



INTRODUCING:

WORLD LEGENDS

◀ ANY HERO ESSENTIALS PACK ▶

YOU ASKED, AND WE DELIVERED!

20 years after the original game died, the first substantial offering of new Overpower card game has arrived! This pack introduces a new card layout, new cards, mechanics and rules. Based on fan feedback you will also see some new, smaller icons which quickly give the player key information about a card's function, which makes for easier play. Some cards reinvigorate old / dead strategies and card types. There's also a few much-needed rule tweaks to balance the new game and bring much needed diversity to deck building and overall strategy!



CATACLYSMS

With DOW retired from tournament play, you instead will be able to pick 1 from this suite of cards to fully customize your Any Character strategy. To start, the essentials pack will offer 5 different Cataclysms to choose from. You may choose one of them for your deck. These represent some of the most powerful effects in the game as everything from divine beings to characters from popular lore intervene to help your heroes complete their mission.



ASSISTS & AMBUSHES

For years, fans have wanted more than one icon option for their Any Character numerical attacks. This set offers all Any Character and Any Homebase numerical attacks in all four power types. Additionally, if you prefer higher venture to spectrum KO, Lilith's Swarm offers a level 5 Any Power attack to your choice of Assists!

MERLIN

The Any Character Negate can now be placed with no other restrictions. Once placed, it may still negate any type of special!



KALI

Any Characters get a big power up, with a prevent concession card that can now be played defensively. However, if the card is negated, the person who negated it immediately concedes the battle.



NEW ICONS

You'll notice new, small white icons on the right side of the card:



A **Sword** and a **Shield** indicate if a card can be used offensively or defensively, or both.



A **Full Hourglass** or a **Half Full Hourglass** denote if an effect is remainder of game or remainder of battle.



A **Paper Clip** for cards that "attach" to a character once successful. When the full rule book is released, cards that are remainder of battle or game, but do NOT have a **Paper Clip** will exist in an area called the "Astral Plane" between each players' teams.



Cards with a **1st** icon can only be played as your first action on your turn. You will notice the final upgrade to Any Character specials is that they do not have a **1st** icon. Any Character specials are no longer restricted to only being able to be played as your first card on your turn. They may be played after any card that allows for additional cards to be played.

For example, Any Character specials may follow up:

- an Ally card.
- a special card that allows additional attack(s), as long as the Any Character special is an attack.
- an Any Homebase card that allows additional attack(s), as long as the Any Character special is an attack.