
	6+
	2



Card Game

CONTENTS

8 Battleground Cards

112 Attack Cards

56 Hero Cards

56 Villain Cards

Please remove all components from package and compare them to the content list. If any items are missing, please call 1-800-524-TOYS.

GET READY TO CLASH!

Play as either the *World's Greatest Super Heroes* or its most despicable villains in a battle for the earth and beyond!

OBJECT OF THE GAME

Be the first player to capture three battlegrounds by playing the correct sequence of Attack Cards – called an Attack Stack – on three *different* battlegrounds.

STARTING OUT

Remove the eight oversized Battleground Cards from the deck and shuffle them.



BATTLEGROUND CARD

Once the players have chosen which deck they will play, each player shuffles their respective deck then draws seven cards. The remainders of both decks are placed face-down before the players to form their DRAW piles.

Deal out five Battleground Cards and place them face-up on the table between the two players. Set the others aside.

Divide the Hero (blue stripe on back) and Villain (red stripe on back) Attack Cards into separate decks.



**VILLAIN
ATTACK CARD**
red stripe

**HERO ATTACK
CARD**
blue stripe

The person playing the Villain deck starts play.

LET'S CLASH!

The cards in your deck of Hero or Villain Attack Cards are numbered 1 through 10. An **Attack Stack** consists of a series of cards played in numeric order, either forward (...8, 9, 10, 1, 2, 3...) or back (...2, 1, 10, 9, 8, 7...). You will note that when counting backwards and you reach 1, you jump to the number 10 and continue counting backwards from there. Likewise, when playing forward, the number sequence jumps from 10 to 1.

You play Attack Cards on Battleground Cards.



**BATTLEGROUND
CARD**

Defense
Number

Victory
Number

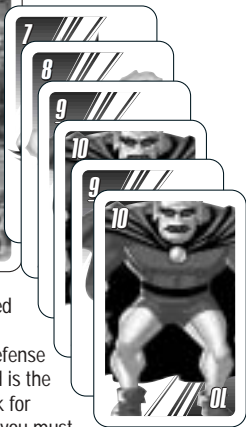
Every battleground has a Defense number in the center of the card. In order to start building an Attack Stack on a battleground, the first Attack Card played on that battleground must have the same value as the battleground's Defense number. For example, if the Defense number is a 5, the first Attack Card played on that battleground must also be a 5.

In the corner of each Battleground Card is the Victory number – this is the number you are building your Attack Stack to reach. If you manage to play the Victory number on that stack, you conquer that battleground.

To begin, choose a battleground to attack. You may only play Attack Cards on **one** battleground per turn unless you play a Power Card (see **COMMAND CARDS: Power**)



EXAMPLE 1



Remember, the first card played on a Battleground Card must match that battleground's Defense number. The first card played is the beginning of the Attack Stack for that battleground. After that, you must play a card with a value one greater or one less than the value of the top card on the Attack Stack.

During your turn, you can play as few or as many cards as you want, but you must always play at least **one** numbered card on your turn if you are able. If you can't play **any** numbered cards and don't want to play a command card (WILD or STOP), discard one card and draw back up to seven.

The difference between a battleground's Defense number and its Victory number is always 5, no matter which direction you're building your number sequence (up or down). As a result, you may attack the Victory number from either direction. For example, the S.T.A.R. Labs battleground, with a Defense of 7 and a Victory of 2, can be taken by playing cards in the order of 7, 6, 5, 4, 3, and 2 or the other direction by playing 7, 8, 9, 10, 1, 2. (See EXAMPLE 1)

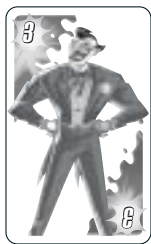
This style of play offers up another important strategy. Since you can play cards one less or one greater than the card currently in play, you could reverse the direction of the cards to prevent your opponent from an easy win.

For example: the Villain player stacks a 7, 6, 5, and 4 on the S.T.A.R. Labs battleground. The Hero player doesn't have a 3 or a 2 (which would allow the Hero to finish the stack and win that battleground). The Hero is concerned that the Villain may have drawn the necessary cards to win the S.T.A.R. Labs battleground on the next turn. As a result, the Hero decides to reverse the direction of play by playing a 5, 6, and 7, on top of the Villain's 4, thus ensuring no easy win for the Villain.

Once a player finishes playing all the cards that they wish, the player draws back up to 7 cards and their turn ends. **Note:** you always start your next turn with 7 cards in your hand.

COMMAND CARDS

The functions of the Command Cards and when they may be played are set out below.



POWER CARD

Power Card

Several of the numbered Attack Cards are **POWER CARDS**, identifiable by the burst around their numbers. Power Cards are played as if they were normal Attack Cards; however, when played they allow the option of attacking a **second** battleground during the turn they are played. You don't have to play on the second battleground immediately after playing a Power Card; you just have to play on the other battleground before you draw cards at the end of your turn. If multiple Power

Cards are played, multiple battlegrounds can be attacked during that turn – as many battlegrounds as the number of Power Cards played. Power cards can also be used to undo Stop Cards (detailed under **Stop Card**).



**REGULAR
ATTACK
CARD**



**POWER
CARD**



STOP CARD

Stop Card

When you play a STOP CARD on an Attack Stack, your opponent can no longer play on that stack until **you** play on it again. Strategically, this is an excellent way to protect a stack while you assault other battlegrounds. The only way for your opponent to circumvent your Stop Card is to play a Power Card with the next consecutive number – either up or down – from the card underneath your Stop Card.

Wild Card

A Wild Card can become any normal numbered card you want. It can be played at any time during a player's turn even if the player has another playable card in their hand.



WILD CARD

WINNING THE GAME

When a player succeeds in playing the Victory number on an Attack Stack, the player removes that battleground from the field of play. The first player to win three battlegrounds wins the game.

If either player runs out of cards in their draw pile, continue the game until neither player can play any more cards. At that point the game ends and the player with the most battlegrounds wins. If neither player possesses a battleground or both players have the same number of battlegrounds, the player who still has cards remaining wins. If neither player has any cards left, the game is a tie.

A NOTE ON SEPARATING THE DECKS

After playing a game, the Hero and Villain Attack Cards will be mixed together. Instead of sorting them one by one, stack them into one pile. If you look closely, you will see that the two decks are different sizes – the Hero cards are slightly longer and the Villain cards are slightly wider. When you pick up the stacked deck by its edges and give it a good shake, either the Hero or the Villain cards will fall from the deck, automatically separating the two.

B4826



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.



© 2002 Mattel, Inc., El Segundo, CA 90245
U.S.A. All Rights Reserved. ® and ™ designate U.S. trademarks of Mattel, Inc., except as noted.

As based on DC Comics characters.
JUSTICE LEAGUE, DC BULLET LOGO and all related characters and elements are trademarks of and © DC Comics. (s03)



B4826-0720

Call us toll-free 1(800) 524-TOYS or write with any comments or questions about our products or service. Monday through Friday, 8:00 a.m.-6:00 p.m. Eastern Time.
Outside U.S.A., see telephone directory for Mattel listing.

Llámenos gratis al 1(800) 524-8697 o escribanos con cualquier pregunta o comentario sobre nuestros productos o servicio.
De lunes a viernes de 8:00 a.m. a 6:00 p.m., hora del Este.
Fuera de los E.U.A., consulte una guía telefónica para el listado de Mattel.

QUESTIONS OU COMMENTAIRES? COMPOSEZ, SANS FRAIS,
LE 1-800-665-MATTEL (6288) du lundi au vendredi, de 8 h à 17 h (HNE).

mattel.com