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Smash Up™

Smash Up Comprehensive Rulebook (for now)

The Least Funny Smash Up Rulebook Ever

Smash Up is 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 glorious box of awesome contains:

- The Geeks faction
- The Smash Up All Stars faction
- Card dividers
- Close to 1000 cubic inches of space
- This rulebook



The Expanding Universe

From its first big bang, the Smash Up universe has expanded until our first Big Geeky Box became too small to hold it all! So we took that box and made it better, stronger, ~~faster~~, bigger. Not only does this new box hold all the cards, this rulebook holds all the rules as well, or at least everything published up to now, all in one convenient if not terribly funny 32-page package.

How to Use This Book

If this is your first exposure to Smash Up, don't let this ginormous book scare you off! The basic rules are covered on pages 3-6, and summarized on page 31. Use those to start with, along with any special rules for the sets you are using, as found on pages 7-8.

As you play, you can find answers to many of your rules questions in the Terms and Phrases, and the Card Clarifications, which are sorted by faction. After a game or two you may enjoy reading the more Detailed Rules for greater enlightenment, and browsing the Phactioin Philes and Faction Cross-Reference to help decide which set you'd like to get next!

If you are an old hand at Smash Up, we still recommend you carefully read the both the basic rules (pp. 3-6) and the more detailed rules (pages 12-13), and any other appropriate sections. Lots of aspects of the rules are mentioned in this rulebook that did not find space in any previous rulebook, and you will probably learn something new.

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Know Your Cards!

All Smash Up sets contain these cards.

Minions



Actions



Bases



Bases from Smash Up: Munchkin have a monster number at the front of their ability.

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.

Meet These Other Cards!

These cards appear in specific sets, and may not necessarily be used each game.

Titan

(from Big in Japan and the Titan Event Kit)



Actions With Power



The action may have a number here to remind players that they add power.

Madness

(from The Obligatory Cthulhu Set)



No Faction Symbol
(Anyone can go mad!)

Treasures

(from Smash Up: Munchkin)



Monsters

(from Smash Up: Munchkin)



Half the monsters are Undead.

Setup

Each player selects two different factions to play with. For gameplay purposes, each player is considered the owner of the factions they chose. Shuffle together your two factions to make a 40-card deck. If your factions have any titans, place them near your deck. (See page 8)



Next, make your base deck. You don't have to play with all the bases at once. Each set comes with bases meant to go along with the factions in that set, but If you shuffle all 120 (or more) bases together, there isn't much chance for a player to get to see the bases that are best for the factions they are playing! So we recommend you just grab the bases from the sets the chosen factions came from. For example, if you are playing Halfling Kung Fu Fighters vs. Mega Trooper Rock Stars vs. Orc Grannies, take the bases from That '70s Expansion, Smash Up: Munchkin, Big in Japan and What Were We Thinking? to make your base deck. Shuffle those base cards together.

If any of the sets used in your game has extra decks (e.g. Madness for Cthulhu, Monsters and Treasure for Munchkin), shuffle those decks and set them out too. (Okay, the Madness deck doesn't need to be shuffled.)

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. If any of the bases needs monsters, add them now (see Monsters & Treasures on page 7).

All players draw five cards from their decks. 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. The first player is the person who (in order of priority) was most recently

- abducted by an alien,
- shanghaied by a pirate,
- bitten by a vampire,
- burned by a dragon,
- kissed by a princess,
- driven insane by Cthulhu,
- attacked by a teddy bear, or
- eaten by an orc.

If no one meets the criteria, then you'll just have to figure out who goes first on your own.

Kickin' It Queensberry

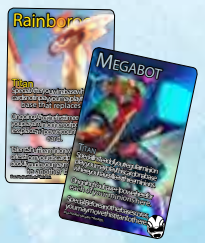
For formal play, put at least 2 factions per player in the middle of the table. Randomly determine who goes first. The first player chooses one faction. Choice continues clockwise. When everyone has chosen one faction, the last player chooses a second faction. Choice continues in reverse order.

Sample Setup



The game items below are only used with certain sets. The decks are placed where all can reach them; titans are placed near their owners' decks.

Titans



Madness Deck



Monster Deck & Discard



Treasure Deck & Discard



As the Game Turns / The Phases of a Turn

1. Start Turn

Some abilities (and effects like Uncovering) happen at the start of your turn. This is the phase when it all happens. And we mean all: every ability of a card in play (or special in hand) that says "at the start of your turn" can happen here, 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. (To play titans, see page 8.) In addition, some of your cards may have abilities that you can use during this time (see "Abilities" below for more details).

Minions

To play a minion, choose a base and put the minion card beside it, facing toward you. Do what the card says. (Card abilities that start with the word Special or Talent are a special case. No, really. See page 11.)

Actions

To play an action, do what the card says. Boom! Note that action cards come in two types: standard and non-standard. 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 following its instructions. (If it did say to play on a base or minion, then it's non-standard, and you leave it where it is.)

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 page 11). Likewise, any ability that says, "on your turn" can only be used 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 page 6). If any are ready, you must start scoring.

This is the only time when bases are scored. If a base's power meets or exceeds its breakpoint at other points of a turn, you still have to wait until the next Score Bases phase to do anything about it.

4. Draw 2 Cards

Just what it says: draw 2 cards.

If your hand is empty at other times of the game, you don't get to draw a new hand; you have to wait for the Draw 2 Cards phase of your turn. On the other hand, if you need to draw, reveal, search for, or look at a card and your deck is empty, shuffle your discard pile and put it on the table face down—that's your new deck. Start drawing from there.

After drawing, the maximum number of cards you can have in your hand is 10. If you have more than 10 cards after drawing, discard down to 10 (you may weep while doing so, as long as you don't get the cards wet). If your hand is bigger than 10 at other times of the game, that's okay: 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* here (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* here (like "+1 power until the end of your 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 page 6. Otherwise the turn is over and play passes to the player on the left.

Card Resolution Order

Playing a card will often trigger other cards, so here's a handy guide for figuring out their order.

1. Resolve the card just played.
2. Finish resolving any other cards that are in the middle of resolving.
3. Resolve any cards in play that are triggered by the card of step 1. If there are more than one, the current player chooses their order.
4. Play and resolve cards in players' hands that are triggered by the card of step 1. If there are more than one, go clockwise from the current player. (Me First, page 6)
5. Discard the card of step 1 unless it was played on another card.

The Big Score

Bases only score during the Score Bases phase of a turn; they never score in the middle of a turn. If the total power of all cards on a base equals or exceeds the base's breakpoint (see p. 3), that base is eligible to score at this time. If more than one base is ready to score, the player whose turn it is decides which one to score first. You cannot refuse to score an eligible base.

After a base has been chosen to score, players may use abilities that happen "before" the base scores. Even if these abilities drop the total power on the base below its breakpoint, you still finish scoring that base.

For example, a Pirate player sees that she will be the runner up at Jungle Oasis. Since that's worth 0 VP, she plays Full Sail to move all her minions away to another base. That drops the total power on this base below 12, but since it's already started scoring, it still finishes.

If a scoring base leaves play before VPs are awarded (usually because it is replaced by another base), stop scoring it immediately, since the base that was scoring is now gone. Then evaluate the bases on the table to see if any are eligible to score—which may include the replacement base!

Me First!

When scoring a base, several card effects may take place, and players may wish to use Special abilities. Handle this situation (and all similar triggering events) as follows: 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, either plays one Special or passes. You can play another Special when your next option comes around, and you can play a Special after passing, but once all players pass in sequence, that's the end of it.

Awarding VP

The players with the highest, second-highest, and third-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. To earn victory points, you must have at least one minion on that base (even if it's worth 0 power) or a card that gives you at least 1 power there (even if it's not a minion).

If there are monsters on a base when it scores, see Getting Loot on page 7.

Tie Fighter

If players are tied on a base, all involved players get points for the 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. Priority starts with the current player and goes clockwise. If using it twice doesn't make sense (e.g., choosing the next base), then only the first tied 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".

After that, all cards still on that base go to their respective discard piles simultaneously (regular minions and actions go the piles of their owners, even if they were controlled by other players, or buried; monster and treasure cards go to their own piles; and titans are placed near their owners' decks). When these cards go to the discard pile, this might trigger abilities. Note: Going to the discard pile after scoring is not the same as being destroyed, but it does count as leaving play.

Place the scored base into the base discard pile. Replace it with the top card of the base deck, adding monsters if necessary. If the base deck or monster deck has run out, shuffle the discard pile to make a new deck.

Now that the base is done scoring, check to see if another base is ready to be scored. Score it too, the same way. Since scoring a base can (and often does) change conditions on other bases, you always re-evaluate whether any bases are ready to score *after* completely finishing a base's scoring process. Choosing the order to score bases can be a key strategic decision, one even more important than choosing a prom date.

Scoring Summary

1. Check all bases to see if any are ready to score. If none are, go to the End of Turn phase.
2. The current player chooses one base that is ready to score.
3. Play and/or use any "Before scoring" abilities.
4. Award VPs according to the current power totals. "When scoring" abilities trigger now.
5. Play and/or use any "After scoring" abilities. This may affect steps 6–9.
6. Award treasures from any monsters on the base.
7. Discard all cards on the scored base.
8. Discard the scored base.
9. Draw a new base to replace it. Place monsters on it as required.
10. Go to step 1.
11. There is no step 11.

Game Over, Man!

At the end of each turn, everyone checks their VP totals. If anyone has 15 VP or more, then the player with the most VP wins the game! If there is a tie for the most VP, keep playing turns until there isn't. No sharing the win! Except for your two factions. You guys are BFFs.

Games played with the Madness deck have special rules for determining the winner; see page 7.

Special Cards, Counters, and Rules

Every Smash Up set has bases, minions, and actions, but there are several other game components that only appear in some of the sets.

+1 Power Counters

First used in Monster Smash

These pump up your minions with extra power. They are not a separate item; your VP tokens do double duty as +1 power counters (if it's in your VP pile it's a VP token, but if it's on a card it's a power counter). +1 power counters can be placed on cards, transferred between cards, and removed from cards when a card's ability says to do so. When a card leaves play, remove all +1 power counters on it.

Note: In early sets, these were called +1 power *tokens*.

Each +1 power counter on a minion increases the minion's power by one for as long as it is on that minion. For example, a 2-power minion with three +1 power counters on it is treated as a 5-power minion. If a power counter is transferred, the counter no longer affects the card it used to be on, and starts affecting the new one.

A power counter affects the minion it is on, so abilities that protect minions from effects protect against placing power counters on them, as well as transferring or removing them.

See page 8 for how power counters work with Titans. Power counters on actions, bases, or buried cards have no effect unless a card says otherwise.

The Madness Deck

Used in The Obligatory Cthulhu Set

This is a set of 30 identical action cards. Keep the Madness deck face up (since all cards are identical) and separate from all other decks. Players cannot draw a card from the Madness deck, or return a Madness card to it, unless a card's ability specifically allows it. If the Madness deck is out of cards, ignore any instructions to draw a Madness card until one or more Madness cards return to the deck.

The current controller of each Madness card is treated as its owner as well. When a Madness card leaves play, it goes to its controller's discard pile rather than to the Madness deck. When a Madness card returns to the Madness deck, the player ceases to control it.

Madness and the Final Score

Madness cards give you extra card draws during the game, but at the end of the game they cause you to lose VPs!

When the game ends, and one player is in the lead with 15 VP or more, players count the total number of Madness cards in their hands, decks, and and discard piles, or that are buried. Each player then loses 1 victory point for every 2 Madness cards that they have. The player with the highest modified VP total then wins. In case of ties, the player with the fewest Madness cards wins. Further ties share the win!

For example, John has 15 VPs and 5 Madness cards; he gets -2 VPs for a final total of 13 VPs. Mary has 14 VPs and 3 Madness cards, giving her a -1 VP penalty. Her modified total is 13 VPs, but she has fewer Madness cards, so she wins the tie. Finally, Chris has 13 VPs and no Madness cards. Chris, with the fewest Madness cards, wins the game, and John comes in last place!

Monsters and Treasures

Used in Smash Up: Munchkin

Monsters and treasures are special types of minion and action cards. They each have their own deck and discard pile, set to the side for any player to use when necessary. Players cannot draw from these decks unless allowed in these rules or by a card's ability.

Monsters are treated as normal minions, and treasures are treated as normal actions or minions, in all ways except as defined below.

Monsters and treasures have no owner or faction, therefore cards that refer to a minion's owner do not apply to monsters. When a monster or treasure card leaves play, it always goes to the corresponding discard pile, regardless of card text to the contrary.

Monsters are not played from players' hands but directly from the top of the monster deck. They can only be played when a game effect specifically says to play a monster. Playing a monster does not count against a player's limit of one minion per turn, nor does it count as an extra minion. Playing a monster does not give a player control of it; however, other cards may allow a player to take control of a monster in play.

Treasures are special awards gained either by defeating monsters, or by special card effects. Although they have no owner or faction, they do have a controller as normal.

Monsters and Bases

Bases in Smash Up: Munchkin have a monster number (see page 3). Whenever such a base enters play, draw that many monsters from the monster deck and play them on the base. To save table space, you may overlap the monster cards so only their power and abilities show. Monsters played on new bases are not considered played by any player. Monsters' abilities trigger when they are played just as with normal minions.

Monsters do not count against the breakpoint of the base they are on. Instead, they ADD to the breakpoint of the base, making it harder to score. However, if someone takes control of a monster, it stops adding to the base's breakpoint and acts as a normal minion of that player.

Getting Loot from a Monster

Monsters have a treasure number. If a monster is destroyed by a card effect, the player who controls the effect that destroyed it draws that many treasure cards and places them in his or her hand. Big phat lewt!

Getting Loot from a Base that Scored

After awarding VPs for a base, add the treasure numbers of all the monsters that are still on the base and reveal that many cards from the treasure deck. Players take turns choosing one of the revealed cards and adding it to their hand. To be eligible to claim a treasure, a player must either control a minion at that base or have at least 1 power there by virtue of some other effect. All qualifying players are included in treasure selection, not just the top three.

When choosing treasures, start with the base's winner and proceed by the decreasing amount of power present on the base. Priority for breaking ties starts with the current player and going clockwise. Continue selecting (restarting with the winner if there are more treasures than players) until all treasures have been claimed.

Example: A base scores. The monsters still on the base have a total treasure value of 5. Alan has a bunch of minions on the base, and Beth has one minion with a power of zero. The players reveal a total of 5 cards from the treasure deck. Alan, who had the highest total power, chooses one of the cards. Beth chooses second, then Alan chooses another, etc. In the end, Alan gets the first, third, and fifth choices, and Beth gets second and fourth. Chris had neither minions nor power on the base, and thus does not get any treasure.

Titans

Used in Big in Japan and the Titan Event Kit

Titans are a card type entirely different from minions, actions, or bases. Representing large, uncontrollable forces, titans are neither good nor evil; they are pure awesome. Titans start the game on the table near their owner; they never go in the hand, deck or discard pile.

Titans may be played on a base when a card, including the titan card itself, says you can play them. Playing a titan is optional. "Instead of your regular minion [or action] play" means instead of the normal minion or action play allowed during your Play Cards phase. Titans are not played as, and do not count as, extra cards.

If you play a titan, you control it even if you do not own it. You cannot play a titan if you already control a titan in play.

Titans are not affected by abilities that specifically target minions or actions. Abilities that target "cards" can affect titans and even force them out of play (destroyed, returned, placed, etc.). Titans also leave play if the base card they are on leaves play. When a titan leaves play for whatever reason, set it aside near its owner, discarding any counters on it. It can be played again anytime a card allows it.

Titans do not have power, but they can give power to their controller's total at their base through their abilities. In addition, titans that have +1 power counters on them also provide that power to their controller.

Clash of the Titans

After you play or move a titan to a base that already has a titan, one of them must be removed from play. The two controllers compare their total power at that base, after resolving any applicable ongoing abilities. The player with the lesser total removes their titan; in case of ties, the titan that was on the base first wins.

Non-Minions that Grant Power

First used in Big In Japan

Some actions have inherent power, and some bases grant power. This power counts both toward breaking the base and toward earning VP rewards, even if the player has no minions present there.

Burying

Used in Oops, You Did It Again

How to bury: To bury a card you place it face down beside a base, facing you. You don't show it to others unless the card says to bury itself. You may only bury a card if an ability allows it.

Status: A buried card is not affected by abilities that target minions, actions, or any other card type. They are affected by abilities that target "cards". A buried card is controlled by the player who buried it, and its controller is considered its owner until it is uncovered or discarded. Players may look at buried cards they control at any time; but they may only look at them one at a time and may not mix them up. A buried card's abilities may not be triggered until after it is uncovered.

Uncovering: Each player may uncover one of their buried cards at the start of their turn. A player may also uncover a card when an ability allows it. When a buried card is uncovered, its controller immediately plays it as an extra card. It is played either on the same base, or on a minion on that base, or simply resolved and discarded, as appropriate. It is resolved just as if it were played from the hand. If circumstances make playing it impossible (e.g. it's a card that is only played before a base scores), it is discarded instead. When a card is uncovered or re-buried (as Mummies do), any counters or cards on it are discarded first. Uncovered cards may not be immediately reburied.

Scoring: Buried cards do not themselves have power, nor the presence to help break or win a base. After a base scores or leaves play for any reason, buried cards still on it go to their owners' discard piles. Madness cards that are buried at the end of the game still count against their controller.



Duels

Used in Oops, You Did It Again

Basics: When two minions duel, their controllers may each place a card from their hand on the table face down, and then each reveals their card (if any), starting with the challenger. If it is an action it is played normally, otherwise it is returned to the hand. After the dueling cards are resolved, the minion with the higher power is determined to be the winner; in case of ties, both sides get all the effects of the duel. The benefits of winning, or the harm of losing, are specified by the card that starts the duel.

Details: Placing a dueling card on the table is optional, and the decision to place one is first made by the challenger.

You may place any card from your hand for a duel, including actions that affect minions outside the duel, or even minions that are just returned to the hand (they make a good bluff).

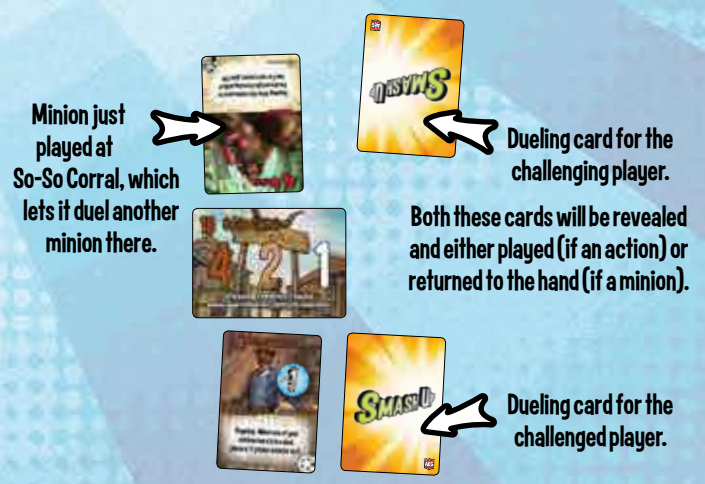
While on the table, dueling cards are not considered part of the hand, deck or discard pile, are not considered in play, and cannot be targeted by any ability.

Two duels may not happen at the same time, so if any ability that allows a duel is triggered during another duel, that part of the ability is ignored.

After a duel's actions are resolved, if the two minions of the duel are not together on the same base as each other, the duel stops without resolution. However, changing control of either or both minions does not stop the duel.

During a duel no other cards may be played or invoked, unless they are allowed by the duel's actions (or by the cards allowed by the actions, etc.) or they are triggered by the duel or the cards involved in it.

Being in a duel does not by itself count as affecting a minion, but the duel's consequences may affect it.



Terms & Phrases

We do our best to use the words in the rules and card abilities carefully; specific words are not synonymous no matter how similar they seem. For example, destroy, discard, move, place, play, and return are all different things done with or to cards. This means that a card that cannot be destroyed can still be returned or discarded. In this section we clarify what the specific words mean.



A Minion: Any minion in play, unless stated otherwise.

Exception: *"Play a minion" means one from the hand.*



Affect: A card is affected if it is moved or transferred, removed from play (e.g., destroyed, returned, shuffled, or placed), changed in power or controller, has an action or counter attached, or its ability canceled. Removing an attached +1 power counter is considered to affect the card that it was attached to; but removing an attached action is not considered to affect the card that it was attached to, even if that indirectly changes the card's power, abilities, etc. Credit for affecting a card goes to the controller of the card that explicitly mandated the effect.

Exception: *If the card specifies a different player to carry out an effect, that player gets the credit.*



After: "After X do Y" means you resolve X completely before you start doing Y. If X does not happen, neither does Y. You must do Y immediately after X, meaning before the current player does some other activity that does not depend on X. (Use common sense and courtesy when applying this rule.)

Exception: *"After a base scores" means after the VP are awarded, not after the new base is chosen; see page 6.*



And/Or: "X and/or Y" means X by itself, or Y by itself, or both X and Y.



Attachments: Anything that is attached to or played on a card, like other cards or power counters.



Before a Base Scores: After a base has been chosen to be scored, but before VPs have been awarded.



Cancel: Canceling an ability means the ability is treated as if it does not exist. Canceling does not undo previous effects created by the ability.



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 to the minion normally. When the card leaves play, it goes to the hand, deck, or discard pile of its owner.



Destroy: This lets you remove a card that's in play and put it into the appropriate discard pile.



Directly Affects: 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.



Directly increases power: A card directly increases power if it gives it "+N power", or places or transfers a +1 power counter, or sets the printed power to a higher value. Granting a power-increase talent (e.g. The Touch), or destroying a negative power card (e.g. Change Into A Gun) are not direct power increases.



Discard: This lets you put a card that is not in play or has just been scored into the appropriate discard pile. It comes from your hand unless it says otherwise.



End of a turn: The phrase "end of the turn" means the end of the current player's turn; "end of your turn" means the end of your current turn if you are the current player, or the end of your upcoming turn if you are not the current player.



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. Like regular cards, extra cards are optional.



Have: You have cards at a base if and only if you control the cards.



Here: "Here" refers to the base that the card currently occupies, or to the base itself if a base says "here". "Move a card here" means "move a card to here" unless another destination is specified.



Ignore an Ability: Ignoring a base's ability means: you do not follow a base's instructions, you are not subject to its restrictions, and your cards are neither affected nor protected by its ability.



In Play: Cards in play are in the middle of the table, i.e., an active base, a card on an active base, or a card on a minion. Cards are in play once they hit the table, even before their ability is resolved. Cards in the hand, deck, discard pile, or set aside, or in the box, are not in play.



In the box: A card that is in the box is entirely removed from play. Treat it as if it doesn't exist for the duration of the game.



May: The phrase "You may do X" means you are allowed to do X, but are not required to do X. "You may do X and Y" means you either do both X and Y, or neither X nor Y; you cannot opt to do just one of them.



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 (i.e unlabelled) abilities do not trigger when you move 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.



Ongoing: Most abilities happen and then they're over, or else they end at the end of the turn. Ongoing abilities are active for as long as they're in play, and/or they trigger at some later time while in play. Ongoing abilities do not work from the hand, deck or discard pile.



OR: "X OR Y", with "OR" typeset in all capitals, means the controller chooses either X or Y to happen, but cannot choose both.



Other Players: Everyone except "you."



Owner: The player who had the card at the start of the game. Monsters and treasures have no owner.



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.



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, returned, or transferred, they're not being played, and their abilities don't happen.



Player's abilities: The abilities on the cards the player controls. This includes minions, actions, and titans, but not cards the player doesn't control like bases or monsters. Players do not have abilities for themselves, separate from their cards.



Printed Power: The number physically printed on the card. The printed power is also the starting power of a card, unless an ability changes it.



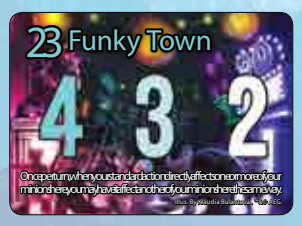
Return: This sends a card back to where it came from. When a card returns from a base, discard attachments on that card and place it in its owner's hand.



Same Name: A group of one or more cards that all have identically matching card titles. Two or more Ninja Acolytes are such a group, but partial matches like a Ninja Acolyte / Ninja Master do not count. A single card always counts as a group of cards with the same name.



Special: Special abilities happen at unusual times or in unusual ways, as described in the abilities themselves. (E.g. they might trigger on a card already in play, or in your hand or discard pile.) A card played using a Special ability doesn't count as one of your free cards for the turn. If a Special must be played when its conditions don't allow it, it is discarded instead.



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 the breakpoint of a base, before being modified by other abilities (or by monsters for breakpoints). 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 its controller's turns. Using a talent is optional, and a talent can be used at any time during the Play Cards phase.



There: This means the location just referred to by the card text.



This: "This" usually refers to the card itself. If it refers to a different type of card (e.g., a minion with the text "this base"), then it means the card of that type that it is played on; in such cases, "this" has no meaning on a card that is not in play.



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 doing X completely is thwarted for any reason (e.g., you don't have enough cards in hand), then you can't do any of X, or do Y either. If two or more cards tell you to do X to make something else happen, you cannot have that same X count for multiple cards. 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. If the target of the transfer is immune to effects, the transferred card or token is discarded instead.



When: "When scoring" means at the time VP rewards are distributed. For uses other than scoring, "when X" means as X starts happening (typically, you interrupt the part of X that is pertinent to the ability of the card that says, "when"; if there is nothing to interrupt, then "when X" acts just like "after X" and you've discovered a card that we made an error on).



While: In general, "while X" means as long as X is true. "While scoring" means any time during the Score Bases phase, from the moment the base is chosen to score until it is discarded and replaced by a new base.



You: On a minion, action, or titan, "you" means the controller of the card. On a base, it means any player it describes, which is usually the current player.



Your: When referring to cards in play, this means cards you control, no matter which faction or deck they are from.

Detailed Rules for Cards, Abilities, and Other Wackiness

This section is where you get into the sinew and gristle of the rules. Okay, that sounds kind of gross. How about… um… this is where we explain how to resolve corner cases and special situations.

Calculating Values for Breakpoints or Power

1. The printed value is the number printed on it, unless an ability specifically changes it (e.g. Matrix of Bossiness, Let's Finish This).
2. The starting value is the printed value, unless an ability resets it to a specific number (e.g. Overgrowth, Mimic). If more than one ability tries to reset the same number, the current player chooses one and the others are ignored.
3. All abilities and other effects that adjust the value up or down -- e.g. "gains +X", "reduced by Y", power counters, monsters on bases -- are added to or subtracted from the starting value.
4. If the final value is less than zero, raise it up to zero.

Using Card Abilities

On-play (i.e. unlabelled) abilities, and Ongoing abilities with no specified timing, are resolved immediately after playing the card. Ongoing and Special abilities with a trigger (before/when/after/if X) are only resolved when X happens. Talents and Ongoing abilities that say "on your turn" may be chosen to be resolved once per your Play Cards phase.

When you resolve an ability you must follow all its instructions even if it's bad for you, unless it specifically says you "may" do something.

If you cannot do everything an ability makes you do (e.g., discard a certain number of cards), do as much as you can.

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 for it to affect.

If no limit is specified in the rules or on the card, there is no limit. For example, there is no limit to the number of cards that can be played on a base or on a minion; and while an ability only resolves once per trigger, there is no limit to the number of triggers it can respond to unless it says otherwise.

On-play abilities happen when you play a card from your hand, or any time a card says "play." When minions just move around, that's not playing them.

Unless otherwise stated (on the card or in the rules), the effects of an ability expire at the end of the turn. An Ongoing ability ends when its card leaves play, unless the ability stated another expiration time, like the end of the turn. Abilities that grant control of another card last while the controlled card is in play, or until another ability changes its control.

Conflicting Text & Timing

In a game as crazy as this, card text and rules text often conflict. When there's a fight, card text wins. So there's an implicit "unless stated otherwise" with every rule in this book. Exception: Minion power, base breakpoint, and VP rewards can never be reduced below zero.

If cards conflict, the one that says you can't do something beats the one that says you can.

If a card refers to a superlative, e.g. "the highest power here", then ties for that superlative all count.

If abilities from different cards that are in play can be applied at the same time, the current player chooses their order.

If several players can play a card simultaneously (e.g., a Special when a base is chosen to score), or if several players can use the abilities of the same card (e.g., tied winners at a base), the priority goes to the current player first, then around the table clockwise.

Multiple Effects

Multiple parts of a card's ability must be done in their stated order, unless it says otherwise.

If an ability lists multiple effects conditionally (examples: "If X, Y" or "Do X to do Y" or "When X, Y" or "Each time X, Y" or "After X, Y"), then if you do X, you must do Y. In addition, effect X must happen for effect Y to happen. If you can't do all of X, then you are not allowed do part of it, (for example, discarding some cards lower than the amount you were supposed to); and if X does not fully occur, you cannot do Y.

If an ability lists multiple effects independently (e.g. "Do X then Y" or "Do X and do Y" or "Do X. Do Y."), then you must do both X and Y if you can, in that order. If you cannot do one, you must still do the other.

Abilities that say "Do X until Z" (e.g. "Each of your minions gains +1 power until the end of the turn") only affect the cards currently in play, not those played after that ability triggers.

Abilities that say "Until Z do X" (e.g. "Until the end of the turn, cancel the abilities of all cards on the base"), and ongoing abilities with no time limit (e.g. "Ongoing: All your minions here have +1 power") do affect cards that are played or moved there later, and do not affect cards moved away.

Canceling or Preventing Effects

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.

If an ability affects multiple targets, resolve that effect on each target separately. For example, if several minions are destroyed by one action card, and one of those minions is immune, it survives the destruction while all the other minions are destroyed.

If ability X protects a minion from card effects when the minion's power is within a certain range (e.g. "power 2 or less"), and ability Y changes that minion's power to a value within that range (e.g. "-1 power" on a 3-power minion), then the power change takes precedence over the protection. The change is what makes the minion fall in the protected range, so that effect is allowed despite the apparent protection.

Extra Cards

An extra card is one played in excess of the quota of one per card type (minion or action) per turn. Cards you play outside the Play Cards phase of a turn are counted as extra cards.

Extra cards must be played during the phase they are granted (usually the Play Cards phase).

You do not have to play the extra cards that you have earned. An extra card can, and in some cases must, be played before the normal quota card is played.

Some extra card plays granted may be held in reserve until later in the phase. These are the generic ones (e.g., "play an extra minion") that are granted by a non-Special ability during your Play Cards phase.

You may always play an extra card immediately. You *must* play an extra card immediately if:

- the extra card play effect refers to a specific card (e.g., "Reveal the top card of your deck. If it's a minion you may play it as an extra minion."), or
- another part of the ability follows the extra play (e.g., "You may play an extra minion and place a +1 power counter on it."), or
- the extra card play is granted outside the Play Cards phase (e.g., "When a base scores…").

Attached Cards

Cards that say, "play on a base/minion" stay there until another card relocates them or the base or minion it is on leaves play.

When a minion is moved, cards attached to it move with it; when a minion is destroyed, returned or placed, discard any attachments it has. When a base scores, discard all cards on it.

If an ability says that a minion or base is not affected by cards or actions, any such cards that are already attached to the minion or base are immediately destroyed, since having a card attached is an effect. Similarly, if you try to play such a card on a minion or base protected from its effects, that card is discarded instead.

An action played on a minion is controlled by the player who played the action, not by the controller of the minion. Changing control of a minion does not affect the control of actions on it, and vice versa.

You can attach two identical actions to the same minion.

Only cards that say, "Play on a base or minion" are considered played on that base/minion. Actions on minions are not on the base. Standard actions that affect a base or minion but don't get played on it (e.g., Rampage) are not on the base or minion.

Triggered and Tagged Abilities

Specials can be played at any time they are applicable, even on other players' turns.

If an event happens that triggers an ability, that single event triggers any and all such cards. But any card can be used only once per trigger. If the trigger is something like "on/during your turn", you can use it at most once per your turn.

Abilities can trigger at one point of time but take effect later. E.g. cards that say "after X do Y" trigger when X starts, but don't take effect until after X ends.

If a timing label (Ongoing, Special, Talent) appears in an ability description, that label applies to all text that follows the label up to the end of the description, or to another label (if there is one). Text that precedes a label, and text without a label, are normal on-play ability effects that take place instantly when played.

Decks, Discards, and Searches

If you need to draw, reveal, search for, or look at a card and your deck is empty, shuffle your discard pile and put it on the table face down—that's your new deck. Start or continue drawing (revealing, searching) from there.

Drawing and revealing always start at the top of the deck or discard pile.

Anyone may look through any discard pile at any time.

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, you must shuffle it.

In and Out of Play

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. However, if no one else can see the card, these restrictions are lifted. You can place a card from your hand atop your deck even if you don't own it, for example, since no one can see whose it is.

When a card leaves play, discard any cards and counters on it. This includes bases: no card on a base leaving play may stay for its replacement unless explicitly allowed.

When a card leaves play there is no memory of its previous status, so that even if it is replayed in the same turn it is treated as a new card, not the same card.

The power of a minion not in play is only the number printed on it, but once in play its power includes all modifications see Calculating Values for Breakpoints or Power, page 12.

Last of All

If there is a situation you don't know how to resolve, work it out the best you can, with an attitude of fun, fair play, and a sense of humor. (Afterward, you can email questions to CustomerService@alderac.com.)

Rules Changes and Errata

Over the years we've had to adjust or add a few rules (beyond those needed for new mechanics). Some are general rules, while others are needed to prevent unintended use of certain cards. And yes, a few mistakes crept in at various places. We blame the nefarious activities of HAVOC.

New General Rules

- After you search your deck for a card, you must always reveal it and shuffle your deck, even if the card doesn't mention this.
- 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.
- You no longer need a minion on a base to receive VP rewards; if you have power there by some other means, that qualifies you to earn rewards.

Card Text Changes (by Faction)

Several cards, especially those from early sets, have had their text corrected. We recommend that you treat each of these cards as if it had the text shown below. Some of them are also discussed in the Clarifications section on pages 16-25.

The following sets have had card errata:

- Smash Up (core set): Aliens, Dinosaurs, Ninjas
- Awesome Level 9000: Bear Cavalry, Killer Plants
- Monster Smash: Giant Ants
- The Obligatory Cthulhu Set: Elder Things, Innsmouth, Minions of Cthulhu
- Pretty Pretty Smash Up: Mythic Horses
- Science Fiction Double Feature: Time Travelers
- Promo factions: Sheep

Aliens



Collector: "You may return a **non-Collector** minion of power 3 or less on this base to its owner's hand."

This prevents infinite loops.



Terraforming: "Search the base deck for a base. Swap it with a base in play (discard all actions attached to it). **All minions from the original base remain.** Shuffle the base deck. You may play an extra minion on the new base."

This makes the implication explicit.

Bear Cavalry



Bear Hug: "Each other player destroys his or her minion with the least power (**controller** chooses in case of ties)."

Otherwise this could lead to an impasse if the owner is not the controller.

Dinosaurs



Tooth and Claw ... and Guns: "If **another player's** ability would affect this minion, destroy this card and the ability does not affect this minion **for the rest of the turn.**"

The card was never meant to prevent your actions, or the effects of bases or the minion itself. We added a time limit for effect negation.

Elder Things



Elder Thing: "Destroy two of your other minions or place this minion on the bottom of your deck. **Ongoing**: This minion is not affected by opponents' cards."

Defines the card's timing.



Dunwich Horror: "Play on a minion. **Ongoing**: This minion gains 5 power. Destroy this minion at the end of the turn."

Defines the card's timing.

Giant Ants



We Are the Champions: "Special: After **a** base scores, transfer any or all +1 power counters from one of your minions **there** to another minion."

This matches the intent of being triggered from the hand.

Innsmouth



In Plain Sight: "Play on a base. **Ongoing**: Your minions here of power 2 or less are not affected by opponents' cards."

Defines the card's timing.

Killer Plants



Sprout: "Destroy this card at the start of your **next** turn. You may search your deck for a minion of power 3 or less, play it here as an extra minion, and shuffle your deck."

This avoids gross exploitation with cards that reward destruction (e.g. Field of Honor).

Minions of Cthulhu



Altar to Cthulhu: "Play on a base. **Ongoing**: Whenever you play a minion here, you may play an extra action that turn."

Defines the card's timing.



Complete the Ritual: "Play on a base where you have at least one minion. **Ongoing**: At the start of your turn, place all minions and actions on it on the bottom of their owners' decks and swap this base with the top card of the base deck."

Defines the card's timing.

Mythic Horses



Rainbow: "Talent: If you have played another minion here **this turn**, draw a card."

This matches the fact that in Smash Up you don't keep track of what happened on the base in previous turns.

Ninjas



Infiltrate: "Play on a base. Destroy **another** action that has been played here. Ongoing: You may ignore this base's ability. **Destroy this card at** the start of your turn."

The card does not destroy itself when played, and does not stay after it expires.

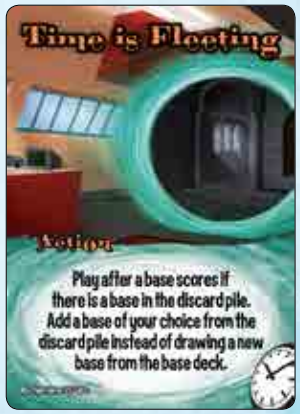
Sheep



Counting Sheep: Play on a base. Ongoing: **Once per turn,** after the power of another player's minion's increases, your minions here gain +1 power until the end of the turn.

This prevents infinite loops.

Time Travelers



Time is Fleeting: "**Special**: Play after a base scores if there is a base in the discard pile. Add a base of your choice from the discard pile instead of drawing a new base from the base deck."

Defines the card's timing.

Card Clarifications

Minions, Actions, and Titans (by Faction)



Aliens — Smash Up core set

Collector: Collectors cannot return Collectors. (See the errata, page 14.)

Invader: If the Invader is destroyed, you do not lose the VP it gave you.

Jammed Signal: Ignoring a base's ability means: you do not follow a base's instructions, you are not subject to its restrictions, and your cards are neither affected nor protected by its ability.

Terraforming: You do not discard minions on the Terraformed base, nor actions attached to them.



Ancient Egyptians — Oops, You Did It Again

Blessing of Anubis: If you use this card's ability to bury itself, you reveal it and place it face down on the base. If you uncover it you play it again but ignore the first part since uncovered cards are not reburied.

Mummy: This ability can only trigger if the Mummy is uncovered before the base finishes scoring. If you use its ability, bury it directly on a different base before the old base is discarded, without going to the discard pile or your hand first.

Tomb Trap: See Blessing of Anubis (above) for explanation.

You Can Take It With You: See Blessing of Anubis (above) for explanation.



Astroknights — Cease and Desist

Alien Guru: See Directly Increase Power, p. 9. This refers to actions that target cards already in play. If the action increases the power of several minions, choose only one of them to get the power counter.

Scoundrel: You can use its talent if you have no other minions at its base.

Space Prince: See Alien Guru (above) for explanation.

Walking Carpet: See Alien Guru (above) for explanation.

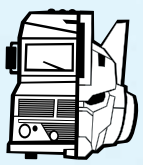


Bear Cavalry — Awesome Level 9000

Commission: You must play the extra minion, and move the other player's minion, immediately, if at all.

Cub Scout: This does not trigger if it is moved at the same time as the other minion.

Superiority: This does not protect a minion from being placed or shuffled.



Changerbots — Cease and Desist

Bruiser: When the talent is used, the minion loses the abilities granted by actions (e.g., The Touch, Passengers, Flighterizer), but not the benefits of an action's own abilities (e.g., Cesium Armor, Matrix of Bossiness). Abilities gained after the talent is used are not lost.

Form Mergacon: This does not affect minions played after this card.

Solarshout: Once triggered, the -2 power lasts even if it loses its ability (e.g. from The Touch).

The Touch: See Bruiser (above) for explanation.



Clerics — Smash Up: Munchkin

Curse of Uselessness: A minion with CoU still has power, but that power does not count towards breaking the base or earning VPs. A monster with CoU doesn't add to the breakpoint. If your only minion on a base has CoU on it, your total there is 0, but if 0 is one of the top 3 totals you can still earn VPs.

Deep Friar: This must use its ability while still on the scoring base. So if both Deep Friars are on a base, Friar A can move Friar B, but B cannot go back and move A.

Good Habits: This only affects minions currently in play, not those played later in the turn. This does affect monsters along with other minions.

Join the Club: See Good Habits (above) for explanation.

Turner: Undead monsters are only monsters with the "Undead" Identifier, not any faction minions, even if the faction seems like it (Zombies, Ghosts, Vampires).



Cowboys — Oops, You Did It Again

Deputy: You may wait until after your opponent has revealed their dueling card to decide whether to discard the Deputy.

Dynamite Surprise: This triggers from your hand, or if revealed from your deck. It is not triggered if another player looks at it in your deck.

High Noon: If your opponent wins they do not get an extra minion, and neither do you if your minion is destroyed. "There" is where your winning minion is at the end of the duel.

Pinkerton: This may affect itself in a duel. The power counter is placed before the dueling cards are placed on the table.

Quick Draw: The amount of power gained is determined when this card is played and does not change even if the minion's dueling status changes.



Cyborg Apes — Science Fiction Double Feature

Flying Monkey: You cannot move the minion to the base that replaces the scored base.

Missing Uplink: The end of the turn is after the Draw Two Cards phase, so you don't check for hand size after Missing Uplink's draw.

Shielding: When played on a minion, destroy other players' actions on that minion (since they are affecting the minion). This card does not protect itself, but if both Shieldings are on the same minion, they protect each other.



Dinosaurs — Smash Up core set

Augmentation: If played during another player's turn, the effects last until the end of your next turn. It only affects minions currently in play, not those played later in the turn.

Howl: See Augmentation (above) for explanation.

King Rex: The ability is deliberately blank.

Rampage: Use the minion's current power. If its power changes later in the turn, the breakpoint does not change further.

War Raptor: Its power is 2 when in hand, and only changes to 3 after it's on a base.

Wildlife Preserve: Discard any actions controlled by other players that have been played on your minions.



Disco Dancers — That '70s Expansion

Dancing King: "Another minion" means different from those already affected, not different from Dancing King. See also Diva (below) for more explanation.

Diva: It cannot copy effects of actions played on minions or bases, nor of actions previously played. It cannot copy an effect already copied from a third minion by another Diva etc. It can copy once per action causing the effect, not once per minion being affected. "The same way" means e.g. moving it to the same base, or giving control of it to the same player. It can copy an effect even if it does not fit the original prerequisites (e.g., "power 3 or higher"). You must choose whether to copy an effect when the action is played, not when the effect happens. If an effect has multiple parts, choose only one part to copy. The copied effect is considered to come from the original standard action causing the effect, not from this card allowing additional affected targets.

Last Dance: Credit for destroying the minion goes to the player who chooses to have it destroyed.

Turn the Beat Around: "Each minion affected by this" means the minions that gain the +1 power described earlier, not those that get the -1 power described later. Multiple -1 power losses may be assigned to the same minion.

We Are Family: See Diva (above) for explanation.



Dragons — It's Your Fault

Burn It Down: Do not destroy actions on minions. You cannot look at the top base deck card before choosing a base.

Dangerous Ground: Other players cannot play a minion here unless they first discard a card.

Great Wyrm: This has no effect on VPs awarded by abilities.

Hatchling: This triggers when a minion moves to here, not from here. Moving this minion activates it.

Imperial Dragon: See Hatchling (above) for explanation.

Ruins: See Great Wyrm (above) for explanation.



Dwarves — Smash Up: Munchkin

Cunning Plan: If you play the treasure card, it's as an extra card.



Elder Things — The Obligatory Cthulhu Set

Elder Thing: After playing this, if you do not actually destroy two of your other minions in play, you immediately place it on the bottom of your deck. You cannot choose to do both.

The Price of Power: The power boost lasts until the end of the turn.

Shoggoth: You only destroy minions of other players. Your own minions are safe.



Elves — Smash Up: Munchkin

Dancing Root: Cards are discarded after they resolve, so Dancing Root does not get shuffled. All players shuffle their discard piles, but you are the only one who draws.

Elf Help Guru: This only affects cards in play, not those played later. The power boost does not change, no matter what happens to this card.

Flower Child: This card and the minion swapped with it have no connection; when one of them leaves play the other one is not given back. Flower Child cannot swap with a monster, unless it is controlled by a player.

Helping Hands: Losing a VP does not affect any cards, so cards like Too Tough do not block the loss.

Pumping Iron: Neither player is required to choose one of their own minions.



Explorers — What Were We Thinking?

Crypt Looter: This triggers even when a base changes without being scored (e.g., by Terraforming).

Forgotten Horrors: Actions that move multiple minions (e.g., Full Sail) and minions that move other minions to their base (e.g., Twister) only get one card draw from this.

The clarification in the WWWT rulebook had an error, omitted here.

Idaho Smith: This permanently increases the number of bases in play.

It Belongs in a Museum: If there's only one eligible minion in play, you cannot move it with this card.

Lost City: If a different ability chooses the next base, this still lets you play a minion on it.

Very Large Boulder *(from the Titans Event Kit)*: If you do not move this titan you may not destroy a minion at its base.



Fairies — Pretty Pretty Smash Up

Daisy Chain: Transferring an action does not change the action's controller.

Glymmer: The effects of this ability last until the start of your next turn even if Glymmer leaves play, and even if another player takes control of Glymmer and also uses its talent.

Enchantment: Transferring this to another base does not change which part of its ability is used.

Ladybug: See Daisy Chain (above) for explanation.

Leaf Armor: See Daisy Chain (above) for explanation.

Tinx: See Daisy Chain (above) for explanation.



Geeks — The Bigger Geekier Box

Banned List: If players new to Smash Up cannot remember a card's name, you may allow them to identify a card through its power, ability and/or art.

Control Minion: If you take control of a minion as it is played, you still cannot change which base it is played on. Allow a reasonable reaction time for the holder of these cards, and be willing to let card resolution be interrupted and undone if the player plays too quickly.

Felicia Day: All minions move as a group to the base at the same time. Minions in that group that react to other minions moving (e.g., Cub Scout) are not triggered by minions within that group. The minions are all moved by Felicia Day's controller.

Force of Wil: This triggers after an action card is played, but before its ability is carried out. Allow a reasonable reaction time as for Control Minion, above.

Griefer: You don't have to choose the same effect for each player.

Mulligan: If you don't draw the cards, return them to the top of the deck in the same order.

Non-Infinite Loop: The extra action must be played at once. If you choose an action whose conditions for play are not met (e.g., Cosplay, Force of Wil), it has no effect and you just return it to your hand. This ability expires at the end of the turn, so if you play an action on a base or minion and it doesn't go to the discard pile during that turn, you cannot return that action to your hand when it leaves play.

Wil Wheaton: See Force of Wil (above) for explanation.



Ghosts — Awesome Level 9000

Creampuff Man *(from the Titans Event Kit)*: A standard action is one that is not played on a base or on a minion, but simply played, resolved, and discarded.

Haunting: Since it is Ongoing, this ability does not activate while it's in your hand.

Seance: When playing Seance, do not count it toward the cards in your hand.

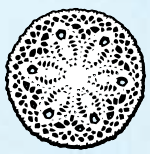
Spectre: This can substitute for playing a generic extra minion (c.f., Hidden Ninja, Commission), but not for playing a specific extra minion (c.f., Hoverbot, Sprout, Tenacious Z). You cannot play Spectre if it does not meet the extra minion's conditions (c.f. Homeworld, Secret Grove).



Giant Ants — Monster Smash

Death on Six Legs *(from the Titans Event Kit)*: You may transfer power counters from other players' minions.

We Will Rock You: The power gain is calculated when this card is played, and does not change even if power counters on a card increase or decrease.



Grannies — What Were We Thinking?

Attic Treasures: If you have fewer than 3 cards in hand, place them all on the bottom of your deck. You still draw 3 cards.



Halflings — Smash Up: Munchkin

Last Call: This also cancels restrictions on the minions for how to play them (e.g., Shoggoth).

Rude Awakening: See Last Call (above) for explanation.



Ignobles — Cease and Desist

Activate the Spy: This targets minions that came from your deck that you no longer control.

Banner Call: See Activate the Spy (above) for explanation.

Betrothed: The ability works regardless of how control was gained, and even if the Betrothed is moved to another base.

Foot of the King: See Activate the Spy (above) for explanation.

Inevitable Betrayal: See Activate the Spy (above) for explanation.



Innsmouth — The Obligatory Cthulhu Set

Mysteries of the Deep: The minions with the same name must be on the same base.

The Deep Ones: It only affects minions currently in play, not those played later in the turn.



Itty Critters — Big In Japan

Critter Champion: The minion this card plays goes to the bottom of its owner's deck even if this card leaves play first.

Critter Coach: See Critter Champion (above) for explanation.

Critter Cube: You draw and play the other player's minion just like any other card in your deck. When it leaves play it goes back to its owner's deck.



Kaiju — Big In Japan

Gorgodzolla: Actions on minions do not count.

Kaijookey: Actions on minions do not count.

Oh No!: If this is used to play or move Gorgodzolla to their base, Gorgodzolla gets the +1 power counter for them having been played there.

There Goes Tokyo: Cards immune to destruction are discarded instead, because their base left play.

They Say He's Got to Go: This can move any player's titan.

Tiny Priestesses: See Oh No! (above) for explanation.

Wade through the Buildings: Actions on minions do not count.



Killer Plants — Awesome Level 9000

Deep Roots: This does not prevent minions from being placed, shuffled or destroyed. Deep Roots does not prevent movement caused by bases (e.g., Mushroom Kingdom) or your own abilities.

Entangled: See Deep Roots (above) for explanation.

Overgrowth: If Overgrowth is destroyed during your turn, the breakpoint change still lasts until the end of the turn.

Sprout: A Sprout may not destroy itself the same turn it is played. (See Errata, p. 15.)

Water Lily: If you get this using Sprout's ability, you can use Water Lily's ability immediately since it is still the Start Turn phase.

Weed Eater: This cannot be played to replace a Sprout, since it does not lower its power until it is in play. Its power goes back up to 5 after the end of the turn in which it is played.



Kitty Cats — Pretty Pretty Smash Up

Whiskers: Extra plays are always optional, but if you claim the extra action you must also destroy the minion.



Kung Fu Fighters — That '70s Expansion

Everybody Was Kung Fu Fighting: Players destroy in clockwise order starting with the current player. They may still destroy a minion even if all their own minions there are destroyed before it comes to them.



Mad Scientists — Monster Smash

Grave Situation: Minions placed into your hand do not count as being destroyed (c.f. Field of Honor).

Igor: You get the +1 power counter if this minion goes to the discard pile after scoring, but not after being discarded from the hand, since Ongoing abilities only work while in play.



Mages — Smash Up: Munchkin

Charm: If a monster is controlled when a base breaks, its treasures still go into the general pot.

Happy Zapper: Its ability can be used before its base scores even if it was used earlier that turn. If this minion gains additional talents, you can only use one of them before the base scores.



Magical Girls — Big In Japan

Bewitching Gal: The amount of reduction is calculated once, and does not change even if the number of minions there changes.

Purge the Demon: You may choose any card, including a base or a titan.

Rainbow Girl: This does not affect minions played after this card.

Sakura Warrior: See Bewitching Gal (above) for explanation.



Mega Troopers — Big In Japan

Black Trooper: This triggers each time any player uses a special ability, and can trigger multiple times in a turn.



Minions of Cthulhu — The Obligatory Cthulhu Set

Cthulhu *(from the Titans Event Kit)***:** You do not place power counters on Cthulhu when you first play it.

Complete the Ritual: Actions played on minions also go to the bottom of their decks. You also place your own minions and actions on the bottom of their deck. Cards immune to the effects are discarded instead.

Cthulhu's Chosen: This ability triggers no matter which base is being scored. It triggers each time a base scores. Draw a separate Madness card for each Cthulhu's Chosen you want to receive the +2 power. You can draw no more than one Madness card per Cthulhu's Chosen per trigger.

Furthering the Cause: You get 1 VP if at least one minion was destroyed during the turn, not 1 VP per minion destroyed.

Madness Unleashed: You must do all discarding before drawing anything. You may not continue discarding Madness cards after starting to draw cards.

Servitor of Cthulhu: If your attempt to destroy this card fails because it is protected from destruction, you still place the action card. Destroying a Servitor on R'lyeh counts either for the Servitor's ability (during the Play Cards phase, to place an action card) or for R'lyeh's ability (at the start of the turn, to earn 1VP), but not both.



Miskatonic University — The Obligatory Cthulhu Set

Gate to Beyond: If you use its talent, you must draw a Madness card, whether or not you play an extra minion.

Jinkies!: The "or" is inclusive: the Madness cards don't have to come from the same source.

… It Just Might Work: Discarding a Madness card means placing it in your discard pile, not in the Madness deck.

Librarian: See … It Just Might Work (above) for explanation.

Professor: See … It Just Might Work (above) for explanation.

That's So Crazy ...: The +1 power only affects minions currently in play, not those played later in the turn. The same is true for ... It Just Might Work.

Things Best Not Known: The power boost lasts until the end of the turn.



Mythic Greeks — It's Your Fault

Argonaut: This may be played in place of an extra action, unless the ability refers to specific cards to be played (e.g. Mass Enchantment, Mechanic) or an action played on a minion (e.g. Baboom). If played instead of an action, this doesn't count towards the 1 minion quota, but is still a minion play in all other ways. Whether played as a minion or an action, Argonaut triggers Spartan, Jason, etc.

Heracles: This triggers after every action, not just the first in a turn. "Any player" includes the controller.

Jason: This does not affect minions played after the first action of the turn. During a turn, if you play an action before playing Jason, Jason provides no benefit that turn.

This is a change to the ruling in the It's Your Fault rulebook.

Odysseus: See Heracles (above) for explanation.

Spartan: If you play an action before playing Spartan in the same turn, Spartan provides no benefit that turn.



Mythic Horses — Pretty Pretty Smash Up

Rainbow: The other minion must have been played during that same turn the talent is used.

Super Future Space Armor Power: This does not affect minions played after this card.



Ninjas — Smash Up core set

Disguise: You must both return the minion and play the extra minion; you cannot choose to do just one. You must play the extra minion immediately.

Infiltrate: Even though you ignore the base's ability, other players do not. See also "Ignore an Ability", page 10, and the Errata, page 15.

Ninja Acolyte: "If you have not yet played a minion" only refers to your Play Cards phase; cards played at the start of your turn do not disqualify this ability. You must both return the minion and play the extra minion; you cannot choose to do just one. You must play the extra minion immediately.



Orcs — Smash Up: Munchkin

And Stay Down!: This does not cancel the resolved effects of Specials played before it. Ties for the highest power count. This ability lasts until the base has finished scoring.

Dork Orc: Actions played on this minion bounce off and are discarded.

Gimme!: This only gets you one action, even if the minion has two or more. Transfer the card even if the destruction fails.

Too Tough: If played on another player's minion, Too Tough protects it from that player's actions, but not from yours.

Topper Chopper: Topper Choppers have extra power instead of a useful ability.



Pirates — Smash Up core set

Dinghy: You can move the minions to different bases.

First Mate: This ability triggers each time the base First Mate is on scores; this can happen more than once per turn. The First Mate cannot move to the base that replaces the scored base.

Full Sail: See Dinghy (above) for explanation.

Powderkeg: If you choose a minion that is immune to destruction, the other minions are still destroyed (unless also immune).

Sea Dogs: All the minions must start at the same base and move to the same base.

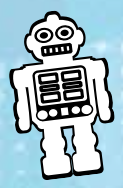
Swashbuckling: Its effects only apply to minions currently in play, not to minions played later in the turn.



Princesses — Pretty Pretty Smash Up

Eliza: Any minions or actions played out of turn, or outside the Play Cards phase of your turn, count as extra cards.

Family Heirloom: One of these on a minion gives it +1 power. Two of them on a minion give it +2 each, for +4 power total. All three on the same minion give it +3 each, for +9 power total.



Robots — Smash Up core set

Hoverbot: You must play or return the minion immediately.

Microbot Alpha: All of your non-Microbot minions are also considered Microbots, while still being considered their original selves. This only applies to minions in play, not those in the hand or discard pile. But since this ability is ongoing, the amount of power gain changes as other Microbots come and go.

Microbot Fixer: If both Fixers are in play, each Microbot has +2 power, including both Fixers.



Rock Stars — What Were We Thinking?

Turn Up to 11: If there is a conflict between multiple abilities that *set* the starting breakpoint (e.g. Overgrowth, Marking Territory, Turn Up To 11), the current player chooses which one prevails. Monsters, and abilities that *adjust* the breakpoint (e.g. Rampage, Wyvern, Favor of Zeus), adjust it from that new starting value.



Samurai — Oops, You Did It Again

Bushi: A minion going to the discard pile from play includes both being discarded after scoring, and being destroyed.

Final Haiku: See Bushi (above) for explanation.

Honor the Ancestors: In a 2-player game you shuffle one minion into your deck, in a 3-player game two, and in a 4-player game three minions.

Honor the Fallen: See Bushi (above) for explanation.

Samurai-Chan See Bushi (above) for explanation.

Shogun: See Bushi (above) for explanation.

Way of the Warrior: See Bushi (above) for explanation.



Shapeshifters — Science Fiction Double Feature

Bacta the Future: If the minion you choose to destroy is protected, you still resolve the rest of the ability.

Cellular Bonding: The copied ability continues as long as Cellular Bonding is in play, even if the action being copied leaves play. If you play Cellular Bonding while there is no play-on-minion action in play, discard it with no effect. You may play this card on another player's minion and copy an ability that says "Play on your minion" or "Play on one of your minions"; ignore that part unless it is a prerequisite (e.g., Change Into a Gun), in which case the prerequisite is not met.

Copycat: This can copy any type of ability (on-play, Ongoing, Special, Talent), though not every ability will trigger before the end of the turn. Being immune to effects (e.g., Elder Thing) does not prevent copying. The copied ability expires if the Copycat leaves play before the end of the turn. Copying a minion's ability does not copy its name (e.g., copying War Raptor lets it increase power for other War Raptors but not for itself). Ignore prerequisites for playing (e.g., Shoggoth) since the Copycat is already in play. If the copied ability imposes conditions that last beyond the end of the turn (e.g., Mind Lady, Bruiser), then treat the effect the same way that you would if the original card were to leave play before its effects ended.

Doppelganger: Since minions on a scored base are discarded before the base is, this card's replacement cannot be played onto the new base. If Transmogrify destroys Doppelganger, both abilities trigger. If conditions prohibit playing the chosen minion, discard it instead.

Genetic Shift: The first part of this ability only affects minions currently in play.

Mimic: Mimic's starting power equals the highest printed power in play, but it can then be modified by abilities or +1 power counters. If the highest printed power in play changes, so does the starting power of Mimic. While in your hand or deck Mimic's power is 0; it can be played by G.E.L.F., "...Really?" and Transmogrify.

"... Really?": You can destroy a minion and immediately play it from the discard pile.

Transmogrify: See Bacta the Future (above) for explanation.



Sharks — It's Your Fault

Chum: The minion destroyed can be at any base.

Hammerhead: If several minions at its base are destroyed at once, it gets a power counter for each one.

Mako: If you draw Mako because of Torn Apart, you may also play it immediately.



Sheep — Promo

Black Sheep: Black Sheep's ability has it moved by its controller, so Little Bo Peep does not block the ability unless they have different controllers. It is also not blocked by cards like Incorporeal.

Counting Sheep: The other player's minion does not have to be at Counting Sheep's base to trigger it. This card does not affect minions played after this card.

Flock: This cannot follow minions that move after a base scores.

Hello, Dolly!: This acts as if the ability of the action being copied were printed on it. If it copies an action that is played on a minion or a base, it is also played on a minion or base, and not necessarily the same one. It can copy actions that have conditions for being played (e.g. Make Contact, Cosplay) without having to fulfill those conditions; it has its own conditions for being played, so the other card's conditions are moot.

On the Lamb: You may choose a player with no minions there and move "all" those minions, even if someone else does have minions there. All the minions go to the same base.

Shearing: If Shearing leaves play before the start of your next turn, you do not return it to your hand.

To Follow or Not...?: If you play another player's card, you control it and its ability is carried out from your point of view; when it leaves play it goes back to the owner's hand, deck, or discard pile.

Wood for Sheep: See To Follow or Not…? (above) for explanation.



Smash Up All Stars — The Bigger Geekier Box

Ensign: See "Ensign" in the next column.

(Since all the All Stars cards are duplicates from other factions, all the other clarifications below are duplicates of their entries in their original factions, but we're copying them here so you don't have to turn to them. Aren't we nice?)

Imperial Dragon: Moving this minion activates it.

It's Astounding: Play the extra action immediately, before discarding It's Astounding.

King Rex: The ability is deliberately blank.

Non-Infinite Loop: The extra action must be played at once. If you choose an action whose conditions for play are not met (e.g., Cosplay, Force of Wil), it has no effect and you just return it to your hand. This ability expires at the end of the turn, so if you play an action on a base or minion and it doesn't go to the discard pile during that turn, you cannot return that action to your hand when it leaves play.

Servitor of Cthulhu: If your attempt to destroy this card fails because it is protected from destruction, you still place the action card. Destroying a Servitor on R'lyeh counts either for the Servitor's ability (during the Play Cards phase, to place an action card) or for R'lyeh's ability (at the start of the turn, to earn 1VP), but not both.

Sprout: A Sprout may not destroy itself the same turn it is played. (See Errata, page 15.)



Star Roamers — Cease and Desist

Ensign: This can take special and/or ongoing effects, but not from cards already in play. It can take multiple effects if they make sense (e.g., multiple -1 power, but not multiple destroys unless it's immune). It can have an action played on a different minion played on itself instead. It can substitute for a different minion being taken control of. It can take an effect even if it (Ensign) does not fit the original target's prerequisites (e.g. "power 3 or higher"). It cannot take an effect already taken by a different Ensign from a third minion.

Science Officer: You can return a minion you control but don't own, and still do the rest of the ability.

Ship's Engineer: This doesn't trigger if you return a minion you don't own, since it doesn't go to your hand.

Teleport Overflow: You can return a minion you control but don't own, and still do the rest of the ability. The revealed minions have the same name as each other (not necessarily the same as the returned minion). See "Same Name", page 11.

Weird New Worlds: If this card leaves play before the next base scores, the number of bases remains increased for the rest of the game.

Whiplash Maneuver: See Ship's Engineer (above) for explanation.



Steampunks — Awesome Level 9000

Aggromotive: The +5 power is not added to any minion, but just adds to your total there, during every player's turn.

Escape Hatch: Minions placed into your hand do not count as being destroyed (c.f. Field of Honor).

Ornate Dome: This does not affect actions on minions, nor prevent such actions from being played. This does not block actions that target a base but are not played on it (e.g., Rampage, Disenchant).

Steam Man: This triggers if you have more than one action on its base.



Super Spies — Science Fiction Double Feature

Mindraker: "While this base is scoring" means from the moment the base is chosen to score until its replacement base is played. While this card stops Specials from being played, it does not prevent Specials already in play from resolving.

Secret Agent: If the other player's action destroys Secret Agent, they still have to discard a card.



Superheroes — It's Your Fault

Captain Amazing: This does not affect minions played after this talent is used.

Justice Friends: This does not affect minions played after this card.

Mind Lady: The cancelation lasts even if Mind Lady leaves play.



Teddy Bears — What Were We Thinking?

Bear Picnic: This does not affect monsters, since no one owns a monster. It doesn't stop play of other players' minions (e.g., from Trade).

Cuddle: This does not cancel the abilities of actions on the minion. It does cancel abilities granted by an action (e.g., Flighterizer). It does not cancel the treasure granted by monsters.

Group Hug: The power boost is calculated once. It does not change when more minions are there, or the minion moves.

Lovey Bear: If the highest opposing starting power is less than Lovey Bear's, no change happens.

Snuggly Bear: A single first minion can trigger multiple Snuggly Bear abilities.



Thieves — Smash Up: Munchkin

Mugging: Removing an action does not count as affecting a card, so cards like Sneaksy or Too Tough don't stop this.

Strip Bare: See Mugging (above) for explanation.



Time Travelers — Science Fiction Double Feature

1.21 Gigawatts: The "or" is exclusive: choose either actions or minions, not both.

Do Over: Play the extra minion immediately or not at all.

Doctor When: See Do Over (above) for explanation.

It's Astounding: Play the extra action immediately, before discarding It's Astounding.

Time is Fleeting: You may not choose the same base that just scored.

Time Box *(from the Titans Event Kit)***:** The counters here are only for literal counting and are not treated as +1 power counters. Before this card is played no other ability may affect these counters.

Time Walk: You don't have to play extra cards before drawing the 2 cards, unless you play Time Walk outside your Play Cards phase.



Tornados — It's Your Fault

Trade Winds: If there's only one eligible minion in play, you cannot move it with this card.

Twister: Twister can move itself.



Tricksters — Smash Up core set

Brownie: This is not triggered by cards that do not directly affect the Brownie, or by cards already in play that affect it.

Flame Trap: The minion must be played at this card's base, and still be at the same base with this card after the minion's ability is resolved, to be destroyed. If the minion is immune to destruction, Flame Trap is still destroyed.

Hideout: If Hideout cancels the effects of an Ongoing ability, the cancelation lasts until the end of the current turn.

Leprechaun: See Flame Trap (above) for explanation.

Mark of Sleep: Does not prevent using the abilities of actions already in play.



Truckers — That '70s Expansion

Convoy: Actions on minions do not count as actions on bases.

"El Bandido": See Convoy (above) for explanation.

High-Speed Chase: The power boost is unchanged even if High-Speed Chase is destroyed.

Hotwire: See Convoy (above) for explanation.

Rally: The power boost is unchanged even if other actions appear there. Actions on minions do not count as actions on bases.

"Rubber Chicken": See Convoy (above) for explanation.

"Skinny Minnie": See Convoy (above) for explanation.



Vampires — Monster Smash

Dinner Date: You may place the +1 power counter even if there is no other minion at the base.



Vigilantes — That '70s Expansion

Brojak: You may give it +1 even if it's already at the same base, or after Brojak itself moves.

Death Wisher: If Death Wisher is itself destroyed by another player, its ability is still triggered.



Vikings — Oops, You Did It Again

Berserk: You may place a card in your hand you don't own on top of your deck safely, since no one sees what the card is.

Huscarl: See Berserk (above) for explanation.

Pillage: Cards in your hand that you do not own are still treated like your cards: you can play them normally, and you control them until they go out of play, at which point they go back to their owners. Cards you don't own that are merely revealed in your hand or deck stay there, but if they are seen to go elsewhere (see In and Out of Play, page 13) they then go back to their owners, unless explicitly allowed by cards like Shield Maiden etc.

Raider: See Berserk (above) for explanation.

Raiding Party: See Pillage (above) for explanation.

Ransack: See Pillage (above) for explanation.

Shield Maiden: See Pillage (above) for explanation.

Valkyrie: See Pillage (above) for explanation.

Viking Funeral: If a card is put back in the box, it is out of play for the rest of the game.



Warriors — Smash Up: Munchkin

Campaign: This does not affect minions played after this card.



Werewolves — Monster Smash

Frenzy: This does not affect minions played after this card.

Leader of the Pack: If you play this on another player's minion and it has the highest power, you still get the benefit. You also get the benefit if the minion is tied for highest power.

Moontouched: See Leader of the Pack (above) for explanation.

Pack Alpha: See Frenzy (above) for explanation.



Wizards — Smash Up core set

Arcane Protector *(from the Titans Event Kit)***:** You may play this right after your fifth (or later) card in the turn, no matter what phase of the turn it is.

Archmage: This extra action may still be played even if Archmage is destroyed the turn it is played.

Chronomage: See Archmage (above) for explanation.

Mass Enchantment: You must play the chosen card immediately. You control the card and how it is resolved.

Neophyte: You must play, place or return the action immediately.



Zombies — Smash Up core set

Lend a Hand: This does not get shuffled into the deck with the other cards.

Tenacious Z: You can only use its ability during the Play Cards phase of your turn. You can only use one Tenacious Z ability per turn, even from the same card.

They're Coming to Get You: You can use the minion play from the discard pile instead of either a regular minion or a generic extra minion play (e.g. Abduction), as long as it happens during your Play Cards phase. You cannot use it instead of a specific extra minion play (e.g. Hoverbot).

Zombie Lord: You determine which bases you have no minions on when you play Zombie Lord. You may play only one extra minion on each of those bases even if those minions move away. You must play those extra minions immediately.

Special Minions and Actions (by Type)



Monsters — Smash Up: Munchkin

Plutonium Dragon: Discard the treasures of any monsters that the Dragon destroys.

Web Troll: Monsters played because of Web Troll do not count towards the base's monster number.



Treasures — Smash Up: Munchkin

Cross Bow: This does not affect minions played after this card.

Potion of Paralysis: This does not cancel the ability of the base itself, or of cards at other bases or in hands. It does cancel those of cards played to its base after it is played.

Tiger Steed: Despite its name, Tiger Steed is a separate minion, not played on or with any other minion.

Bases (by Name)

Boogie Wonderland: This triggers by moving a minion from there, but not to there.

Cave of Shinies: The minion must actually be destroyed to get the 1 VP (e.g., "destroying" Warbot doesn't count).

Changing Room: The talent can be original to the minion or granted to it by an action on the minion (e.g. The Touch). Using a talent to move to the Changing Room doesn't get a +1 power counter.

The Con: The power gain does not benefit the minion just played, or other minions played after it; but later minions played will cause their own additional power gain.

Drakkar: See "Pillage" (page 24) for explanation.

The Dread Gazebo: This does not block actions that target a base but are not played on it (e.g., Rampage, Disenchant).

Faceless City: This ability is optional. Shuffle only if you searched for a card.

Funky Town: See "Diva" (page 17) for explanation.

The Gauntlet: Monsters played because of The Gauntlet's ability are played by the base, not by a player. They do not trigger Web Troll, Leprechaun, etc.

The Greasy Spoon: Actions on minions do not count as actions on bases.

The Greenhouse: The winner searches for the minion to play after the new base is played.

Hive of Scum and Villainy: See "Directly Increases Power", page 9.

Ice Castle: This does not prevent minions from being moved here. If this base replaces a base in play (c.f. Terraforming or Burn It Down), previous minions remain on the base.

Innsmouth: The chosen card goes to the bottom of its owner's deck.

Inventor's Salon: The winner takes the action card before discarding any actions played on Inventor's Salon.

Jungle Oasis: Its ability is deliberately blank.

Kaiju Island: If the ability is cancelled, multiple titans still stay; but new titans played or moved here force the removal of the weaker one(s).

Longhouse: You may place a card in your hand you don't own on top of your deck safely, since no one sees what the card is.

Moon Dumpster: Players reveal in order starting with the current player. If this is played during setup, reveal cards before drawing hands, starting with the first player.

Mushroom Kingdom: You do not need to have a card on this base to use its ability.

The Nexus: You cannot choose this to replace itself.

Ninja Dojo: The minion destroyed may be at Ninja Dojo itself.

The Pasture: If a card like Dinghy makes more than one minion move to The Pasture, you choose just one of them to have another minion move with it.

Portal Room: After the winner's extra turn, the turn order returns to the left of the player who was active when Portal Room scored.

Primate Park: You may choose to take some actions back to the hand and discard the rest.

Q Point: Before scoring, you may keep either one minion or one action there, not one of each. Indestructible cards remain. Titans do not count as a minion or action, and are unaffected by the ability.

Rhodes Plaza Mall: All players get VPs from this ability, even if there are more than three players there.

R'lyeh: If the minion is not destroyed because it is protected, its controller does not receive a VP.

Sakura Garden: A minion going to the discard pile from play includes both being discarded after scoring, and being destroyed. This also triggers after this base scores.

School of Wizardry: Only one player can use the base's ability. If there are tied winners, break the tie by starting with the current player and going clockwise.

Secret Grove: You can use its ability even if you don't have a minion there.

Secret Volcano Headquarters: Return unplayed cards to the tops of their respective decks.

Sheep Shrine: Sheep Shrine's ability is triggered no matter how it comes into play, whether from replacing a scored base or because of another card's ability like Terraforming or No-Moon.

Shogun's Palace: If you play a minion here that lets you immediately play other minions here (e.g. Zapbot, Critter Coach), do their duels in reverse order to how they were played. The duel is chosen by the minion's controller after the minion is played and resolved.

So-So Corral: The losing minion is destroyed by the challenging player. See Shogun's Palace (above) for more explanation.

Spikey Chair Room: You may use this base's ability even if the minion played here moves to another base, and even if this base scored.

Standing Stones: The extra use of a talent must still include its prerequisites (e.g., G.E.L.F. cannot use its talent twice since it is not on the base after the first time). A minion with two or more talents may use just one of them a second time.

Subterranean Lair: You may only invoke this once during your your Play Cards phase, even if the minion you played there earlier moved off.

This is a correction to the clarification in the Smash Up: Munchkin rulebook.

Tar Pits: The minions are placed by their owners.

Temple of Goju: The minions are placed by their owners.

Tortuga: The minion moved cannot come from Tortuga itself.

Truck Stop: See The Greasy Spoon (above) for explanation.

Whack-A-Ghoul: Undead monsters "whacked" here are not replaced, so this base can start with no monsters on it. See "Turner" (p. 16) for more explanation.

Wintersquashed: Resolve the minion's ability before giving control of it.

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Legal Mumbo-Jumbo

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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 of all players on a base meets or exceeds the base's 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.

Smash Up Faction Cross-Reference

Factions Sorted by Set

Awesome Level 9000: Bear Cavalry, Ghosts, Killer Plants, Steampunks

Big in Japan: Itty Critters, Kaiju, Magical Girls, Mega Troopers

The Bigger Geekier Box: Geeks, Smash Up All Stars

Cease and Desist: Astroknights, Changerbots, Ignobles, Star Roamers

It's Your Fault: Dragons, Mythic Greeks, Sharks, Superheroes, Tornados

Monster Smash: Giant Ants, Mad Scientists, Vampires, Werewolves

The Obligatory Cthulhu Set: Elder Things, Innsmouth, Minions of Cthulhu, Miskatonic Univeristy

Oops, You Did It Again: Ancient Egyptians, Cowboys, Samurai, Vikings

Pretty Pretty Smash Up: Fairies, Kitty Cats, Mythic Horses, Princesses

Promo sets: Sheep

Science Fiction Double Feature: Cyborg Apes, Shapeshifters, Super Spies, Time Travelers

Smash Up: Aliens, Dinosaurs, Ninjas, Pirates, Robots, Tricksters, Wizards, Zombies

Smash Up: Munchkin: Clerics, Dwarves, Elves, Halflings, Mages, Orcs, Thieves, Warriors

That '70s Expansion: Disco Dancers, Kung Fu Fighters, Truckers, Vigilantes

What Were We Thinking?: Explorers, Grannies, Rock Stars, Teddy Bears

Sets Sorted by Faction

Aliens: Smash Up core set

Ancient Egyptians: Oops, You Did It Again

Astroknights: Cease and Desist

Bear Cavalry: Awesome Level 9000

Changerbots: Cease and Desist

Clerics: Smash Up: Munchkin

Cowboys: Oops, You Did It Again

Cyborg Apes: Science Fiction Double Feature

Dinosaurs: Smash Up core set

Disco Dancers: That '70s Expansion

Dragons: It's Your Fault

Dwarves: Smash Up: Munchkin

Elder Things: The Obligatory Cthulhu Set

Elves: Smash Up: Munchkin

Explorers: What Were We Thinking?

Fairies: Pretty Pretty Smash Up

Geeks: The Bigger Geekier Box

Ghosts: Awesome Level 9000

Giant Ants: Monster Smash

Grannies: What Were We Thinking?

Halflings: Smash Up: Munchkin

Ignobles: Cease and Desist

Innsmouth: The Obligatory Cthulhu Set

Itty Critters: Big in Japan

Kaiju: Big in Japan

Killer Plants: Awesome Level 9000

Kitty Cats: Pretty Pretty Smash Up

Kung Fu Fighters: That '70s Expansion

Mad Scientists: Monster Smash

Mages: Smash Up: Munchkin

Magical Girls: Big in Japan

Mega Troopers: Big in Japan

Minions of Cthulhu: The Obligatory Cthulhu Set

Miskatonic University: The Obligatory Cthulhu Set

Mythic Greeks: It's Your Fault

Mythic Horses: Pretty Pretty Smash Up

Ninjas: Smash Up core set

Orcs: Smash Up: Munchkin

Pirates: Smash Up core set

Princesses: Pretty Pretty Smash Up

Robots: Smash Up core set

Rock Stars: What Were We Thinking?

Samurai: Oops, You Did It Again

Shapeshifters: Science Fiction Double Feature

Sharks: It's Your Fault

Sheep: Promo sets

Smash Up All Stars: The Bigger Geekier Box

Star Roamers: Cease and Desist

Steampunks: Awesome Level 9000

Super Spies: Science Fiction Double Feature

Superheroes: It's Your Fault

Teddy Bears: What Were We Thinking?

Thieves: Smash Up: Munchkin

Tornados: It's Your Fault

Tricksters: Smash Up core set

Time Travelers: Science Fiction Double Feature

Truckers: That '70s Expansion

Vampires: Monster Smash

Vigilantes: That '70s Expansion

Vikings: Oops, You Did It Again

Warriors: Smash Up: Munchkin

Werewolves: Monster Smash

Wizards: Smash Up core set

Zombies: Smash Up core set

Base Cards by Set

Awesome Level 9000: Field of Honor, Haunted House, Inventor's Salon, Secret Grove, The Dread Gazebo, The Greenhouse, Tsar's Palace, Workshop

Big in Japan: Akihabara High, Critter Combat Club, Itty City, Juice Bar, Kaiju Island, Moon Dumpster, Q Point, Tokyo

The Bigger Geekier Box: Locker Room, Stadium, Tabletop, The Con

Cease and Desist: Changing Room, Hive of Scum and Villainy, Neutral Space, No-Moon™, Spikey Chair Room, Unicrave, USS Undertaking, Wintersquashed

It's Your Fault: Converted Cave, Crystal Fortress, Dragon's Lair, Oracle at Delphi, Shark Reef, The Deep, Tornado Alley, Trailer Park, Wooden Horse, Wyrm's Desolation

Monster Smash: Castle Blood, Crypt, Egg Chamber, Golem Schloss, Laboratorium, Moot Site, Standing Stones, The Hill

The Obligatory Cthulhu Set: Antarctic Base, Asylum, Innsmouth, Miskatonic University, Mountains of Madness, Plateau of Leng, Ritual Site, R'lyeh

Oops, You Did It Again: Drakkar, Longhouse, Pyramids, Sakura Garden, Saloon, Shogun's Palace, So-So Corral, Star Portal

Pretty Pretty Smash Up: Beautiful Castle, Cool Cats' Alley, Enchanted Glen, Equaria, Fairy Circle, Ice Castle, Pony Land, The House of Nine Lives

Promo sets: Sheep Shrine, The Pasture

Science Fiction Double Feature: Faceless City, ISI's Swingin' Pad, Monkey Lab, Portal Room, Primate Park, Secret Volcano Headquarters, The Nexus, The Vats

Smash Up core set: Cave of Shinies, Evans City Cemetery, Factory 436-1337, Jungle Oasis, Mushroom Kingdom, Ninja Dojo, Rhodes Plaza Mall, School of Wizardry, Tar Pits, Temple of Goju, The Central Brain, The Great Library, The Grey Opal, The Homeworld, The Mothership, Tortuga

Smash Up: Munchkin: Bastion, Birthday Party, Dimension Doors, Garrison, Helper's Hollow, Hotel of Holiness, Mage's Tower, Subterranean Lair, The Coffers, The Gauntlet, The Mines, The Pits, Thieves' Guild, Treasure Bath, Treehouse, Whack-A-Ghoul

That '70s Expansion: Ancient Dojo, Boogie Wonderland, Funky Town, Hideout, The Greasy Spoon, The Mean Streets, Tournament Site, Truck Stop

What Were We Thinking?: Ancient Temple, City of Gold, Grandma's House, Lake Minnetonka, Out in the Woods, Palooza, Retirement Community, Under the Bed