



Paul Peterson
SMASH UP[™]
Expansion

Science Fiction Double Feature



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
- 1 token sheet (used as both Victory Point tokens and +1 power counters)
- This rulebook

Growing On You

Science Fiction Double Feature is an expansion to the Smash Up core set. It is still a fully operational battle station for 2 players though!

These rules sometimes refer to factions or mention cards that aren't in this expansion. If you don't already have those other sets, just think of it as viral marketing.

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Look for these expansions to Smash Up in stores now!

GET TO KNOW YOUR CARDS!

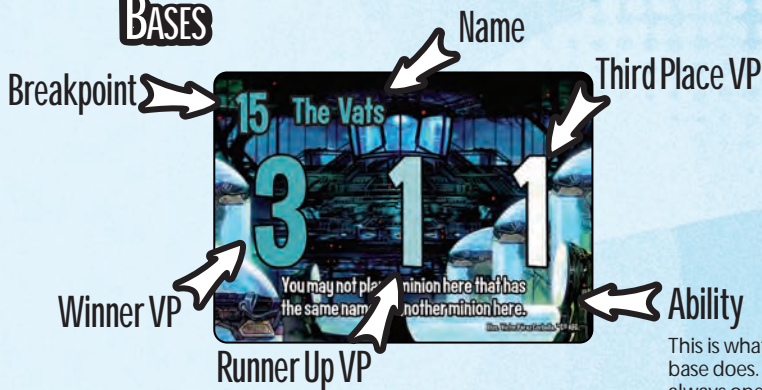
MINIONS



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 Shapeshifter Vampires vs. Ninja Apes, take the bases from the Smash Up base set, Monster Smash, and Science Fiction Double Feature 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 it, draw a new hand, and shuffle the old hand into your deck; you must keep the second hand. (Note that this is a change to the previous rules.) Whoever most recently visited another country goes first. Play continues clockwise.

SAMPLE SETUP

Player B's
Deck



Player C's
Hand



Player C's
Deck

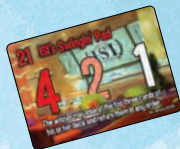
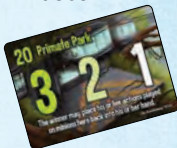


VP Tokens

Player B's
Hand



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 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. 13.)

Actions

To play an action, show the card and do what it says. If it doesn't stay in play (played on a base or on a minion, or buried), 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. 13). 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. If any are ready, you must start scoring. See pp. 8-9.

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

Playing a card will often trigger or invoke other cards, so here's a handy guide for figuring out their order.

1. Resolve the card just played or triggered.
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 if it was just played, unless it was played on another card.

Some cards interrupt other cards in the middle of what they are doing. If so, just resolve the later card according to this same order, then continue with the earlier card as appropriate.



THE BIG SCORE

Score a base during the Score Bases phase if the total power 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, before a base scores, one player returns *Finist the Falcon* to their hand from that base and replays it at another base since it won't change the amount of VPs they will receive. Even if the total power goes below its breakpoint, 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. If so, 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 Draw 2 Cards 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

Cards played off the top of the deck

“Play X off the top of your deck” means you reveal cards from the top of your deck until you reveal a card of type X, and then play it; if you are told to play N Xs you do the procedure N times. After the Xs are played and resolved, if there are any unused revealed cards you shuffle them into your deck; before then those cards are not considered in play or part of any deck or discard pile.

If the deck is empty before you start revealing cards, shuffle your discard pile to make a new deck. But if the deck runs out while you are revealing, you stop revealing and can only play what you have already revealed. (This is also true for other cards that reveal from the deck until finding something, like It’s A Trap!) If the X that you reveal has prerequisites for play that are not met (e.g. Shoggoth), it is discarded instead.

These new rules were introduced with the Penguins faction that came in the World Tour Event Kit. Check it out for more examples and more details!

TERMS AND RESTRICTIONS

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

Affected: 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.



After: “After X do Y”, means X is completely resolved before Y is done (unless X is “a base scores”, p. 8), and that Y is done immediately after X.



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



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.

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



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.



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.



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.



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. It also lets you put power counters on a card.



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.



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

Ongoing: Ongoing abilities are active for as long as they're in play, and/or they trigger at some later time while in play. They do not work from the hand, deck or discard pile.



play it. When cards are moved, placed, or returned, they're not being played, and their abilities don't happen.



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

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.



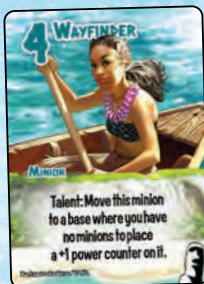
Special: Most abilities happen when you play a card. Special abilities happen at unusual times or in unusual ways. Special abilities might trigger on a card already in play, or in your hand or discard pile. A card's ability will describe how it can be used. If you use a Special ability to play a card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



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.



Standard: A standard action is one that does not remain in play by being played on a base or on a minion, or by being buried. It does its job and leaves.



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.

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.



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.



CLARIFICATIONS



1.21 Gigawatts: The “or” is exclusive: choose either actions or minions, not both.



Bacta the Future, Transmogrify: If the minion you choose to destroy is protected, you still resolve the rest of the ability.



Cellular Bonding: The copied ability continues as long as Cellular Bonding is in play, even if the action being copied leaves play. If you play Cellular Bonding while there is

no play-on-minion action in play, discard it with no effect. You may play this card on another player's minion and copy an ability that says “Play on your minion” or “Play on one of your minions”; ignore that part unless it is a prerequisite (e.g., Change Into a Gun), in which case the prerequisite is not met.



Copycat: This can copy any type of ability (on-play, Ongoing, Special, Talent), though not every ability will trigger before the end of the turn. Being immune to effects (e.g., Elder

Thing) does not prevent copying. The copied ability expires if the Copycat leaves play before the end of the turn. Copying a minion's ability does not copy its name (e.g., copying War Raptor lets it increase power for other War Raptors but not for itself). Ignore prerequisites for playing (e.g., Shoggoth) since the Copycat is already in play. If the copied ability imposes conditions that last beyond the end of the turn (e.g., Mind Lady, Bruiser), then treat the effect the same way that you would if the original card were to leave play before its effects ended.



Do Over, Doctor When: Play the extra minion immediately or not at all.



Doppelganger: Since minions on a scored base are discarded before the base is, this card's replacement cannot be played onto the new base. If Transmogrify destroys Doppelganger, both abilities trigger. If conditions prohibit playing the chosen minion, discard it instead.



Flying Monkey: You cannot move the minion to the base that replaces the scored base.



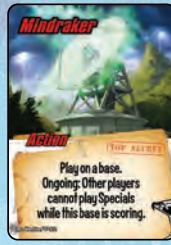
Genetic Shift: The first part of this ability only affects minions currently in play.



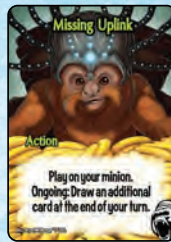
It's Astounding: Play the extra action immediately, before discarding It's Astounding.



Mimic: Mimic's starting power equals the highest printed power in play, but it can then be modified by abilities or +1 power counters. If the highest printed power in play changes, so does the starting power of Mimic. While in your hand or deck Mimic's power is 0; it can be played by G.E.L.F., "...Really?" and Transmogrify.



Mindraker: "While this base is scoring" means from the moment the base is chosen to score until its replacement base is played. While this card stops Specials from being played, it does not prevent Specials already in play from resolving.



Missing Uplink: The end of the turn is after the Draw Two Cards phase, so you don't check for hand size after Missing Uplink's draw.



"... Really?": You can destroy a minion and immediately play it from the discard pile.

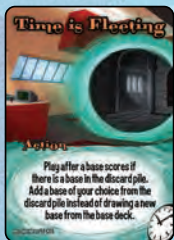


Secret Agent: If the other player's action destroys Secret Agent, they still have to discard a card.



Shielding: When played on a minion, destroy other players' actions on that minion (since they are affecting the minion). This card does not protect itself, but if both Shieldings

are on the same minion, they protect each other.



Time is Fleeting: You may not choose the same base that just scored.



Time Walk: You don't have to play extra cards before drawing the 2 cards, unless you play Time Walk outside your Play Cards phase.

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 actions or bases 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. As more factions join and try to take over the world in future expansions, the full number of possibilities will grow. Mix and match factions to suit your play style.

Cyborg Apes

In a daring raid on a top secret research facility, apes stole the latest in cybernetic enhancements, and are now enacting their centuries-old plan to take over the world! Combining their natural athleticism and powerful strength with high-tech augmentations, these apes will go bananas all over your opponents!



Shapeshifters

Far below the surface of the earth, strange amorphous creatures have developed a thriving world, based on the manipulation of their own genetics. Now they plan to apply that knowledge to conquer our world above. Taking samples of the most powerful creatures and warriors they can find, these shapeshifters can use the best of whoever they copy.

Super Spies

The shadow war between International Secret Intelligence and the evil HAVOC (Henchman and Villains of Chaos) continues. HAVOC's schemes threaten the world, from weather-changing satellites to lasers mounted on secret moon bases, they can only be opposed by the daring agents of the ISI. Using the latest in espionage technology, the ISI will be able to foil your opponents plans.



Time Travelers

The time stream has been compromised. Robots from the future mingle with pirates, extinct dinosaurs move with magical wizards... everything is all smashed up! That's where the Time Patrol steps in. Organized in 1976 and led by the enigmatic Doctor When, the Time Patrol works to keep time flowing... in the manner they deem best.



Moar Factions!

Does more than one person want to play Cyborg Apes? Great! Combine two sets of World Tour: International Incident 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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Special Thanks: AEG would like to thank the great Smash Up fans who continue to support us. We have a lot of fun making this game and we hope that you experience that when you play.

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
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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 on a base meets or exceeds its 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.