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SMASH UP™
Expansion
World Tour: Culture Shock
AEG

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:

- 5 factions with 20 cards each (100 cards total)
- 11 base cards
- 5 card dividers
- 1 token sheet (used as both Victory Point tokens and +1 power counters)
- This rulebook

Growing On You

World Tour: Culture Shock 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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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 Musketeer Vikings vs. Ancient Inca Vigilantes, take the bases from International Incident, Oops You Did It Again, Culture Shock, 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 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



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.



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.), 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.

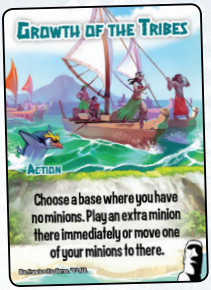




Directly: Card X directly affects card Y if X's ability does one of the things listed under "Affect", and Y is a target specified by X.

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

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.



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.





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.



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.

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.



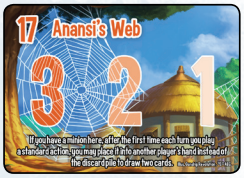
Starting: The power of a minion or breakpoint of a base before being modified by other abilities. Normally this is the number printed on the minion or base, but some cards can change it.



Clarifications



Anansi the Spider, The Perfect Gift: The action is placed into the player's hand instead of the discard pile or any other location specified by the card itself.



Anansi's Web: This is not triggered by cards that explicitly place themselves somewhere after being played, e.g. Anansi Tales cards like Ear of Corn.



Big Bad Wolf, Red Riding Hood, The Woodsman's Axe: Because these say "the minion X" they ignore Grimms' Blessing when determining how they work, since it is not a minion even if it also has the name "X".



The Birch: Destroying this minion because of any other ability does not trigger this ability.



The Birch Woman: Going to the discard pile from play includes both being discarded after scoring, and being destroyed.



Collecting Stories, Anansi the Spider, The Birch, The Birch Woman, Llama, Mboro Hornet, and others: Cards that specify how to choose the extra card require you to play it immediately.



Finist the Falcon: If a card is played again, its ability can be used again unless it says otherwise.



The Frog Princess: If you use the ability of Baba Yaga or Transformation on the minion this card is on, this card is discarded without triggering.



Gingerbread House: You must choose exactly two minions or none, not "up to two".



Grimms' Blessing: If triggered, this card's presence counts for triggering or benefitting from other cards at its base. (Examples: It counts as Hansel for Gretel or as Prince Charming for Charming Princess; Microbot Fixer would give it +1 power; it would give another +1 to War Raptors but not get power from them since it doesn't have their ability.) This card doesn't prevent cards with limits on how often they are used (like Shinobi) from using their own abilities. See also the entry on Big Bad Wolf above.



Island Chain: If this and other abilities (e.g. Time Is Fleeting) give alternate ways to choose the next base, the current player chooses just one of them to invoke.



Island Peak, Island Chain, Tropical Paradise: The Polynesian Voyagers faction has three bases in the base deck rather than the usual two. Use all of them in the game.



Mboro Hornet, Onini the Python: Playing or discarding madness cards doesn't count for these since the controller of a madness card is also considered its owner. Playing or discarding monsters or treasure cards does count.



Signs in the Stars: If the top base card changes — because of this card's controller using its talent, or another card's ability, or another base scoring — the previous top base card's ability stops being applied, but any of its effects that have already happened (e.g. "+2 power until the end of the turn") are not undone; the new top base card is face up if the previous card was.



Storyteller's Hut: The counters for this base are different from +1 power counters, and neither one counts as the other. You may wish to use a different kind of token for this counter.



Transformation Spring: This can trigger during any phase of your turn.



Volcanic Uprising, Island Chain, Maui: Each of these cards can increase the number of bases in the game.

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 five factions, which combine to make 10 possible decks. Counting all the Smash Up sets, there are now over 2700 possible faction combos! Mix and match factions to suit your play style.

Anansi Tales



The great trickster Anansi the Spider and the other amazing characters of West African folklore bring their fantastic stories to Smash Up. Anansi collected stories, but also traded them as he traveled. And he nearly always got the better part of any deal. If you are as clever as Anansi, you can benefit both from playing your cards and from giving them away.

Ancient Incas



Children of the Sun, your time has just begun... well, it was quite a while ago, but the impact of the ancient Incan civilization will still have great impact, on a card game that has violent grandmas and dinosaurs with laser guns. Seriously, we might owe history better... anyway, our Ancient Incas rock! Just like the real Incan empire built massive buildings and long highways with advanced engineering techniques, ours will build up your bases like never before!

Grimms' Fairy Tales



From the woodlands and cottages of Germany come the tales of the Brothers Grimm. From classics such as Hansel and Gretel, to really bizarre stuff like a sentient sausage, you'll be able to bring the stories to life. Minions who work better when their tales are complete just might mean two little kids with pretzels might bring down a Zombie Lord or Ninja Master.

Polynesian Voyagers



The Islanders of the Pacific Ocean are famous for their exploration of island chains, and this faction will do just that. Not only landing on unexplored bases, but discovering all-new bases that weren't even in play yet! Not only that, but these voyagers channel the power of their tattoos to gain even greater power. You're welcome!

Russian Fairy Tales



The legendary tales of Russia enter Smash Up and bring with them fantastical characters, including the dangerous Baba Yaga. Transformation is in many of these stories, and this faction takes advantage of that. You can change your minions for the better, and your opponents' minions for the worse, faster than they can keep up!

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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.