



LEARN TO PLAY RULEBOOK

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While sometimes a straightforward game, OverPower is also a game that can take a lifetime to master. Even though it's a player friendly game, it is still common for new and experienced players to make some mistakes. .

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WELCOME TO OVERPOWER

Where YOU control a team of legendary heroes and villains as they compete with an opposing team through a series of battles, each trying to complete their Mission! Battles include making attacks, defending against enemy attacks, and unleashing your team's skills to do damage or even KO your Opponent's characters. Build your deck of at least 51 cards (or 56 if using Event Cards), and YOU will tell the story of a conflict for the ages and determine who succeeds at their mission first.

HOW DO I WIN?

There are three ways to win a game of OverPower. First, knockout (KO) all four of the opposing characters on the Opponent's team. Second, if a player manages to advance all seven of their Mission Objective cards to the completed pile, they win regardless of how many characters the opponent still has. Third, if your opponent ends up with all their Mission Objective cards in the defeated pile, you have defeated them, and you win!

TYPES OF CARDS

There are 8 types of cards in OverPower, each of which has different roles during gameplay. Some of these cards begin in play, while others are shuffled into your deck. They are Character Cards, Universe Cards, Power Cards, Special Cards, Mission Objective Cards, Event Cards, Location Homebase Cards and Aspect Cards.

CHARACTER CARDS

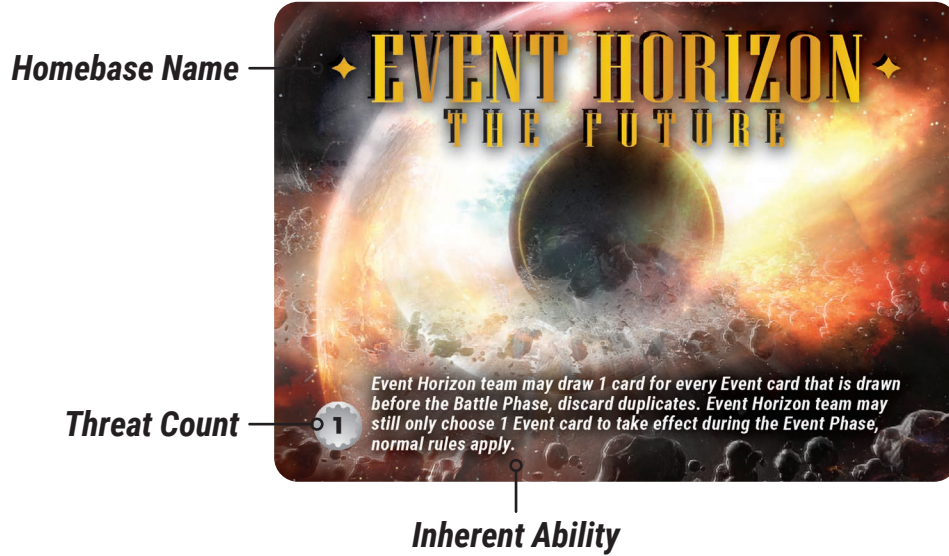
Your team consists of 4 Character Cards. These represent the legendary heroes or villains that you'll be controlling. Each character has 4 Power Grid Values that represent their basic capabilities. These Power Grid Values range from 1 - 8, and determine the maximum value of Power Cards that each character can use to attack or defend.

Additionally, each character has specific Special Cards that only they can play. By including a character on your team, you may include any of their Special Cards in your deck. Each character card also has a Threat Value. Your team may not exceed a total Threat Value of 76, including your Homebase (described below).



LOCATION HOMEBASE CARDS

Each team may begin the game with a single Homebase Card that starts in play along with their Team of Characters. Homebase Cards have Inherent Abilities that affect the game in ways described on each Homebase. Some Homebase Cards have a Threat Value, just as characters do. Your team's total Threat Value is determined by your Character's Threat Value total added to the Threat Value of your Homebase.



POWER CARDS

Power Cards are the basic unit of attack and defense. There are 6 different types of Power Cards that range in value of 1 - 8. Characters may use any Power Card equal to or less than the Power Grid Value printed on their Character Card as long as the Power Card is the same Power Type as that Power Grid.

MultiPower Power Cards contain all four Power Types. The owner declares 1 of the 4 Power Types they are choosing to attack or defend with. The Character playing the MultiPower card must still have the required Grid Value in order to declare that specific Power Type. Once a MultiPower Power Card hits a hero, they are a wild card for determining Spectrum KO.

Any-Power Cards do not have a specific power type associated with them. They can be used by any character with at least 1 Power Grid of equal or greater value to the power card regardless of its type.



Energy Power Card (Yellow Atom Icon):

Represents abilities that have to do with energy projection in the form of rays, blasts, and auras. Often involving magic, elemental barrages or even manipulating the laws of physics itself, energy attacks usually involve the use of technology or a super power.

Combat Power Card (Red Sword and Shield Icon)

Represents a character's ability in direct combat. These attacks vary from using some type of melee or ranged weapon; usually guns, bows, martial arts, swords, other hand-held weapons, or fighting tactics and skill.



Brute Force Power Card (Green Rock Icon):

Represents raw strength and destructive capability. Typically, these types of attacks involve feats of strength and smashing something OR represent large groups of people like an army or an Angry Mob.



Intelligence Power Card (Blue Book Icon):

Represents attacks and defenses made by thinking, planning, or strategy; instead of physical interaction with an enemy. Characters who manipulate others or who have the brains to outthink their opponents often use intelligence to do so.

Any-Power Card (White Circle Icon)

Represents raw attacks that aren't directly connected to any of the four power types. Characters must still use a Power Grid to play them.



MultiPower Card (More Than One Power Icon):

Represents attacks that combine multiple power types together and act as any one of them for the purposes of KO'ing a character. These cards can have two, three, or even four power icons on them.

SPECIAL CARDS

Special Cards are specific for each character and show off all their unique powers and cool abilities! A character may always play a Special Card with their name on it. Special Cards are played as either offensive actions or defensive actions which is determined by the icons in the bottom right corner. You may include any number of copies of most Special Cards in your deck; however, certain Special Cards (usually with powerful effects) have “One Per Deck” printed at the bottom of the card. Only a single copy of these Special Cards can be included in your deck. Special Cards used to attack and defend may have icons denoting Power Types and Values, just like the Power Cards (mentioned above), while others may Target a Character on your Opponent’s team, attach to a Character for a given duration, or go directly to the Astral Plane, all while creating a variety of different effects.



Special Card Icons



Remainder of Game (Full Hourglass): Remainder of Game duration; these cards remain in play until the end of game, unless a card is played to remove it or its effects before its duration ends.



Remainder of Battle (Half Full Hourglass): Remainder of Battle Duration; cards with this icon remain in play until the end of the Current Battle they were played in unless a card is played to remove it or its effects before its duration ends.



Offensive Action (Crossed Swords): These cards may be played while it’s your turn, as an offensive action. They cannot be played as a defensive action on your opponent’s turn, unless they also have the Shield icon (below).



Defensive Action (Shield): Cards with this icon may be played as a defensive action in response to an attack or action made during your opponent’s turn. They cannot be played as an offensive action unless the card also has an offensive action icon (see above).

Note Cards with both Offensive and Defensive icons may be used both ways.*



Attach to a Character (Paperclip): When used, cards with a paperclip are ‘attached’ to a Character who played it or another target, and remain there for their denoted duration. These cards will also have an hourglass icon of either type to determine their duration.



First Icon (1st): This icon means that this card can only be played if it’s the first card you play on your turn.



Astral Plane (Large A): Cards with the Astral Plane icon are placed in the Astral Plane area of the game space, and remain there while in effect. These are NOT attached to a Character.

Note If there is a small white line before the A symbol, it means that once the initial effects of the card are resolved, it is then placed in the Astral Plane for the marked duration.*

UNIVERSE CARDS

Have you ever wanted to smash an opponent with a tree? Or work together as a team or with an ally for a tactical strike? Universe Cards represent different objects, people, and resources that come into play while completing missions or while duking it out with an opposing team. There are 5 types of Universe Cards in OverPower, each of which have different requirements to use, as well as different effects on the battle. Universe Cards consist of Basic Universe, Teamwork, Training and Ally and Advanced Universe Cards. Some Universe Cards are played alongside other cards to enhance them while others act as attacks themselves and enable other cards to be played on the same turn. Advanced Universe Cards represent more powerful objects in the game. Requirements to use most Universe Cards are similar to Power Cards; the Character playing the card must have the corresponding Power Grid Value and Type to meet the listed requirements on the Universe Card. Some Advanced Universe Cards belong to a specific character and you must start with that character on your team in order to play them.

BASIC UNIVERSE CARDS

Basic Universe Cards modify Power Card values and can be used to attack or defend. The power type of the Power Card and Basic Universe Card must match, in order to use them together. Both cards are played together at the same time. Once the action resolves, the Universe card is discarded to the Dead Pile. If combined with a MultiPower or Any-Power power card, the attack/defense becomes the Power Type of the bonus listed on the Universe Card during the attack/defense, but reverts back to MultiPower or Any-Power once the Universe Card is discarded.



TEAMWORK UNIVERSE CARDS

Teamwork Universe Cards represent your entire Front Line making multiple coordinated attacks, all before your opponent has a chance to strike back. The Character playing the initial Teamwork Card must have the Power Grid Value or greater in the Type printed on the “to use” icon of the teamwork. You must declare which Character is playing the first attack and then the Teamwork Card becomes the first attack, played by itself. The value of the attack is printed next to the “attack” text on the Teamwork Card. Once your opponent resolves the initial Teamwork attack, one of your teammates **MUST** make one of the additional attacks with a Power Card matching one of the two the Power Types listed on the Teamwork Card and the attack gains the associated bonus. The teammate playing the Power Card must have the Power Grid Value to play the card, as per standard Power Card rules. A 2nd teammate may make another attack following these same rules, but they must use the other power type printed on the Teamwork card.

If you cannot make at least one follow-up attack, then you may not play the Teamwork Card. MutliPower and Any-Power power cards behave the same as when they are combined with Basic Universe cards, adopting the same Power Type as listed on the Teamwork Card but reverting to MultiPower or Any-Power, once resolved.



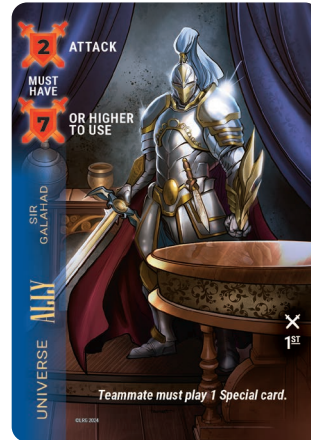
TRAINING UNIVERSE CARDS

Training Universe Cards represent a way that characters who have a low Power Grid can boost up the Power Cards that they use. In order to use a Training Universe Card, a character must have one of the required Power Grid Values or less. This makes the lower Power Cards that your character can use of that type a bit more of a threat than if they hadn't had any training. The Power Card and Training Card are combined and played together, similar to Basic Universe Cards and may be used together to attack or defend. Once the action resolves the Training Card is placed in the Dead Pile and the bonus is not applied to Damage or Venture Total.



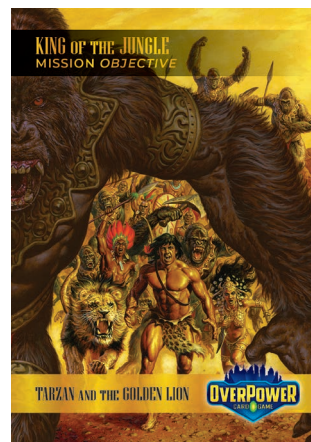
ALLY UNIVERSE CARDS

Ally Universe Cards represent allies of the Characters on your team making a brief guest appearance to help you. Ally Universe Cards have a Power Grid Value requirement to play; either less than a value or greater than a value. Once you declare which of your Characters is playing the Ally Card, the Ally Card itself acts as an attack with the value and type listed on the card. Once the Ally Card attack resolves, a Teammate (other than who played the Ally Card) **MUST** play an additional Special Card. If a Character other than the one playing the Ally Card can't play a valid Special Card, then the Ally Card may not be played.



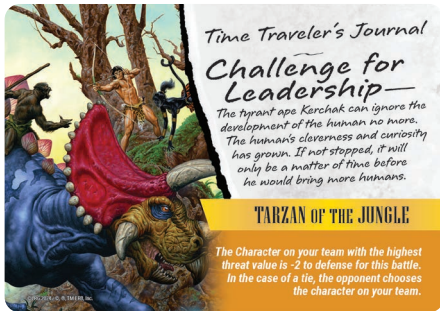
MISSION OBJECTIVE CARDS

A Mission Set includes Mission Objective Cards. These represent objectives within a story line that your characters either complete or fail, based on what happens during a battle. Objective Cards are Ventured (wagered or bet) during the Venture Phase. Objective Cards are ventured during the Venture Phase and also determines which Event Cards can be played in your deck.



EVENT CARDS

Event Cards represent milestone moments in the story arc of the mission you chose! Some may have giant effects on the battlefield while others might be minor annoyances. Regardless of their effect, all Event Cards are considered “One Per Deck” cards and all of the Event Cards in your deck must correspond with your chosen Mission Set. During the Event Phase, you may play a single Event Card from your hand and then draw a card to replace it. Any additional Event Cards in your hand are considered unusable and will be discarded during the Discard Phase. Discarded Event Cards are NOT replaced. An Event Card only affects the battle it is played in and is discarded to the Dead Character Pile during the End Of Battle Phase.



ASPECT CARDS

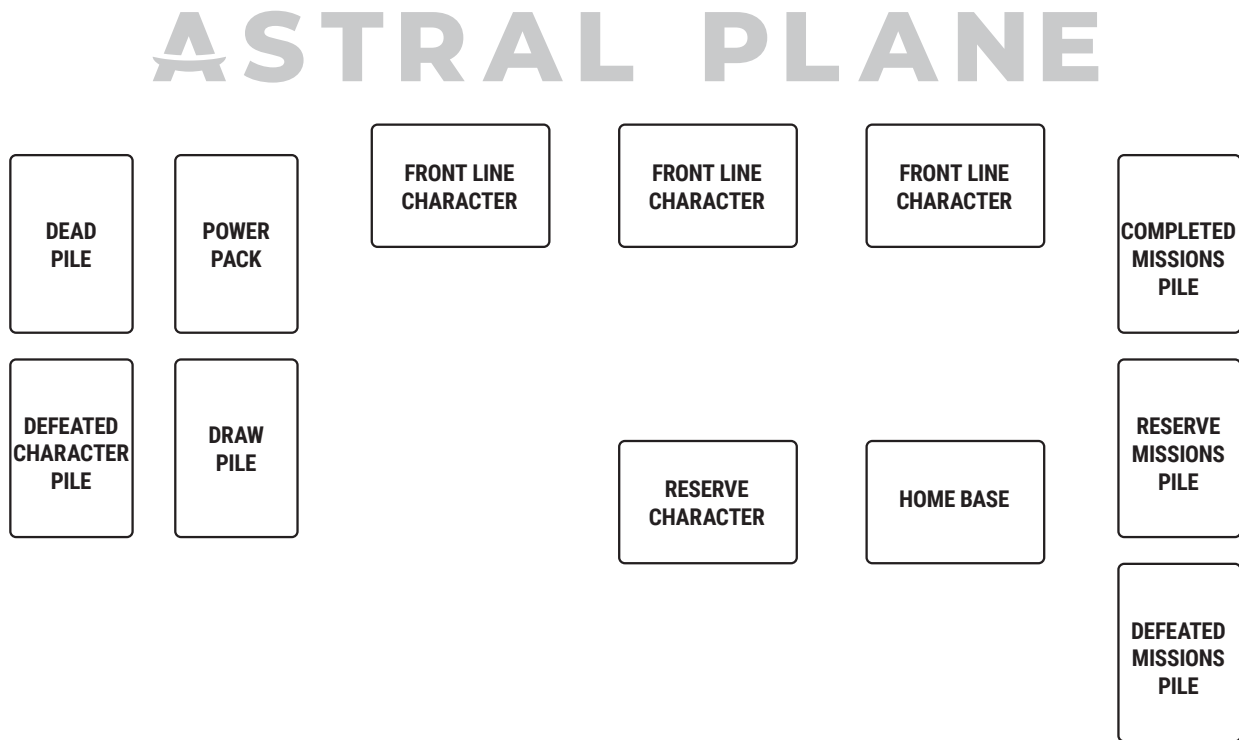
Aspect Cards are cards that are tied to the Homebase location you're playing, or can be played with Any Homebase. These cards are played directly from the Homebase, not a character. They can have effects that resolve instantly or last for the remainder of game, and they can be numerical attacks that your base is launching at your opponent's team. Aspects have a green border and every Homebase has a placing slot to place 1 Aspect Card.



ORDER OF PLAY

OverPower is played over a series of 8 card hands known as Battles. The game continues until one player's entire team has been KO'd, or until one player has completed 7 Missions Objectives or has had 7 of their Objectives Defeated. Each battle is broken into Eight phases with the player who has Initiative going first during each phase.

Before the game begins, the players set up the play area as follows:



Players will have 3 Front Line Heroes and 1 Reserve Hero. Once each player has set up their team, Homebase, Draw Pile and Missions, the players determine who has Initiative and the first hand begins. To determine initiative, flip a coin, roll a dice, or use any other random way to determine a winner. The winner may then choose to go first or second to start the game. The player who goes first maintains Initiative in the first battle; however, the player who goes second is granted a first battle only re-draw for one unusable or duplicate card (just to make things fair!). If a player going 2nd would discard 1 or more duplicate/unusable cards in the discard phase of the first hand - they may draw one replacement card. They must still discard the replacement if it is a duplicate or unusable.

NOTE The Reserve Hero cannot play any cards unless the card, an effect or an ability grants them the ability to do so. The one exception is that when targeted with an attack, the Reserve character may take the normal defensive action and play defensive cards such as Cthulhu's "Ancient One: Avoid 1 attack," or Power Cards to defend the attack as normal.*

THE PHASES

There are 8 Phases during each Battle of OverPower. These Phases repeat whenever a new battle begins.

PHASE 1 - DRAW PHASE:

Each player counts out and draws 8 cards from the top of their Draw Pile.

PHASE 2 - EVENT PHASE:

If any player has drawn at least one Event Card, that player(s) declares they have an Event and puts one chosen Event Card face down on the table. Player(s) with Event Cards face down then draw 1 card from their Draw Pile to replace the Event. In initiative order players turn over their Event Cards and take turns resolving them. If more than one Event Card is in your hand, you must choose which you'd like to play and then discard the others into the Dead Character Pile during the Discard Phase. Players do NOT replace duplicate or unplayed Event Cards. Both players now play the Current Battle under the effects of any Events in play. Event Cards and their associated effects remain in play only for the Current Battle and are discarded to the Dead Character Pile during the End of Battle Phase.

PHASE 3 - DISCARD PHASE:

Starting with the player who has initiative, each player checks for duplicates of any other cards in their hand. A character may keep 1 copy of any card in their hand (or placed), while all duplicates of that card are discarded.

○ Duplicate Cards

Power Cards are duplicate if they have the same Value regardless of Power Type. Power Cards are discarded to the Power Pack.

Special Cards are only considered duplicates if they have the same name and function. Special Cards are discarded to the Dead Pile.

Universe Cards are considered duplicates if they have the same name or the same Power Grid and Power Type requirements, and if they have an identical numerical attack value. Duplicate Universe Cards are discarded to the Dead Pile.

Aspect Cards are only considered duplicates if they have the same name and function. Aspect Cards are discarded to the Dead Pile.

Event Cards are duplicate if you drew more than one in your hand. Any additional Event Cards which were not played are considered duplicate and are discarded during this phase.

Placed Cards are like an extension of your hand that carries over battle-to-battle; therefore, any cards in hand that are the same as cards that are placed are also considered duplicates. If discarding a duplicate of a Placed Card, the discarded card MUST come from your hand.

○ Unusable Cards

Next, each player checks their hand for any cards that are "unusable". Checking for unusable cards is easy. An Unusable card meets one of these three requirements:

1. It is only usable by a character KO'd in a previous battle; or
2. It is only usable by a character in Reserve who cannot place the card; or cannot play the card from reserve; or

- It is unplayable due to an Event card that specifies directly that cards affected by the Event are discarded.

This means, generally, if your remaining characters that start a hand don't meet the requirement to play a Universe Card or, if a player draws Special cards for a character KO'd in a previous battle, these cards are discarded to the Dead Pile. If a player draws any Power Cards that aren't playable by any of the remaining characters, they are discarded to the Dead Pile.

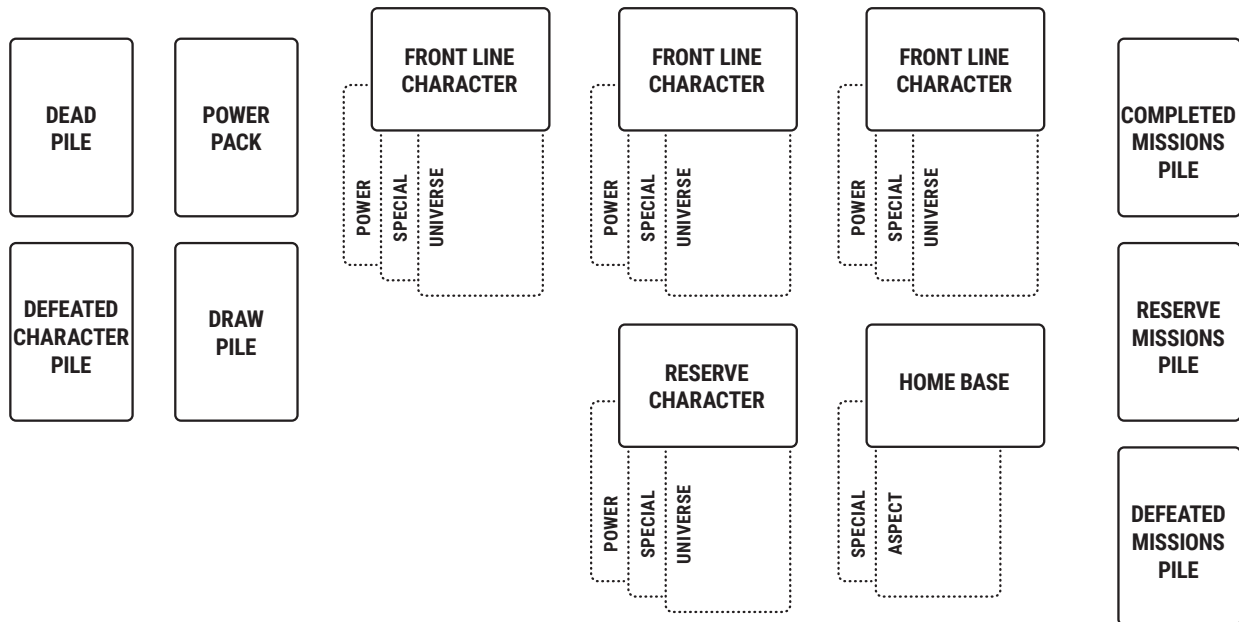
Note If there is any chance you can draw a card that meets the play requirement for another card, you do NOT have to discard the original card. For example, if you draw a hand with no Power Cards and 1 Universe Teamwork Card, you do NOT have to discard the Teamwork Card as you might draw a Power Card during the Venture or Battle Phase.*

Note If a character was KO'd in this battle, from an event for example, they are considered to still be in this battle and you may keep their cards during the discard phase. Additionally, if you play a card that allows you to draw cards, when you check those drawn cards for duplicates or unusables, cards that belong to characters who were KO'd this battle DO NOT have to be discarded. They are only considered unusable if the character was KO'd in a previous battle.*

PHASE 4 - PLACING PHASE:

Starting with the player who has initiative, each player takes turns "placing" a card from their hand onto their characters and Homebase if they wish. This process continues until both players have passed on placing cards. The reason to place a card is that placed cards are not discarded during the End of Battle Phase and can be used in the future. Each character may have one Power Card, one Special Card, and one Universe Card placed to them. A Homebase can have one Special Card that is NOT an Any Character Special (unless the Any Character Special is able to be placed) placed on it, as well as one Aspect Card placed on it. Whenever any card forces a player to discard a card, unless otherwise specified, the character may discard Placed Cards instead of cards in hand..

ASTRAL PLANE



PHASE 5 - VENTURE PHASE:

Starting with the player who has Initiative, Each player chooses a number of Mission Objective Cards to wager. In OverPower this wager is called “Venture” or “Venturing”. Players may Venture from either their Reserve Objectives or Completed Objectives piles. A player must venture at least 1 Objective card every battle and may venture up to 2 Objective Cards with no penalty. If a player ventures more than 2 Objective Cards, the opponent draws 1 card for EACH Objective card above 2 that was ventured.

During the End of Battle Phase the players determine the winner of the battle. The winner is the team with the highest Venture Total. A player’s Venture Total is determined by adding up the total number of hits from the opponent’s characters Hits to Current Battle, plus any Hits to Current Battle that were moved to the Astral Plane when a character was KO’d, as well as totalling any card effects and abilities that modify the Venture Total. The player with the highest total is the winner of the battle and moves their missions accordingly. If either player Concedes the battle, their Opponent wins the battle regardless of Venture Total. The winner advances their ventured Objective Cards up one pile. The losing players demotes their ventured Objective Cards down 1 pile.

Players may venture Objective Cards from either the Reserve Objectives Pile or the Completed Objectives Pile.

1. Objective Cards ventured from the Reserve Objectives Pile are advanced up to the Completed Objectives Pile if the player who ventured them wins the battle. They are demoted down to the Defeated Objectives Pile if the player loses the battle.
2. Objective Cards can ONLY be ventured from the Completed Objectives Pile to advance Objective Cards up out of the Defeated Objectives Pile. For every 1 Objective Card ventured from the Completed Objectives Pile a player may advance 1 Objective Card from the Defeated Objectives Pile up 1 pile. If 2 or more Objective Cards are bet from the Completed Objectives Pile, a player MAY choose to advance 1 Objective Card from the Defeated Objectives Pile 2 piles up to the Completed Objectives Pile for every two Objective Cards ventured from the Completed Objectives Pile this battle; or they may move multiple Objective Cards out of the Defeated Objectives Pile up to the Reserve Objectives Pile equal to the bet from the Completed Objectives Pile.
3. After Venturing, at the end of the Venture Phase, Players also have a chance, in Initiative order, to Concede the battle before the Battle Phase starts. If either player Concedes the battle BEFORE the battle phase begins the players immediately move to the End of Battle Phase (see End of Battle Phase below) and skip the Post Concession Phase. Players may always use their turn to Concede (fold/surrender) a battle they no longer wish to fight. Conceding a battle means the players immediately move to the Post Concession Phase (see Post Concession Phase below).

**COMPLETED
MISSIONS
PILE**

**RESERVE
MISSIONS
PILE**

**DEFEATED
MISSIONS
PILE**

4. If a battle ends in a tie, the Ventured Objective Cards remain wagered and can be won by the player who wins the Venture in the next battle. In the case of a tie, 1 mission card still needs to be wagered, in addition to previously Ventured Missions in the following battle, except by any player already venturing for the win.

PHASE 6 - BATTLE PHASE:

If neither player Concedes, the Battle Phase begins! During this phase, players alternate taking turns playing Offensive Actions that the opponent can respond to with Defensive Actions. The Player with Initiative takes the first turn and plays an Offensive Action. An Offensive Action can be an Attack or another action with the Offensive Action icon like playing a non-targeted Special Card or an Advanced Universe Card.

Attacks are cards that ALWAYS TARGET something; generally a character or a location. If a card doesn't target, it is NOT an attack. Some Attacks have a secondary effect that triggers when an attack " IS SUCCESSFUL. " Attacks are considered successful ONLY if it hits a character. Hitting other targets is NOT considered success for the purposes of triggering secondary effects.

Note* *Offensive Actions with the 1st icon must be the first card played on one of your turns.*

Whenever a player plays an Offensive Action, the Opponent may respond with a Defensive Action.

Cards that can be played defensively will have a small white shield icon on them. An attack is considered defended when any of the following occur:

Blocking - Using a defensive card with numerical value that is equal to or greater than the numerical value of the attack, blocks the attack and both cards are discarded into the appropriate discard piles.

Avoiding - A card which allows a character to Avoid an attack can defend any numerical or non-numerical attack, provided that the attack targets a character or location. Then both the cards used to avoid and attack are discarded into the appropriate discard piles.

Making the Target Invalid - Playing a card, with a shield icon, to make the target of the attack invalid, causes the attack to fail and be discarded. The card that made the attack invalid will either resolve immediately and be discarded or may remain in play for a designated duration. For example, a Special Card which reads "(this character) may not be attacked for the remainder of battle" can be played to make the target of an attack an invalid target. In this case the attack would be discarded but the Special Card would remain in play for its duration 'remainder of battle'.

Once the player with Initiative has resolved the last action of their first Offensive Turn, the opposing player then gets a turn to make an Offensive Action(s). This process continues until both players have passed, or a player Concedes the battle on their turn. If a player chooses to Concede the battle at this point, players immediately move to the Post Concession Phase.

Negating

Certain cards, generally Special Cards and Event Cards, may be negated (nullified before anything takes place). Negating a card is NOT a defense but can be played defensively. When cards are played offensively they must pass through the area between two players known as the Astral Plane (See Astral Plane section below). When a card is in the Astral Plane, it can be negated provided the negate calls out that it negates the specific type of card being played; such as a Special Card or Event Card. When cards are negated, discard the negated card and the card used to negate it to the appropriate discard piles.

Note* *Some cards have a small white A icon on them. That means they stay in the Astral plane while they are in play.*

Utility Cards

Lastly, some cards are considered Utility Cards. This is not a card type. It refers to cards that generally aren't an attack or defense. Again, to be considered an attack a card must target a character or location. Cards that target Special Cards or the Opponent are considered Utility Cards. However, remember, for the purposes of effects that trigger "if successful", success is defined as an attack that hits A CHARACTER, not an attack that hits a different target.

Utilities are cards with effects that;

1. Modify an Attack or Defense- generally with a numerical plus (+) or minus (-) to defense. Numerical Modifiers are only Utilities if they do not attack themselves, do no damage and do not count to venture. For example - a Teamwork card modifies a follow up attack, BUT it is also a numerical attack so it is NOT a utility, it is an attack.
2. Do NOT target an Opponent's character or;
3. Strategically helps with defending an incoming attack. For example cards that Shift attacks to a different target are not a defense, as they do not Block, Avoid or Invalidate the target of an attack, but they may help you defend the attack if they shift to a new target character that has the ability to defend it, or the new target can simply take the hit.

Permanent Record, Hits to Current Battle

When an attack hits a Character or location, it is placed horizontally in front of the target and it becomes part of their Hits From Current Battle. During the End of Battle Phase, Hits From Current Battle are turned back vertically and tucked under the character they hit, becoming hits to that target's Permanent Record. The most important distinction between the two is that Hits From Current Battle count toward the venture total of the player who attacked with them, and hits to Permanent Record do not count toward the Venture Total.

Character KO

After each successful hit, the players must check and see if the character is KO'd. A character is KO'd in 1 of 3 ways; Cumulative KO, Spectrum KO and Absolute KO.

1. Cumulative KO - A character is Cumulative KO'd if their Hits From Current Battle and Permanent Record equal or exceed 20 points of numerical damage.
2. Spectrum KO - A character is Spectrum KO'd if they have three hits on their Hits From Current Battle and Permanent Record that act as three different Power Types. Any-Power cards do not count as one of the Power Types when determining Spectrum KO.
3. Absolute KO - If at ANY time a character has 20 hits of numerical damage on them AND three different Power Types, excluding Any-Power, that character is Absolute KO'd and is KO'd regardless of any cards, effects and abilities in play that would prevent KO.

MultiPower cards, regardless of card class, count as ANY of the Power Type icons on the card. Once they hit they **always** count as any 1 additional Skill Type needed to complete a Spectrum KO. Each different MultiPower Card hit on a character's record always counts as a different/additionally required Skill Type for the purpose of determining Spectrum KO.

When a character is KO'd they are put into the Dead Character Pile; however, the Hits From Current Battle are placed in the Astral Plane and STILL count for determining Venture Totals during the End Battle Phase.

Finally, some effects can modify your characters' ability to be KO'd such as the Three Musketeers Inherent Ability that reads, they "May not be Cumulative or Spectrum KO'd with Teamwork Cards." Remember, Absolute KO ignores all of these effects and a character is always KO'd when they have hits equalling 20 numerical damage AND three hits of different Power Types.

Ending the Battle Phase

Once the player with Initiative has resolved their Offensive Turn, the opposing player then gets a turn to make an Offensive Action(s). This process continues until both players have passed, or a player Concedes the battle on their turn. If a player chooses to Concede the battle on their turn, players immediately move to the Post Concession Phase.

A player may choose to PASS on their turn, provided they do NOT have any attacks left in their hand. If a card is an attack, players HAVE to play it on their turn or Concede. Remember, an Attack in OverPower is ONLY a card that Targets an Opponent's Character. Once a Player has passed their turn, the only Offensive Action they may take on their turn is to Pass or Concede.

The Battle Phase ends when both players pass on consecutive turns or one of the two players concedes. If all of one player's characters are KO'd during a battle, the only action they may take on subsequent turns is to Pass ; they may NOT concede.

PHASE 7 - POST CONCESSION PHASE:

During the post concession phase each player may take 1 offensive action (even if they have passed), provided that the offensive action specifically calls out that it can be played after an opponent concedes OR another card/effect allows a character to play a card, make an attack, or resolve an effect after the opponent concedes. These Offensive Actions function exactly the way Offensive Actions function during the Battle Phase and the other player gets all of the same Defensive Actions.

Note* This action is generally an attack made by the player that DID NOT concede.

In rare cases a card allows the Player who is conceding to take an offensive action, such as Professor Moriarty's "Future Plans". Future Plans reads "Play when either player concedes battle," and allows the player conceding to put up to 3 cards on top of their draw pile. The Player WHO IS conceding resolves his Offensive Action first, and the non-conceding person takes their Defensive Action after playing any Utility cards. In this case, the conceding player would play Future Plans, and the defending player would get the opportunity to Negate the action or play any other defensive actions.

After the conceding player takes their action or declares they have none, the player who did NOT Concede may take one offensive action, provided the card specifically states it can be played after the opponent concedes.

Note* Regardless of how many cards or effects allow you to make an attack or play a card post concession ONLY 1 Offensive Action may be taken by each player during the Post Concession Phase.

PHASE 8 - END OF BATTLE PHASE:

During this phase, any remaining cards in hand are revealed to the opponent and then discarded. Then all Hits From Current Battle are turned vertical and tucked beneath the character, becoming hits to that character's Permanent Record. Additionally, any cards whose duration lasts until the end of battle are discarded from play to the appropriate discard piles - this includes any cards in the Astral Plane that are only affecting this battle's Venture Total and includes hits from a KO'd character that were moved to the Astral Plane.

Next, players Advance and Demote their missions. Once missions are moved, both players CHECK FOR A WINNER from completing or losing their mission. This happens before the victory is checked for a player having all 4 characters KO'd. This means, it's possible for a player to lose all of their Characters and STILL win by winning the venture and completing their mission or the opponent failing their mission. This represents Heroes' willingness to sacrifice themselves for the greater good or a villain setting off their master plan even if they are knocked out in the process. If there is no winner from Mission Objective Cards, the players check for a KO victory. A player wins the game if all four of his opponent's characters are KO'd.

ASTRAL PLANE

Now that we know the phases and how to resolve attacks and defenses, let's clarify more about other areas of the game such as The Astral Plane. The Astral Plane is the area of play between the two players' teams, and serves several key functions in OverPower. The following cards are placed in the Astral Plane while in effect;

1. Any hits from a KO'd character still counting to venture are moved to the Astral Plane until the End of Battle Phase.
2. Any cards that exclusively add or subtract from the venture total(s) are placed in the Astral Plane until the End of Battle Phase.
3. Cards that have a remainder of battle or remainder of game effect and; are not a hit and not attached (paper clipped) to a character are placed in the Astral Plane while in effect. These cards will have a small white A icon on them.
4. Event Cards in effect are placed in the Astral Plane until the End of Battle Phase.

The other function of the Astral Plane is that all attacks pass through the Astral Plane when played. When a card enters the Astral Plane during an Offensive Action, the other Player can play a Negate to Negate (nullify) the card's effect before it even occurs. Offensive Actions in the Astral Plane are considered to have NO TEXT while the Defensive Player decides if they want to negate the card; with the exception of cards that specifically call out they cannot be negated. If a card is negated, the negate and the card are placed into the appropriate discard piles and NONE of the text on the card takes effect. Once a player decides not to negate a card in the Astral Plane the card either takes effect and remains in the Astral Plane OR it exits the Astral Plane and the text takes effect.

Note* There are some more complicated interactions with the Astral Plane that will come into play when you're more experienced with the game. For Example: Some cards have effects and TERMS such as a Special Card attack that reads it "Acts As" a Power Card (See the OverPower Glossary for the definition of all key words and phrases in OverPower). Cards that "Act As" a card fully transform into that card when they EXIT the Astral Plane. That means a card that Acts As a Power Card CAN be negated in the Astral Plane when its text hasn't taken effect, but when it exits the Astral Plane it BECOMES a Power Card; losing all properties of a Special Card for the Opponent's defensive purposes. Playing "Acts as" cards defensively instantly transforms them into the class they Act As the moment they are played.

NOW GO BATTLE!!!

You now know all of the basics of how to Draw Cards, Place Cards for future battles, Venture Mission Objective Cards to try and win the game on Missions, How to battle and try to win by KO'ing all of your opponents characters, how to resolve conceding, how to handle Post Concession actions, and how to End a Battle!

You're ready to start playing! OverPower does have a more complex and in depth comprehensive rule book that will eventually be needed to answer some of the more complex interactions, as well as the OverPower Glossary which will define terms such as "Acts As" in more detail.

Additionally, Players may always go onto our discord or other forums and ask rules questions. Someone from The OverPower Card Game will find and answer any rules questions you have!

MODES OF PLAY

CONSTRUCTED PLAY

There are multiple game modes and game formats to play OverPower in. Each mode of play tweaks the rules of the game in order to have a slightly different play experience. The Constructed Play Modes below use the rules above, with any modifications listed in the game mode description.

Venture - Normal Venture Play is the Standard game mode described throughout this Rule Book. Players will wager Objectives based on how many numerical hits they think they can score combined with cards that influence the Venture Total, and play continues until either player wins or loses all their Objectives, or a player loses by having their entire team KO'd.

Brawl - For this mode of play, all cards that mention Venture or Objective Cards are removed from decks; unless the effect is a secondary effect, in which case the effect is simply ignored. Additionally, players do not attempt to complete a Mission and do not play Event Cards any may not concede battles. The only way to win a Brawl game is by completely KOing all four of your opponent's characters. This mode is generally just for fun or teaching the game, as characters are balanced for game modes that use Objective Cards.

Skirmish - When playing a Skirmish game, players remove Event Cards from decks, and select between 5, 7 or 9 Mission Objective Cards to be used for both players. All chosen Objective Cards are placed in the Astral Plane and during each battle and the player with the highest Venture Total takes 1 Objective Card at the End of Battle phase. Players may also concede during Skirmish play, and give the Opponent the 1 Objective Card.

Each battle, another Objective Card is given to the winning player. Should there ever be a tie in Venture Total, the Objective Card is placed atop the next one in line and the next battle is fought for both Objective Cards, and so on until a player wins the Venture Total. Once all the Objective Cards have been claimed, the game is over and the player with the most Objective Cards wins. Unlike normal Venture play, If at ANY point all characters on an Opponent's team are KO'd they IMMEDIATELY lose the game. This means even if a player has won every single Objective Card the entire game, if all four of their characters are KO'd in the final battle, they still lose the game!

A Skirmish game doesn't end until EVERY Objective Card has been claimed or all characters on one player's team are KO'd. Even if a player has a Majority of Mission Objective Cards, they must fight the entire Skirmish and not lose by having their characters KO'd.

If at any point a player has the majority of Mission Objective Cards in a Skirmish game they may no longer concede battles.

LIMITED PLAY

Limited game modes use a limited pool of cards, from which players must construct their deck using ONLY those cards, with the exception of Basic Power Cards. Basic Power Cards are always allowed to be added to any limited deck in any quantity, however, note that MultiPower and Any-Power power cards are not Basic.

Draft - In Draft Mode Players will play in a pod of 8 or 10 Players. Players receive 3 sealed packs from the same set of OverPower. Each pack of OverPower has 2 Character Cards and 5 set Special Cards for each character. Those six cards are referred to in Draft as a “Character Stack.” All Players will open 1 pack of OverPower and set their two Character Stacks of cards in the center of the table. All Uncommon and Rare cards are kept by the player who opened them and are kept secret from the rest of the Players. Those Uncommons will influence your choices on what Character Stacks you draft.

Starting with the player sitting in position #1, each player will take a turn in numerical position order choosing 1 Character Stack (Hero and 5 specials), until the final position makes their pick. THEN the last player in position (8 or 10) will make a Second Pick in a row and the pick order will “Snake” back with players each picking a 2nd Character Stack in reverse numerical position order.

Players will then open pack #2 and repeat this process, except in Pack Two, the player sitting in the last position will choose a Character Stack first and the picks will Snake back to position 1 in “reverse numerical order”. Once position 1 makes both picks, players will pick a 2nd character from Pack 2 in numerical order, ending at position 8 or 10 depending on the size of your pod.

Finally, Players will open Pack #3 and repeat the picking process exactly as they did in pack 1.

Note* Players keep all Uncommon and Rare cards that they open in a draft event. They always keep those cards secret and ANY Uncommons and Rares opened may be used during deck construction.

When building your deck in Draft you may ONLY use cards that you opened in your packs Uncommons and Rares slots, the Characters Stacks that you drafted, and any number of Basic Power Cards level 1 - 8 in their deck. NO OTHER CARDS from outside the draft may be used, including Universe, Event and Location Cards.

Sealed Deck - In Sealed Deck Mode there is no need to play in Pods like in a Draft and you can have any number of players like a standard tournament. In Sealed players receive 1 Starter Deck randomly, as well as either 3 or 6 Booster Packs. Players open their Starter Deck and packs and must construct their deck using ONLY the cards opened from these packs and decks, except for Basic Power Cards. Players may put any number of Basic Power Cards level 1 - 8 in their deck. ONLY cards you open and Basic Power cards may be used in your deck. NO OTHER CARDS from outside the draft may be used, including Universe, Event and Location Cards.

YOU'RE READY!

You now know how to play OverPower AND you have a number of different play modes to try out! Grab a friend, put a team of World Legends together and challenge your friend to see who has the ultimate team from across the Multiverse!!!

When you're ready or when you have a question, the Comprehensive Rule Book and Term Sheet are available online. Remember, the Comprehensive Rule Book is dense and meant to be used by judges. If you are having trouble answering your question, you can always visit our discord or one of our sites and someone from The OverPower Card game will answer any rules questions you have!

Thank you - and Venture Well!!!