

Paul Peterson
SMASH UP[™]
Expansion



Oops, You Did It Again



SMASH UP

A fight for 2-4 players, ages 14 and up.

OBJECTIVE

Your goal is nothing short of total global domination! Use your minions to crush enemy bases. The first player to score 15 victory points (VP) wins!

GAME CONTENTS

This set contains:

- 4 factions with 20 cards each (80 cards total)
- 8 base cards
- 4 card dividers
- 1 token sheet (used as both Victory Point tokens and +1 power counters)
- This rulebook

Growing On You

Oops, You Did It Again is an expansion to the Smash Up core set. It is still a fully operational battle station for 2 players though!

These rules sometimes talk like you've got more than just four factions, or mention cards that aren't in this expansion. If you don't already have the other sets, just think of it as viral marketing.

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Use the snazzy dividers in this set with the Bigger Geekier Box, the ultimate in high-performance Smash Up storage. Look for it in stores!



Look for these expansions to Smash Up in stores now!

GET TO KNOW YOUR CARDS!

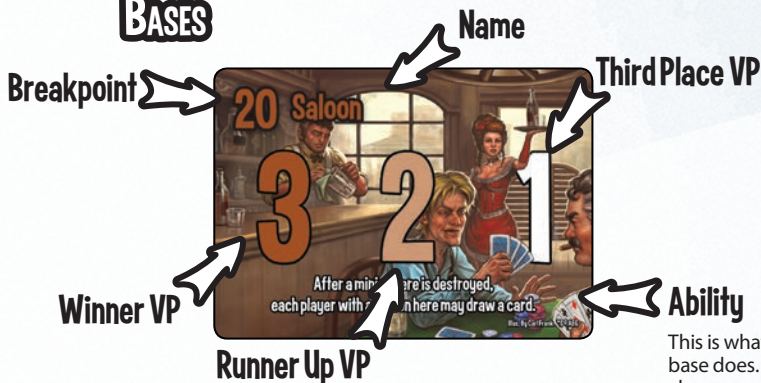
MINIONS



ACTIONS



BASES



This is what the base does. Its ability always operates while the base is in the middle of the table. It's sort of a combination of Special, Ongoing, and Awesome.

SETUP

Each player selects two different factions to play with, and is considered the owner of the factions they choose, for gameplay purposes. Shuffle together your two factions to make a 40-card deck.



Next, grab just the bases from the sets the chosen factions came from. For example, if you have Viking Explorers vs. Itty Critter Vigilantes, take the bases from Oops You Did It Again, What Were We Thinking, Big in Japan, and That '70s Expansion to make your base deck. Shuffle the base cards together.

Draw one base per player, plus one (e.g., four bases for three players), and place them face up in the middle of the table.

Each player draws five cards from their deck. If you have no minions in your opening hand, you may show your hand, discard it, and draw a new hand of five cards; you must keep the second hand. Whoever most recently repeated a common mistake goes first. Play continues clockwise.

SAMPLE SETUP



Player B's Deck



Player B's Hand



Player C's Deck

Player C's Hand



VP Tokens



Initial Bases



Base Deck



Player A's Hand



Player A's Deck

Kickin' It Queensberry

For formal play, put at least 2 factions per player in the middle of the table. Randomly determine who goes first. The first player chooses one faction. Choice continues clockwise. When everyone has chosen one faction, the last player chooses a second faction. Choice continues in reverse order.

THE PHASES OF A TURN

1. Start Turn

Some abilities (and effects like Uncovering) say they happen “at the start of your turn”. This phase is when they all can happen — not just the first one. Any abilities that expire at the start of your turn expire before any of those start-of-turn events.

2. Play Cards

On your turn play one minion, play one action, or play one of each... for free! You can play your cards in any order. You don't have to play any cards. In addition, several abilities of your cards in play have abilities that can be used now.

Minions

To play a minion, choose a base and put the minion card beside it, facing toward you. Do what the card says. (Cards that start with Special are a special case. See p. 14.)

Actions

To play an action, do what the card says. If it didn't say to play it on a base or on a minion, then it's a standard action, and you discard it after using it.

Abilities

Minions and non-standard actions often have abilities that work during the Play Cards phase. An ability labeled “Talent” can only be used once during this phase of your turn (see p. 14). Likewise, “on your turn” means during your Play Cards phase.

3. Score Bases

After you are done playing cards, check to see whether any bases are ready to score (see p. 8). If any are ready, you must start scoring.

4. Draw 2 Cards

Do what it says: draw two cards.

If your hand is empty at other times of the game, you don't get an automatic draw; you have to wait for this phase of your turn. But if you need to draw, reveal, search for, or look at a card and your deck is empty, shuffle your discard pile to make your new deck, and keep going.

After drawing, the maximum number of cards you can have in your hand is 10. If you have more, discard down to 10. If your hand is bigger than 10 at other times of the game, that's OK: you wait until now to discard down.

5. End Turn

Just like the start, there's a phase for the end of the turn. Things that *happen* now (like destroying a minion or drawing a card) happen first; if there is more than one, the current player chooses their order. After that, all abilities that *expire* now (like "+1 power until the end of the turn") expire at the same time.

Finally, check to see if any players have 15 or more victory points. If so, see Game Over, Man! on p. 9. Otherwise the turn is over and play passes to the player on the left.

Card Resolution Order

1. Resolve the card just played.
2. Finish resolving other cards that are in the middle of resolving.
3. Resolve cards in play triggered by the card of step 1. If more than one, the current player chooses their order.
4. Play cards in hand triggered by the card of step 1. If more than one, go clockwise from the current player. (Me First, p. 8)
5. Discard the card of step 1 unless played on another card.



THE BIG SCORE

Score a base during the Score Bases phase if the total power of all cards on that base equals or exceeds the base's breakpoint (see p. 3). If more than one base is ready to score, the player whose turn it is decides which one to score first.

After a base has been chosen to score, players may use abilities that happen "**before**" the base scores. If the total power on a base drops below its breakpoint after it is chosen, you still finish scoring the base.

For example, the Cowboy player uses Sheriff to duel another player's minion there. Since the losing minion is destroyed, the total power may go below the breakpoint, but the base still scores.



VP Tokens

Me First!

When resolving abilities while scoring a base, just as when responding to any trigger, you first resolve abilities of cards in play, in the order chosen by the current player. Then, if more than one player wants to play a card with a Special ability, each player, starting with the current player and going clockwise, plays one Special or passes. You can play another Special each time it comes around to you, and you can play a Special after passing, but once all players pass in sequence, that ends it.

Awarding VP

The players with the highest, 2nd, highest, and 3rd highest power on a base are the **winner, runner up, and third place!** They get victory points equal to the 1st, 2nd and 3rd number on the base card respectively. Anyone with the 4th highest power or lower gets nothing. If there are less than 3 players on a base, no one gets the VPs for the unclaimed spots. Dispense VP tokens in the appropriate amounts to everyone who scored. Abilities that happen "**when**" a base scores may change how this happens. You must have at least **one minion or 1 power** on a base to get victory points.

Tie Fighter

If players are tied on a base, all involved players get points for the best position they tied for. So, if three players had 10, 10, and 5 power on a base when it scores, the winners with 10 power each get first place points! The player with 5 power then gets third place, not second. If two players tie for runner up, no one gets third place. Harsh.

If players tie for use of a base's ability, they each get to use it, starting with the current player and going clockwise. If using it twice doesn't make sense (e.g. choosing the next base), then only the first player gets to use it.

Back to Your Corners

After awarding points, players can use abilities that happen **"after"** a base scores, in the same order described under "Me First". Then all cards still on that base go to their respective discard piles simultaneously. Going to the discard pile after scoring is not the same as being destroyed; however, it still might trigger other abilities.

Put the scored base into the base discard pile. Replace it with the top card of the base deck; shuffle the base discard pile if needed. Check to see if another base is ready to be scored. Score it too, the same way.

Scoring order:

1. Bases are checked to see if any are ready to score. If none are, go to the End Turn phase.
2. The current player chooses a base that is ready.
3. Players may play and/or invoke any "Before scoring" abilities.
4. VPs are awarded according to the current power totals. "When scoring" abilities may trigger now.
5. Players may play and/or invoke any "After scoring" abilities. This may affect steps 6-8.
6. All cards on the base are discarded.
7. The base is discarded.
8. A new base is chosen to replace it.
9. Go to step 1.

Game Over, Man!

At the end of any turn that someone reaches 15 VP, the player with the most victory points wins. If there is a tie for the most, keep playing turns until there isn't. No sharing! Except for your two factions. You guys are BFFs.

NEW RULES

Burying

How to bury: To bury a card you place it face down beside a base, facing you. You don't show it to others unless the card says to bury itself. You may only bury a card if an ability allows it.

Status: A buried card is not affected by abilities that target minions, actions, or any other card type. They are affected by abilities that target "cards". A buried card is controlled by the player who buried it, and its controller is considered its owner until it is uncovered or discarded. Players may look at buried cards they control at any time; but they may only look at them one at a time and may not mix them up. A buried card's abilities may not be triggered until after it is uncovered.

Uncovering: Each player may uncover one of their buried cards at the start of their turn. A player may also uncover a card when an ability allows it. When a buried card is uncovered, its controller immediately plays it as an extra card. It is played either on the same base, or on a minion on that base, or simply resolved and discarded, as appropriate. It is resolved just as if it were played from the hand. If circumstances make playing it impossible (e.g. it's a card that is only played before a base scores), it is discarded instead. When a card is uncovered or re-buried (as Mummies do), any counters or cards on it are discarded first. Uncovered cards may not be immediately reburied.

Scoring: Buried cards do not themselves have power, nor the presence to help break or win a base. After a base scores or leaves play for any reason, buried cards still on it go to their owners' discard piles. Madness cards that are buried at the end of the game still count against their controller.



Duels

Basics: When two minions duel, their controllers may each place a card from their hand on the table face down, and then each reveals their card (if any), starting with the challenger. If it is an action it is played normally, otherwise it is returned to the hand. After the dueling cards are resolved, the minion with the higher power is determined to be the winner; in case of ties, both sides get all the effects of the duel. The benefits of winning, or the harm of losing, are specified by the card that starts the duel.

Minion just played at So-So Corral, which lets it duel another minion there.



Dueling card for the challenging player.

Both these cards will be revealed and either played (if an action) or returned to the hand (if a minion).

Dueling card for the challenged player.



Details: Placing a dueling card on the table is optional, and the decision to place one is first made by the challenger.

You may place any card from your hand for a duel, including actions that affect minions outside the duel, or even minions that are just returned to the hand (they make a good bluff).

While on the table, dueling cards are not considered part of the hand, deck or discard pile, are not considered in play, and cannot be targeted by any ability.

Two duels may not happen at the same time, so if any ability that allows a duel is triggered during another duel, that part of the ability is ignored.

After a duel's actions are resolved, if the two minions of the duel are not together on the same base as each other, the duel stops without resolution. However, changing control of either or both minions does not stop the duel.

During a duel no other cards may be played or invoked, unless they are allowed by the duel's actions (or by the cards allowed by the actions, etc.) or they are triggered by the duel or the cards involved in it.

Being in a duel does not by itself count as affecting a minion, but the duel's consequences may affect it.

TERMS AND RESTRICTIONS

Some restrictions apply. See rules for details. Supplies limited.

Affect: A card is affected if it is moved or transferred, removed from play (i.e. destroyed, returned, shuffled, or placed), changed in power or controller, or has an action attached, or its ability canceled.



Control: By default, each card you play is controlled by you. If you gain control of a card, it is as if you had played it: minions add to your power total, abilities on the card apply to you and you can use them, etc. Controlling a minion does not mean you control any actions played on it, but their abilities apply normally. When the card leaves play, it goes to the hand, deck, or discard pile of its owner, not its current controller. "Having" cards at a base means you control them.



After: "After X do Y", means X is completely resolved before Y is done. (Unless X is "a base scores", p. 8.)



Destroy: This lets you remove a card that's in play and put it in the discard pile.

Bury: This lets you place a card face down on a base. (See p. 10 for details.)



Directly: Card X directly affects card Y if X's ability does one of the things listed under "Affect", and Y is a target specified by X.



Cancel: This means the ability is treated as if it does not exist.



Discard: This lets you put a card that is not in play or has just been scored into the discard pile. It comes from your hand unless it says otherwise.



Duel: This starts a conflict between two minions where their controllers can each play an action card, and the higher-power minion wins. (See p. 11 for details.)

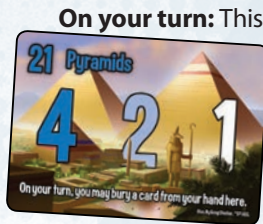
Extra: An extra minion or action is one that is not counted against your normal limit of one per type per turn. You may always play it immediately. If an ability gives you an extra card during the Play Cards phase, you may play it later in the phase unless it refers to a specific card, or it was given by a Special ability. Extra cards are optional.



In Play: Cards in play are in the middle of the table, i.e. an active base or any card on it. Cards in the hand, deck, or discard pile, or set aside, or in the box, are not in play.



Move: This lets you relocate a minion or titan from one base to another, along with any cards or counters on it. Moving a card does not count as playing it. On-play abilities do not trigger when you move a card, but Ongoing, Special, and Talent abilities still have their effects.



On your turn: This means during the normal Play Cards phase of your turn. You can only do it once per turn unless it says otherwise.

Ongoing: Most abilities happen and then they're over, or else they end at the end of the turn. Ongoing abilities are active for as long as they're around.



Owner: The player who had the card at the start of the game. Monsters and treasures have no owner.



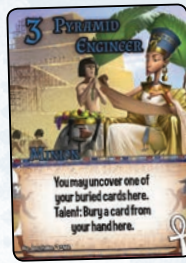
Place: This lets you relocate a card in a way not covered by other terms, such as from a base to the bottom of your deck, or from the discard pile to your hand.



Play: You play a card when it's one of the free cards you get in the Play Cards phase, or any time an ability specifically says that you're playing it. A card's ability happens when you play it. When cards are moved, placed, or returned, they're not being played, and their abilities don't happen.



Return: This means that a card goes back where it came from. When a card returns from a base, discard attachments on that card, and put it in its owner's hand.



Talent: This is an ability that the card may use once during the Play Cards phase of each of your turns. You don't have to use it if you don't want to.

Special: Most abilities happen when you play a card. Special abilities happen at unusual times or in unusual ways. Special abilities might trigger on a card already in play, or in your hand or discard pile. A card's ability will describe how it can be used. If you use a Special ability to play a card on your turn, it doesn't count as one of your free cards for that turn.



To: Some cards say, "Do X to do Y" (e.g. "Discard cards equal to a minion's power to destroy it.") With these cards, if X gets thwarted for any reason (e.g., you don't have enough cards in hand), then you can't do any of X, or Y, either. So there.



Standard: A standard action is one that does not say "Play on a base" or "Play on a minion". It does its job and leaves.

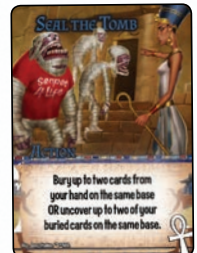


Transfer: This lets you relocate actions or power counters from one card to another. When adding counters to your cards (from the pool), or discarding counters from your cards (to the pool), that's not transferring.



Starting: The power of a minion or breakpoint of a base before being modified by other abilities. Normally this is the number printed on the minion or base, but some cards can change it.

Uncover: This lets you turn a buried card face up and play it. (See p. 10 for details.)



CLARIFICATIONS



Blessing of Anubis, Tomb Trap, You Can Take It With You: If you use this card's ability to bury itself, you reveal it and place it face down on the base. If you uncover it you play it again but ignore the first part since uncovered cards are not reburied.



Deputy: You may wait until after your opponent has revealed their dueling card to decide whether to discard the Deputy.



Dynamite Surprise: This triggers from your hand, or if revealed from your deck. It is not triggered if another player looks at it in your deck.



High Noon: If your opponent wins they do not get an extra minion, and neither do you if your minion is destroyed. "There" is where your winning minion is at the end of the duel.



Honor the Ancestors: In a 2-player game you shuffle one minion into your deck, in a 3-player game two, and in a 4-player game three minions.



Huscarl, Raider, Berserk, Longhouse: You may place a card in your hand you don't own on top of your deck safely, since no one sees what the card is.



Mummy: This ability can only trigger if the Mummy is uncovered before the base finishes scoring. If you use its ability, bury it directly on a different base before the old base is discarded, without going to the discard pile or your hand first.



Pinkerton: This may affect itself in a duel. The power counter is placed before the dueling cards are placed on the table.



Quick Draw: The amount of power gained is determined when this card is played and does not change even if the minion's dueling status changes.



Sakura Garden: This also triggers after this base scores.



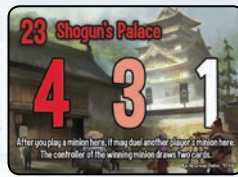
Samurai-Chan, Bushi, Shogun, Final Haiku, Way of the Warrior, Honor the Fallen, Sakura Garden: A minion going to the discard pile from play includes

both being discarded after scoring, and being destroyed.



Shield Maiden, Valkyrie, Pillage, Raiding Party, Ransack, Drakkar: Cards in your hand that you do not own are still treated like your cards: you can play them

normally, and you control them until they go out of play, at which point they go back to their owners. Cards you don't own that are merely revealed in your hand or deck stay there, but if they are seen to go elsewhere (see p. 17) they then go back to their owners, unless explicitly allowed by cards like Shield Maiden etc.



Shogun's Palace, So-So Corral:

If you play a minion here that lets you immediately play other minions here (e.g. Zapbot, Critter Coach), do their duels in reverse order to how they were played. The duel is chosen by the minion's controller after the minion is played and resolved.



So-So Corral: The losing minion is destroyed by the challenging player.



Viking Funeral: If a card is put back in the box, it is out of play for the rest of the game.

VOID WHERE PROHIBITED

Often, card text and rules text will conflict. When there's a fight, card text wins. So there's an invisible "unless stated otherwise" with every rule in this book. Exception: Minion power and base breakpoint are never reduced below zero.

If cards conflict, the one that says you can't do something beats the one that says you can.

If multiple effects would happen at the same time, the player whose turn it is chooses the order.

You can play a card even if its ability can't or doesn't happen. For example, you can play an action that destroys a minion even if no minions are in play, or if the minion you choose is immune to destruction.

You must follow a card's ability, even if it's bad for you. Exceptions: Extra cards are optional, as are abilities that say you "may" do something.

If an ability says "any number" you may choose one, or even zero. You may play a card that says "all" even if there are no targets.

If you get to play extra minions or actions outside the Play Cards phase, you must play those extra cards immediately or not at all.

Anyone may look through any discard pile at any time.

"A minion" or "an action" means any minion/action in play, unless stated otherwise. Exception: "Play a minion/action" means one from the hand.

When a card that others can see goes to the hand, deck, or discard pile, it goes to the one belonging to the card's owner (i.e. the player whose deck the card came from), no matter who played or controlled it.

When a card leaves play, any cards and counters on it are discarded.

Specials may be played at any time they are applicable, even on other players' turns.

The power of a minion not in play is only the number printed on it, but once in play its power includes all modifications.

Power counters on minions and titans always modify their power. Power counters have no effect on action or base or buried cards.

If not stated, the effects of an ability expire at the end of the turn, or when its card leaves play, whichever is sooner. Exception: with no stated deadline, a control change of a minion lasts until the minion leaves play, or its control changes again.

"You" on a minion, action, or titan means the controller of the card; on a base it means any player it describes, often the current player. "Other players" means everyone except "you". "Your" cards are those you control, whether or not you own them.

"Here" means the base the card is at; "there" means the location just referred to on the card.

If you "look" at a card, show it to no one else. If you "reveal" it, show it to everyone else. If you "search" a deck or discard pile for a card you must reveal the card chosen. After searching a deck it must be shuffled.

THE FACTIONS

This set of Smash Up features four factions, which combine to make 6 possible decks. Counting all the Smash Up sets, there are now over 2000 possible faction combos! Mix and match factions to suit your play style.

Ancient Egyptians

Many of our most esteemed historians and scientists of course believe that ancient Egyptians were helped along by aliens and creepy mummy magic. This is an accepted fact of modern science. And now it's your chance to use those powers against your opponents! The Ancient Egyptians use the new "bury" mechanic to leave surprises, both good and bad, on the board. Take care around them, you never know what lies hidden beneath the sands of time.



Cowboys

Yeeehaw!! Come out guns blazing with the rip-roarin'est faction to ever ride into Smash Up. The Cowboys are going to call you out at high noon, and make sure you go home in a pine box. Dueling is their strategy of choice, because who better to slap leather than the quickest guns in the west?



Samurai

Honor is a force stronger than tin! The Samurai of Smash Up face their enemies with a spirit of calm, ready to face their end in battle if their lord requires it. Using dueling, the samurai will take down their enemies, or die gloriously, bringing great esteem to their family. No broken cavalry or ring-bouncing required! Utz... Kampai!



Vikings

There's gold out there, treasure and wealth. Sure it belongs to other people, but why let that stop you? You're Vikings! Raid and pillage your way to victory. The Vikings know that they could make better use of other people's cards. Why did they even bring cards to the game unless they weren't afraid to lose them?



Moar Factions!

Does more than one person want to play Cowboys? Great! Combine two sets of Oops, You Did It Again so people can draft and play the same factions against one another. Remember, you can't put two of the same faction together though! Just use one set of bases when combining.

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Legal Mumbo-Jumbo

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Blah blah blah.

Warning: Choking hazard! Not for use by children under 3 years of age.

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Smash Up the Interwebs

www.alderac.com/smashup

Questions? Email CustomerService@alderac.com

ALL YOUR BASICS

Set Up

Each player chooses two factions and shuffles them together to make a 40-card deck. Place any titans near your deck. Draw a hand of five cards. Place one more base card than you have players in the middle of the table (for example, use five bases for four players).

On Your Turn

Play 1 minion and 1 action in either order. You can play less if you want to. Follow all instructions on card abilities as you play them.

Check to see whether any bases can be scored. If they can, score them.

Draw two cards. Discard down to a hand of 10 if necessary.

Scoring

After you are done playing minions and actions, if the total power of all players meets or exceeds a base's breakpoint, that base scores.

The players with the highest, second highest, and third highest power get the victory points for the winner, runner up, and third place, as shown on the base. In case of a tie, each player receives full victory points for the highest place he or she qualified for.

Resolve the ability on the base, discard minions there, and then replace it.

Winning

When one or more players have 15 or more victory points just before a turn ends, the one with the most victory points wins. In case of a tie, play another turn.

If you are playing with the Obligatory Cthulhu Set, remember to check for Madness cards VP reduction at the end of the game. Then if any players are tied for most victory points, the player with the lowest number of Madness cards wins. Further ties share the win!

Additional Rules

When a card disagrees with the rules, the card wins.

If cards conflict, the one that says you can't do something beats the one that says you can.

If multiple effects happen at the same time, the player whose turn it is determines their order.

You can play a card even if its ability can't happen.

You must follow a card's ability, even if it's bad for you. If a card says you "may" do something, you have a choice whether to do it.

If an ability says "any number" you may choose zero. You may play a card that says "all" even if there are no targets.

Anyone may look through any discard pile at any time.