



BATMAN NINJA™

ニンジャバットマン



DECK-BUILDING GAME CROSSOVER PACK 8

CONTENTS

- 6 Oversized BATMAN NINJA™ Super Heroes
- 5 Oversized BATMAN NINJA™ Super-Villains
- 21 Main Deck Cards
- 1 Rules Card
- 1 Randomizer Card
- 1 Divider

When you are ready to play, each player should grab a **BATMAN NINJA™** Super Hero. Choose any DC set main deck, shuffle it, and then split it in half. Shuffle the 21 new **BATMAN NINJA™** main deck cards into one of the two piles, and then put that pile on top of the other. Set aside The Joker Super-Villain, shuffle the remaining four Super-Villains, and place them in a stack with the text side up. Place The Joker with cost 9 on top of the stack. He is the first Super-Villain you will face each game.

New Keyword: Ninjutsu. Cards with Ninjutsu that you own allow you to make strategic decisions when you play them. You may play the card as usual to get the effects listed near the top of the text box. Or you may place the card into the Line-Up as you play it, relinquishing ownership of the card to trigger the text after the word "Ninjutsu." If you do, you get both parts of the text: the basic effect *and* the Ninjutsu effect (in that order). If you choose not to activate the Ninjutsu text as you play it, you can't place it into the Line-Up later during your turn. **Note:** You may only Ninjutsu cards you OWN.

This may create a Line-Up with more than five cards. Just remember that you only add a card to the Line-Up between turns if there are fewer than five cards in the Line-Up. You no longer control the card if you place it in the Line-Up, but you still get the effects of the card and it counts as a card you played that turn. **IMPORTANT:** When you Ninjutsu a card, you may not buy or gain it from the Line-Up during that same turn.

New Concept: Super-Villain Attachments. The Super-Villains in this Crossover are oversized, and therefore won't fit into your deck. Instead, players attach cards from the Line-Up to the corresponding edges (called "slots") of the Super-Villains. When a player defeats a Super-Villain, they **gain** each card attached to that Super-Villain.

Batman Ninja™ Rule: *Once during your turn, if there is an empty slot on the current Super-Villain that matches a card type in the Line-Up, attach a card in the Line-Up to that slot. Do this at any time during your turn. You must attach a card (and only one), if able, before ending your turn. To attach a card to a slot, place the card face up alongside the color-matched edge of that Super-Villain.*

A Super-Villain may be defeated even if it doesn't have all four slots filled. After gaining the attached cards, resolve the Super-Villain's Retaliation (see below). When your turn ends, flip the defeated Super-Villain over and place it off to the side. Fit the defeated Villains together to watch their castles slowly merge ...

Once all five Super-Villains have been defeated, there is one final titanic challenge to overcome: the might of all five castles combined! Until all five castles are in place, the Stack Ongoing ability does not apply and the mega-castle cannot be defeated.

Keyword: Retaliation. Think of this as a "Last Appearance Attack." When a player defeats a Super-Villain, a Retaliation is made immediately (not at the end of the turn). You may hold a Defense in your hand to avoid this Attack. The Joker's Retaliation attacks only the player who defeats him, while the rest of the Super-Villains have a Retaliation that attacks each player.

SPECIFIC CARD CLARIFICATIONS

Batman Super Hero: The "Ninjutsu: Draw a card" effect resolves after all other parts of the card have been resolved.

Bat-Glider: The card you play is discarded at end of turn as usual.

Batman God: This card is shuffled into the main deck as usual at the start of each game. "Set it aside" means out of play and only certain cards from **Crossover 8** can interact with it.

Colony of Bats: If you Ninjutsu this card and find/choose Batman God, when it is placed into the Line-Up at end of turn it will be set aside and replaced.

Monkichi: Cards may be attached to normal Super-Villains from other sets. When any player defeats a Super-Villain with attached cards, that player gains the extra cards.

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