to.

The other difference in a solo game is that Help can be kept at the end of a round, and automatically becomes Heroics at the beginning of the next round.

Note that Solo mode is harder, so a Helper is recommended.

19. FAQ:

When both the Setting and the Trial boost the cards in the lineup, which one is applied?

Both are applied.

Ex: The +1 ⚔ buff from Police Trap and the buff +1 from Downtown both boost the Allies' ⚔ in the lineup. The Boys in Blue would have 5 ⚔ instead of 3 ⚔.

Do the Allies' ⚔ have an effect when I play them?

No, the ⚔ value has no effect once in a Hero's deck. It is only useful while the Allies are in the lineup or Trial area, where they will Strike the Heroes until they leave it.

With the Nemesis Challenge, do we need to include the Nemesis of Heroes in the game?

It is recommended, but not mandatory. If a Nemesis card targets a Hero that is not in the game or who can't be targeted, the Heroes choose the who the target is.

Setting up the Acts

1) Combine each Hero’s Trouble (Tr.) cards, the cards from the Trial deck and the cards from the Setting deck to form the Scenario cards. Take the Act II specific cards from the Scenario cards and place them aside facedown to begin the Act II Scenario cards. Complete the Act II Scenario cards by adding random Scenario cards to it until half the Scenario cards are there, rounding up. The remaining Scenario cards are the Act I Scenario cards.

2) Search the Acts cards for the 3 Endangered Citizens that are specific to Act II. Shuffle them and 14 other random Acts cards with the Act II Scenario cards. This is the Act II deck. Place it under the Act End card.

3) Shuffle the 18 remaining Acts cards with the Act I Scenario cards to form the Act I deck, and place it on the left of the lineup.

Number of cards			
Heroes	Scenario cards	Act II Scenario cards	Act I Scenario cards
2	17	9	8
3	18	9	9
4	19	10	9

Number of cards with Nemeses			
Heroes	Scenario Cards	Act II Scenario Cards	Act I Scenario Cards
2	27 (28)	14	13 (14)
3	28 (29)	14 (15)	14
4	29 (30)	15	14 (15)
For the Selfi Nemesis check the number within parentheses, if any.			

Reposition

DURING YOUR FIRST ROUND ONLY, after filling the first lineup, if the Players agree that the first lineup, with all the Events and other cards added with it, is too rough, you may choose to Reposition. You can only Reposition once. When you Reposition, place all the added cards in the Act’s discard pile and build a new lineup of 5 cards. Set all life totals back to their maximum. Each player chooses either to reset their beginning hand as if nothing happened, or to shuffle them in their decks and draw 5 new cards.