

Paul Peterson  
**SMASH UP**  
Expansion



World Tour: International Incident





# 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

*World Tour: International Incident* 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!

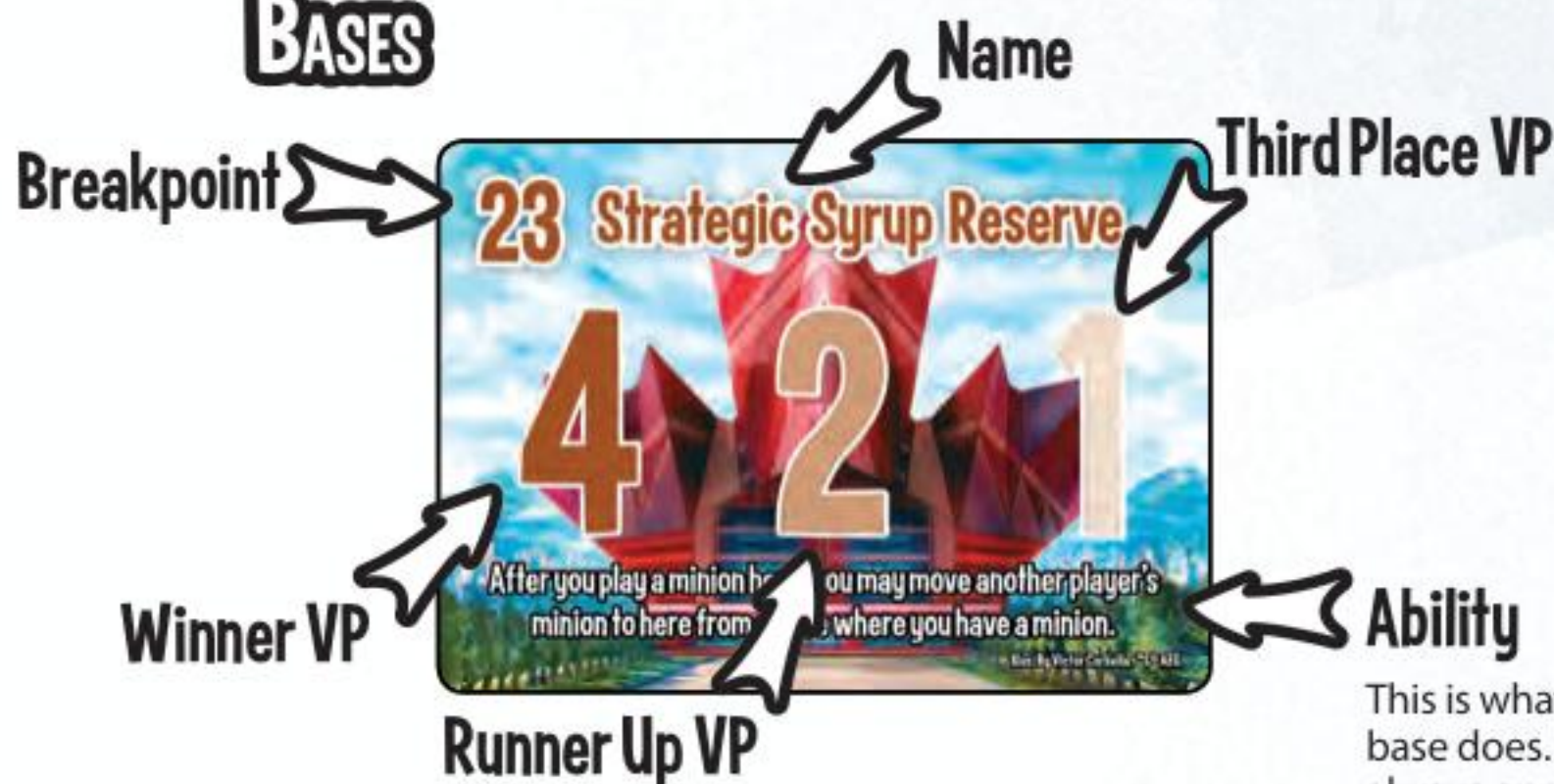
## MINIONS



## 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 Luchador Vikings vs. Itty Critter Vigilantes, take the bases from International Incident, Oops You Did It Again, 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 visited another country goes first. Play continues clockwise.



# SAMPLE SETUP



## 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. 12.)

### Actions

To play an action, show the card and do what it 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. 13). Likewise, “on/during 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

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 Great White North scores, two players choose to move one of their minions from it to 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. 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.



# 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.



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



**Cancel:** This 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.



**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.



**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.



**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.

**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.



**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.







**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.

**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.



**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.



**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.



**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.





**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.

**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.



**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.



**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



**All For One:** The minion gains +1 power for every such action played before the end of the turn, not just one +1 total.



**Always Get Our Man:** The power difference need only be true before the move. If it's not true after the move (e.g. your minion moved away from Haich-Q), the other minion is still destroyed.



**Aramis:** This card can only trigger during the Play Cards phase of your turn. It cannot interact with Last Stand.



**Capa Roja:** This can destroy minions with a printed power of 3 or less even if their actual power is increased to be more than 3.



**Cheap Pop, Reversal, Yellow Demon:** A Set-Up action is an action with "Set-Up" as part of its name.



**D'Artagnan:** Because of the Card Resolution Order (see p.7), after an action is played that affects D'Artagnan (step 1), D'Artagnan has you draw a card (step 3) before the action that affected it is discarded (step 5). Therefore among other things, there can be no infinite loop between D'Artagnan and Favor of Dionysus.





### Fighting Spirit

**Prize:** You place either two +1 power counters on a single minion, or one power counter each on two minions.



**Grasp the Belt:** You may choose to move a minion you control, even if it's your only minion on the base.



### Great White North, Eh?:

Players choose whether to use the base

ability in turn order starting with the current player.



**Mountie Major:** Its power bonus can change as the number of minions of other players at its base changes. If there is a tie for the most minions, just add the tied number once.



**Pin:** A minion with Pin on it still has its power, and it still is added to the total power on the base for breaking it, and it counts for cards like Third Tier. Its power does not add to its

controller's total for determining VP rewards or for cards like Marking Territory. If a Pinned minion is your only minion on a base, its presence counts for earning VP rewards there if zero is one of the top three power totals there.



**Powerful Set-Up:** If this ends up on a minion you control (through action transfer, or taking control of the minion) that minion still gets the +1 power.



**Top Tier:** If an ability has you discard several cards (e.g. Bulking Stew), you only place one +1 power counter.



# 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. Counting all the Smash Up sets, there are now over 2200 possible faction combos! Mix and match factions to suit your play style.

## Luchadors

They're going to the top rope! The Luchadors bring the high-flying stunts of Mexican wrestling to the Smash Up squared-circle! These masked wrestlers defy gravity, and their opponents, using their signature techniques to get the pin, and of course, break the base! Beware their set-ups, because their follow-ups are usually brutal!



## Mounties

Turn of the century Canada \*cue silent film piano\*... the Great White North is protected by the noble Mounties and their... battle moose!

The Mounties always get their man, no matter how devious, all while upholding the noble demeanor of Canada. They like to be around others, and it's not just friendliness -- they are gathering their strength to take over.



## Musketeers

One for all, and all for one! Or three! Or really four, because there were four of them, but we'll ignore that, just like the title of the book! The Musketeers were the super heroes of Renaissance France, taking on corrupt elements with style and panache. Their quick skills with the blade were matched only by their quick wit. After biding their time, they explode into a dazzling series of actions.



## Sumo Wrestlers

The powerful sumo wrestlers of Japan can really throw their weight around the bases! These massive warriors can knock back any enemies that come against them, but don't let their initial girth fool you. They will sacrifice cards for power, and use that power to knock all opponents out of the ring ... and base!



### Moar Factions!

Does more than one person want to play Musketeers? 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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## Legal Mumbo-Jumbo

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Blah blah blah.

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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.