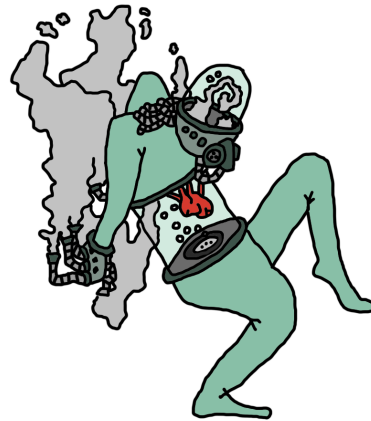


ALL PART OF THE MASTER PLAN

ART & DESIGN: SCOTT R SMITH

4-6 PLAYERS / 30 MINUTES / AGES 10+



OVERVIEW:

The Masterminds of Super City exist as nothing but myth and rumor—as shadows working to complete their mysterious master plans. As one of these masterminds, manipulate both the heroes and villains of the city, pitting them against each other as necessary to gather the elements of your scheme. Pull the puppet strings and watch the pieces fall into place!

GOAL:

Be the first Mastermind to complete your Master Plan by collecting all the necessary Loot —OR— have the most elaborate Master Plan after 3 rounds by possessing the most diverse set of Loot.

SETUP:

- 1) Shuffle the Throwdown and Super decks and place them next to the Loot Bag at the edge of the play area.
- 2) Give each player a colored set of Mastermind Marks.
- 3) Shuffle the Master Plans and deal each player one card face-down (showing its Loot rarity side face-up). Return undealt Master Plans to the game box.
- 4) Give Loser Lad to the player that most recently suffered a defeat.

GAMEPLAY:

PHASE 1: RECRUIT

Deal the Super deck out evenly to the players at the table, setting any undealt Supers aside.

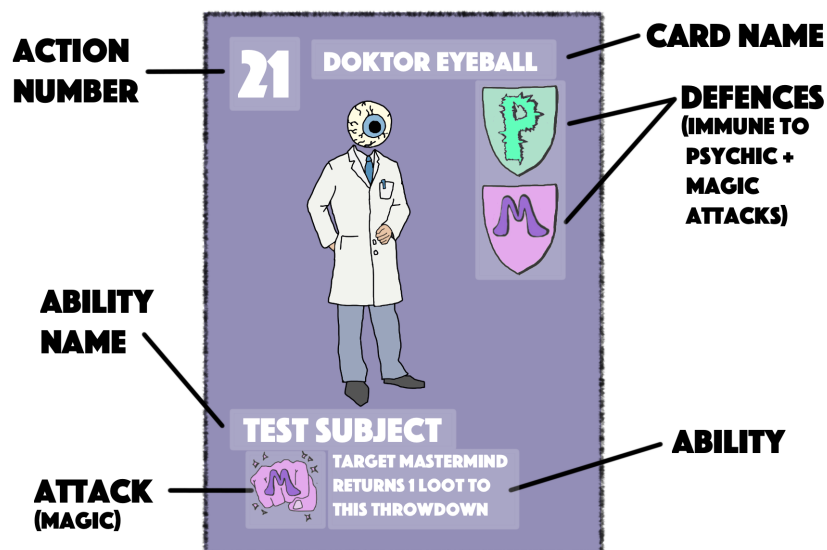
PHASE 3: ASSEMBLE

- 1) Deal a number of Throwdowns face-up to the center of the table as follows:
 - a. 4 Players: 3 Throwdowns
 - b. 5 Players: 4 Throwdowns
 - c. 6 Players: 4 Throwdowns
- 2) Stock each Throwdown by drawing the indicated number of Loot from the Loot Bag and placing it on the card.

- 3) Starting with the player holding Loser Lad, players take turns in clockwise order playing 1 Super from their hand face-down to any Throwdown. This action forms a Squad and player that formed the squad places one of their Mastermind Marks on top of the card. When deploying a Super, players must follow these rules:
 - a. Players may only have 1 Squad at each Throwdown.
 - b. A Squad may contain only Heroes OR Villains. A Hero may never join a Villain squad, and vice-versa.

PHASE 3: BATTLE

- 1) The player holding Loser Lad chooses a Throwdown. All players with Squads at that Throwdown turn over their Super cards, revealing their identities. *Be careful to keep Mastermind Marks beside each Squad to identify which Mastermind played which Squad.*
- 2) Check for alliances: **If all the Squads played to the Location are either all Heroes OR all Villains, no battle takes place. Instead, skip to Phase 4: Loot.** If there is at least one Hero Squad and one Villain Squad at the Throwdown, proceed to step 3.
- 3) All revealed Hero Squads are now allied with each against all Villain Squads, regardless of which Mastermind played them. Starting with the Super with the **lowest Action Number**, each Super acts as follows in ascending order:
 - a. This Super performs either a Magic (purple), Force (red), or Psychic (green) Attack as indicated on the bottom left of their card (a grey fist indicates that this super has no Attack type). KO any Super in an opposing Squad that does not possess a Defense of a matching type and place it in the acting Mastermind's KO pile.
 - b. This Super now performs its Ability as indicated directly to the right of its Attack.



- 4) The Battle Phase ends **immediately** if one of the two following conditions occur:
 - a. All Supers at the Throwdown have acted.
 - b. There are no remaining Supers in opposing Squads (only Heroes or only Villains remain). **Note: This condition may mean that some Supers do not act.**

PHASE 4: LOOT

- 1) Starting with the surviving Super with the **highest Action Number**, each Super claims 1 available Loot from this Throwdown in descending order. **If, at any time, collecting this Loot would complete a player's Master Plan (meaning that player now possesses all the required Loot indicated on their secret Master Plan Card) that player reveals their Master Plan immediately and WINS THE GAME!**
- 2) Return any uncollected Loot to the Loot Bag.
- 3) Once all surviving Supers have claimed 1 Loot and/or all Loot has been claimed, discard all Supers at this Throwdown.
- 4) If more unresolved Throwdowns remain on the table, return to **Phase 3: Battle**. If all Throwdowns have been resolved, proceed to Phase 6.

PHASE 5: REGROUP

- 1) If this is the end of the 3rd round, proceed to **THIS WAS THE PLAN ALL ALONG**.
- 2) If this is the 1st or 2nd round of the game:
 - a. Give Loser Lad to the player with the least cards in their KO pile. In the case of ties, the player currently holding Loser Lad chooses who gets him next.
 - b. Return ALL Supers to the Super deck and reshuffle it.
 - c. Return to **Phase 1: Recruit**

THIS WAS THE PLAN ALL ALONG

At the end of the 3rd round of play, each counts the number of **different** Loot types they've collected. The player with the most diverse set of Loot wins the game. In the case of ties, the player with the most Supers in their KO pile wins that game. In the rare case that the game is still tied, the player with the Super with the **highest Action Number** in their KO pile wins.