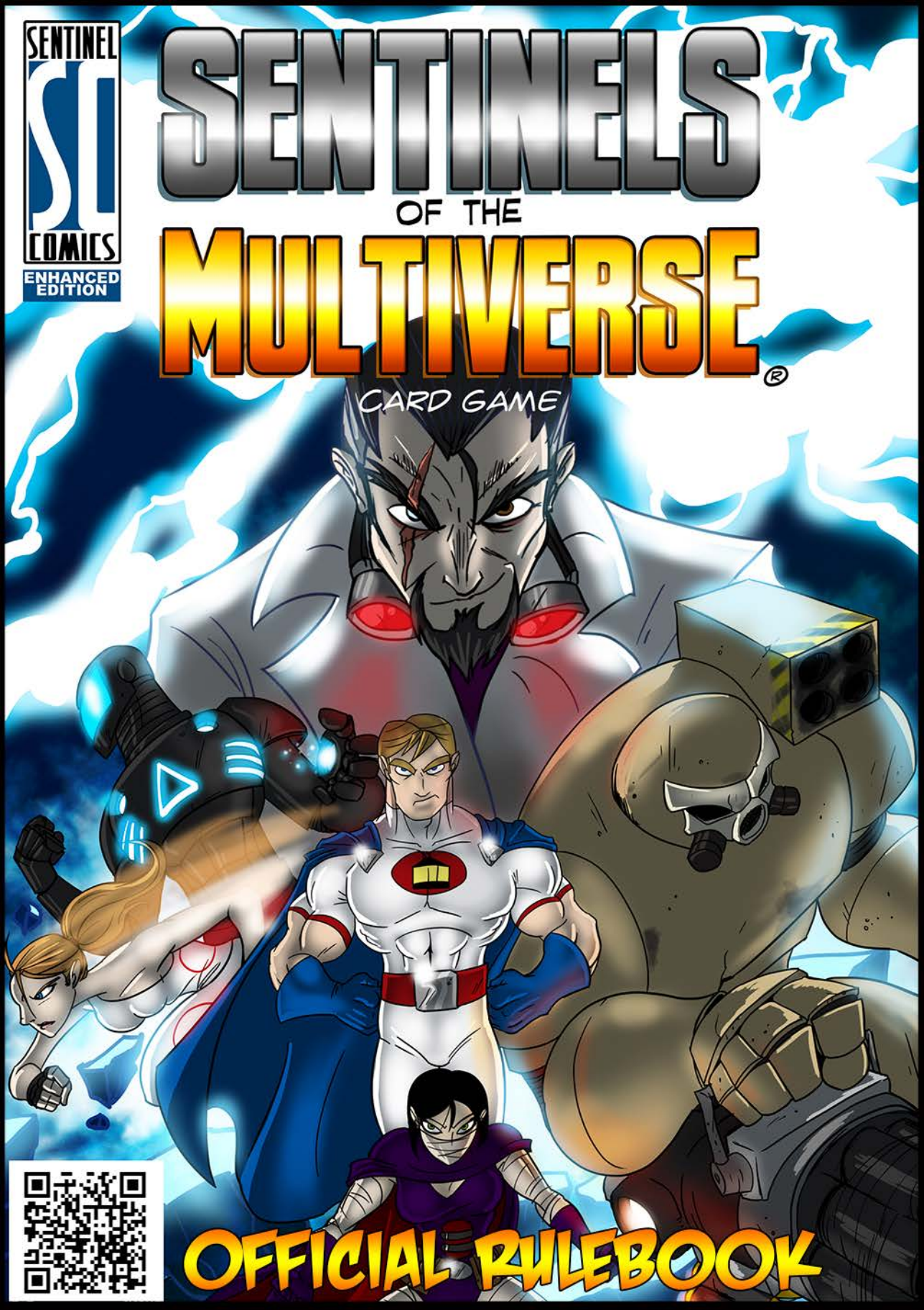
SENTINEL COMICS
ENHANCED EDITION
SENTINELS
OF THE
MULTIVERSE®
CARD GAME
OFFICIAL RULEBOOK

QUICK REFERENCE

1. EACH PLAYER SELECTS A HERO, PLACING THAT HERO'S DECK AND CHARACTER CARD IN THEIR PLAY AREA. THE NUMBER IN THE UPPER LEFT CORNER OF THE HERO CHARACTER CARD REPRESENTS THAT HERO'S STARTING ***HP***.

2. THE PLAYERS SELECT A VILLAIN AND AN ENVIRONMENT, PLACING THE VILLAIN DECK AND CHARACTER CARDS IN THE VILLAIN PLAY AREA, AND THE ENVIRONMENT DECK IN THE ENVIRONMENT PLAY AREA. THE NUMBER IN THE TOP RIGHT CORNER OF THE VILLAIN CHARACTER CARD REPRESENTS THAT VILLAIN'S STARTING ***HP***.



3. FOLLOW THE INSTRUCTIONS IN THE ***SETUP*** SECTION OF THE VILLAIN CHARACTER CARD.

4. EACH PLAYER DRAWS THE TOP 4 CARDS OF THEIR HERO DECK. THE OBJECT OF THE GAME IS FOR THE HEROES TO WORK TOGETHER TO REDUCE THE VILLAIN TO 0 HP.

5. BEGIN THE GAME WITH THE ***VILLAIN TURN***: FOLLOW ALL "START OF TURN" INSTRUCTIONS ON THE VILLAIN CHARACTER CARD AND OTHER VILLAIN CARDS, PLAY THE TOP CARD OF THE VILLAIN DECK, THEN FOLLOW ALL "END OF TURN" INSTRUCTIONS ON THE VILLAIN CHARACTER CARD AND OTHER VILLAIN CARDS.

6. CONTINUE WITH ***HERO TURNS*** CLOCKWISE FROM THE VILLAIN.
HERO TURNS HAVE THREE PHASES: PLAY A CARD, USE A POWER, DRAW A CARD.
ALL PHASES ARE OPTIONAL. IF YOU NEITHER PLAY A CARD NOR USE A POWER, YOU MAY DRAW TWO CARDS INSTEAD OF ONE.

7. END EACH ROUND WITH THE ***ENVIRONMENT TURN***: FOLLOW ALL "START OF TURN" INSTRUCTIONS ON ENVIRONMENT CARDS, PLAY THE TOP CARD OF THE ENVIRONMENT DECK, THEN FOLLOW ALL "END OF TURN" INSTRUCTIONS ON ENVIRONMENT CARDS.

8. GAMEPLAY CONTINUES IN THE SAME ORDER UNTIL EITHER THE HEROES HAVE ALL BEEN INCAPACITATED, OR THE VILLAIN IS DESTROYED!

THERE IS NO LIMIT TO THE NUMBER OF CARDS A PLAYER MAY HAVE IN HAND OR IN PLAY. USE THE INCLUDED TOKENS TO TRACK ***HP*** AND DAMAGE MODIFIERS DURING THE GAME.

SENTINELS OF THE MULTIVERSE®

CARD GAME

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SENTINELS OF THE MULTIVERSE

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INTRODUCTION

WELCOME TO THE COMIC BOOK WORLD OF ***SENTINEL COMICS***, WHERE POWERFUL HEROES JOIN FORCES TO COMBAT THE NEFARIOUS VILLAINS THAT THREATEN THE MULTIVERSE!

SENTINELS OF THE MULTIVERSE IS A COOPERATIVE GAME IN WHICH EACH PLAYER PLAYS AS A HERO WITH POWERS AND ABILITIES IN THE FORM OF CARDS. THE PLAYERS REACT TO THE THREATS FROM THE VILLAINS, AS WELL AS THE DYNAMIC ENVIRONMENTS IN WHICH THESE BATTLES TAKE PLACE. ULTIMATELY, EITHER THE HEROES WILL SUCCESSFULLY WORK TOGETHER TO DEFEAT THE VILLAINS AND FOIL THEIR PLANS, OR THE VILLAINS WILL TRIUMPH, AND THE HEROES WILL BE FORCED TO REGROUP TO FIGHT ANOTHER DAY.

GAME OVERVIEW

THE RULES OF THE ***SENTINELS OF THE MULTIVERSE*** CARD GAME ARE STRAIGHT-FORWARD. THE COMPLEXITY AND STRATEGY OF THE GAME ARISE FROM THE SPECIFIC CARDS. CARDS BEND THE RULES OF THE GAME, EMPOWERING PLAYERS TO DO MORE THINGS THAN THE BASIC RULES ALLOW. CARDS CAN ALLOW YOU TO DRAW EXTRA CARDS, PLAY MORE THAN ONE CARD A ROUND, AND USE MULTIPLE POWERS!

WHENEVER A CARD SAYS THAT YOU CAN DO SOMETHING THAT ISN'T PROVIDED FOR IN THE BASIC RULES, ***THE CARD IS CORRECT***. ALWAYS FOLLOW THE WORDING OF THE CARDS FULLY, AND YOU'LL BE JUST FINE!

UNPACKING THE GAME

WHEN YOU FIRST OPEN THE GAME, SEPARATE OUT ALL OF THE DECKS. THIS WILL GO FAIRLY QUICKLY, AS EACH DECK HAS ITS OWN UNIQUE BACK. ALL OF THE DECKS ARE FIXED, IN THAT THE CARDS IN THEM DO NOT CHANGE FROM GAME TO GAME.

SENTINELS OF THE MULTIVERSE INCLUDES TEN PLAYABLE HEROES, FOUR CHALLENGING VILLAINS, AND FOUR UNIQUE ENVIRONMENTS. THERE ARE ALSO EXPANSIONS TO THE ***SENTINELS*** LINE-UP THAT INCLUDE MORE HEROES, VILLAINS, AND ENVIRONMENTS!

VISIT WWW.SENTINELSOFTHEMULTIVERSE.COM FOR MORE INFORMATION ON EXPANSIONS, AS WELL AS EXTENDED CHARACTER BIOS, AND AN ACTIVE ONLINE COMMUNITY!

COMPONENT LIST

THE ***SENTINELS OF THE MULTIVERSE BOX*** IS FULL OF EXCITING THINGS! BESIDES THE 578 CARDS THAT MAKE UP THE GAME, THERE ARE ALSO DIVIDER CARDS, VARIOUS TYPES OF TOKENS, AND EVEN THIS FANTASTIC RULEBOOK YOU ARE READING RIGHT NOW!

HERE IS A BREAK DOWN OF THE COMPONENTS OF ***SENTINELS OF THE MULTIVERSE.***

 **HERO CHARACTER CARDS - 10**	THE MAIN CARD FOR A HERO. HEROES HAS A CHARACTER CARD, WHICH LISTS THE MAXIMUM HP OF THE HERO, THAT HERO'S INNATE POWER ON THE FRONT, AND THEIR INCAPACITATED ABILITIES ON THE BACK.
 **HERO CARDS - 400**	THE CARDS THAT MAKE UP THE HERO DECKS. EACH HERO HAS A UNIQUE DECK OF 40 CARDS.
 **VILLAIN CHARACTER CARDS - 8**	THE MAIN CARDS FOR A VILLAIN. VILLAINS HAVE TWO CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE VILLAIN, AS WELL AS THE SETUP, GAMEPLAY, AND ADVANCED RULES FOR THAT SPECIFIC VILLAIN
 **VILLAIN CARDS - 100**	THE CARDS THAT MAKE UP THE VILLAIN DECKS. EACH VILLAIN HAS A UNIQUE DECK OF 25 CARDS.
 **ENVIRONMENT CARDS - 60**	THE CARDS THAT MAKE UP THE ENVIRONMENT DECKS. EACH ENVIRONMENT HAS A UNIQUE DECK OF 15 CARDS.
 **DIVIDER CARDS - 36**	THESE CARDS HELP YOU KEEP THE GAME ORGANIZED! THERE IS ONE DIVIDER FOR EACH HERO, VILLAIN, AND ENVIRONMENT, INCLUDING THE ONES FROM OUR ***ROOK CITY*** AND ***INFERNAL RELICS*** EXPANSIONS.
 **ROUND TOKENS - 120**	THESE ROUND TOKENS HAVE NUMBERS ON THEM TO HELP YOU TRACK THE HP OF HERO, VILLAIN, AND ENVIRONMENT TARGETS THROUGHOUT THE GAME.
 **RECTANGULAR TOKENS - 42**	THESE RECTANGULAR TOKENS HELP KEEP TRACK OF THE VARIOUS MODIFIERS WHICH OCCUR IN A GAME, SUCH AS INCREASED AND REDUCED DAMACE, AND OTHER STATUS EFFECTS.

IF YOU FIND YOU ARE MISSING ANY OF THESE COMPONENTS, OR IF ANY OF THEM ARE DAMAGED, PLEASE SEND US AN E-MAIL AT CONTACT@SENTINELSOFTHEMULTIVERSE.COM

HERO CHARACTER CARDS



PARTS OF A HERO CHARACTER CARD

1: NAME
2: HP
3: NEMESIS ICON
4: INNATE POWER

VILLAIN CHARACTER CARDS





PARTS OF A VILLAIN CHARACTER CARD

1: NAME
2: HP
3: NEMESIS ICON
4: KEYWORDS AND DESCRIPTION
5: SETUP SECTION
6: GAME PLAY SECTION
7: ADVANCED SECTION

GAME CARDS



PARTS OF A HERO OR VILLAIN CARD

1: TITLE
2: HP (IF ANY)
3: KEYWORDS
4: GAME TEXT
5: FLAVOR TEXT

ENVIRONMENT CARDS



PARTS OF AN ENVIRONMENT CARD

1: TITLE
2: HP (IF ANY)
3: KEYWORDS (IF ANY)
4: GAME TEXT
5: FLAVOR TEXT

GAME SETUP

EACH GAME BEGINS BY SETTING UP THE TABLE WITH THE VILLAIN AND ENVIRONMENT DECKS IN THEIR PLAY AREAS. THEN, EACH PLAYER SELECTS A HERO, PUTTING THAT HERO'S CHARACTER CARD AND DECK INTO THEIR PLAY AREA. YOU MAY SELECT ANY COMBINATION OF HEROES, VILLAINS, AND ENVIRONMENTS, AS THE COMBINATIONS ARE NEARLY LIMITLESS. ALSO, SEE PAGES 9 AND 10 FOR MORE INFORMATION ON EACH OF THE CHARACTERS AND SETTINGS OF ***SENTINELS OF THE MULTIVERSE***!

AFTER THE HEROES, VILLAIN, AND ENVIRONMENT HAVE BEEN CHOSEN, EACH PLAYER DRAWS THE TOP FOUR CARDS OF THEIR HERO DECK. THE GAME BEGINS WITH THE VILLAIN TURN, THEN PROCEEDS CLOCKWISE AROUND THE TABLE THROUGH EACH OF THE HERO TURNS, ENDING THE ROUND WITH THE ENVIRONMENT TURN. THE SAME ORDER IS FOLLOWED DURING THE GAME: ***VILLAIN*** TURN, ***HERO*** TURNS, ***ENVIRONMENT*** TURN, REPEAT.

TO KEEP TRACK OF HP AND DAMAGE MODIFIERS, USE THE INCLUDED TOKENS, SHOWN ON PAGE 2. ALTERNATELY, YOU MAY USE DICE, PEN AND PAPER, OR ANY OTHER TRACKING METHOD YOU MIGHT PREFER!

CARD TYPES

HERE ARE THE PRIMARY CARD TYPES IN ***SENTINELS OF THE MULTIVERSE***:

ONE-SHOT	***ONE-SHOT*** CARDS COME INTO PLAY, HAVE AN IMMEDIATE EFFECT, AND THEN GO TO THE APPROPRIATE TRASH.
ONGOING	***ONGOING*** CARDS COME INTO PLAY AND STAY IN PLAY, CHANGING THE WAY THAT DECK PLAYS IN SOME WAY.
EQUIPMENT	***EQUIPMENT CARDS*** COME INTO PLAY AND STAY IN PLAY, JUST LIKE ONGOING CARDS.
LIMITED	***LIMITED*** MEANS YOU CAN HAVE ONLY ONE COPY OF THAT CARD IN PLAY AT A TIME. THERE CAN BE MANY DIFFERENT LIMITED CARDS IN PLAY AT ONCE, BUT ONLY ONE OF EACH.

THERE ARE OTHER KEYWORDS WHICH CAN BE FOUND IN HERO, VILLAIN, AND ENVIRONMENT DECKS, BUT THOSE EITHER DENOTE SPECIAL, DECK-SPECIFIC MECHANICS, OR TARGETS, WHICH ARE ANY CARD WITH HP. THESE COULD BE ***DEVICES*** OR ***CITIZENS*** OR EVEN:

MINION	***MINION*** CARDS ARE A TYPE OF CARD WHICH COULD BE FOUND IN A VILLAIN DECK. THEY HAVE HP, SO THEY ARE VILLAIN TARGETS. WHEN REDUCED TO ZERO OR FEWER HP, THEY ARE DESTROYED AND GO TO THE VILLAIN TRASH.

TURN SEQUENCE



VILLAIN TURN

- **START:** Follow any instructions on any cards in play which occur at the start of the villain turn.
- **PLAY:** Reveal the top card of the villain deck and play it, following any instructions printed on that card.
- **END:** Follow any instructions on any cards in play which occur at the end of the villain turn.



HERO TURN

- **START:** Follow any instructions on any cards in play which occur at the start of this hero's turn.
- **PLAY:** This hero's player may choose to play one card from their hand, following any instructions printed on that card.
- **POWER:** This hero's player may choose to use one power from one of their cards in play which has a power.

  NOTE: Even if a hero may use multiple powers in a turn, each instance of a power may only be used once per turn.
- **DRAW:** This hero's player may draw the top card of their hero deck.
- **END:** Follow any instructions on any cards in play which occur at the end of this hero's turn.

ADDITIONAL CARD DRAW: If, for any reason, a player neither plays a card nor uses a power on their turn, then they may draw an additional card during their draw phase. If, by contrast, a player skips their turn for any reason, they have skipped every phase of their turn and cannot draw any cards.



ENVIRONMENT TURN

- **START:** Follow any instructions on any cards in play which occur at the start of the environment turn.
- **PLAY:** Reveal the top card of the environment deck and play it, following any instructions printed on that card.
- **END:** Follow any instructions on any cards in play which occur at the end of the environment turn.

TO BATTLE!

HEROES AND VILLAINS MEET IN THE MOST AWESOME OF BATTLES, AND ***SENTINELS OF THE MULTIVERSE*** SIMULATES THOSE BATTLES THROUGH THE DEALING OF DAMAGE. MANY CARDS HAVE HP, MEANING HIT POINTS, WHICH IS A NUMERICAL REPRESENTATION OF THEIR HEALTH. WHEN CARDS "DEAL DAMAGE" TO OTHER CARDS, THE DAMAGED CARD'S HP IS DECREASED ACCORDINGLY. ***ANY CARD WITH HP IS CONSIDERED A TARGET.***

> ***EXAMPLE:*** OMNITRON'S "ASSAULT DRONE" DEALS BUNKER 3 MELEE DAMAGE. BEFORE THAT ATTACK, BUNKER HAD 17 HP, SO NOW BUNKER HAS 14 HP.

WHENEVER A TARGET IS REDUCED TO 0 OR FEWER HP, PUT IT INTO THE ASSOCIATED TRASH, EXCEPT IN THE CASES OF HERO CHARACTER CARDS AND VILLAIN CHARACTER CARDS. UNLESS STATED OTHERWISE, WHEN A VILLAIN CHARACTER CARD IS REDUCED TO 0 OR FEWER HP, THE VILLAIN IS DESTROYED AND THE PLAYERS HAVE WON THE GAME!

WHEN A HERO IS REDUCED TO 0 OR FEWER HP, REMOVE ALL OF THAT HERO'S CARDS FROM THE GAME, LEAVING ONLY THE HERO CHARACTER CARD, FLIPPING IT OVER SO THEIR INCAPACITATED SIDE IS UP.

HEROES WHO HAVE BEEN INCAPACITATED CANNOT REGAIN HP. INSTEAD, LISTED ON THE INCAPACITATED SIDE OF EACH HERO'S CHARACTER CARD ARE THREE ABILITIES, AND ON THAT HERO'S TURN, THE ONLY THING THAT PLAYER MAY DO IS USE ONE OF THOSE ABILITIES. THEMATICALLY, IN THE CASE OF A TEAM OF 4 HEROES IN WHICH 3 HAVE FALLEN, THE LAST HERO IS FIGHTING HARDER THAN EVER, BOLSTERED BY THE NEED TO AVENGE THEIR FALLEN COMPATRIOTS, SIMULATED BY THE INCAPACITATED ABILITIES OF THE FALLEN HEROES.

DAMAGE

ALL DAMAGE HAS A TYPE WHICH INDICATES THE NATURE OF THAT DAMAGE. USUALLY, THE DAMAGE TYPE DOES NOT MATTER WHEN IT COMES TO DEALING DAMAGE TO TARGETS, BUT A FEW CARDS AND ABILITIES DO INTERACT WITH DAMAGE TYPE IN A VARIETY OF WAYS.

> THE ***SENTINELS OF THE MULTIVERSE*** DAMAGE TYPES ARE:
>
> COLD, ENERGY, FIRE, INFERNAL, LIGHTNING, MELEE, PROJECTILE, PSYCHIC, RADIANT, SONIC, AND TOXIC

DAMAGE CAN ALSO BE ***IRREDUCIBLE***, REGARDLESS OF ITS TYPE. IRREDUCIBLE DAMAGE CANNOT BE REDUCED BY ANY EFFECT, BUT IT CAN STILL BE INCREASED OR REDIRECTED. HOWEVER, IF A TARGET IS IMMUNE TO DAMAGE, OR IF AN EFFECT PREVENTS DAMAGE TO A TARGET ENTIRELY, IRREDUCIBLE DAMAGE CANNOT BE DEALT TO THAT TARGET.

HIT POINTS

SOME CARDS ALLOW TARGETS TO REGAIN HP. WHEN THIS HAPPENS, THE CURRENT HP OF THAT TARGET IS INCREASED THE APPROPRIATE AMOUNT. HOWEVER, A TARGET'S HP CAN NEVER BE INCREASED PAST THEIR MAXIMUM HP.

> ***EXAMPLE:*** TEMPEST'S PLAYER USES THE POWER ON THEIR ONGOING CARD "CLEANSING DOWNPOUR" ON THEIR POWER PHASE.
> EACH HERO REGAINS 2 HP, SO TEMPEST'S HP GOES FROM 14 TO 16, FANATIC'S HP GOES FROM 17 TO 19, AND RA'S HP GOES FROM 21 TO 23. HOWEVER, TACHYON HAD 26 HP, AND HER MAXIMUM HP IS 27, SO SHE ONLY REGAINS 1 HP.

CONFLICT RESOLUTION

OVER THE COURSE OF A GAME, THERE ARE SITUATIONS IN WHICH MULTIPLE EFFECTS WOULD OCCUR SIMULTANEOUSLY OR HAVE COMPETING EFFECTS. IN ALL SITUATIONS, CARD EFFECTS THAT HAPPEN SIMULTANEOUSLY OCCUR IN THE ORDER IN WHICH THE CARDS ENTERED PLAY.

> ***EXAMPLE:*** AT THE END OF CITIZEN DAWN'S VILLAIN TURN, SHE DEALS THE HERO WITH THE HIGHEST HP 2 ENERGY DAMAGE. CITIZEN BATTERY IS IN PLAY, AND, AT THE END OF THE VILLAIN TURN, HE DEALS THE HERO WITH THE HIGHEST HP 3 ENERGY DAMAGE.
> CITIZEN DAWN WAS IN PLAY BEFORE CITIZEN BATTERY SO SHE DEALS HER 2 DAMAGE TO HAKA, WHO CURRENTLY HAS THE MOST HP, AT 28. THIS REDUCES HAKA TO 26 HP, AND NOW LEGACY, WHO CURRENTLY HAS 27 HP, HAS THE HIGHEST HP. THEREFORE, CITIZEN BATTERY DEALS HIS 3 ENERGY DAMAGE TO LEGACY.

ADDITIONALLY, THERE ARE TIMES WHEN PLAYERS MAY ENCOUNTER AMBIGUOUS SITUATIONS, SUCH AS TIED HP. IN ANY AMBIGUOUS SITUATION, THE PLAYERS CHOOSE THE OUTCOME.

> ***EXAMPLE:*** BARON BLADE PLAYS "SLASH AND BURN", DEALING THE HERO WITH THE LOWEST HP 4 MELEE DAMAGE AND THE HERO WITH THE HIGHEST HP 6 FIRE DAMAGE. ABSOLUTE ZERO AND THE VISIONARY ARE CURRENTLY TIED FOR HIGHEST HP AT 23 HP EACH. AFTER BRIEF CONSIDERATION, THE PLAYERS DECIDE THAT THE 6 FIRE DAMAGE SHOULD BE DEALT TO ABSOLUTE ZERO.

HERO COMPARISONS

HERO NAME	HERO ICON	COMPLEXITY
ABSOLUTE ZERO		3
BUNKER		2
FANATIC		2
HAKA		1
LEGACY		1
RA		1
TACHYON		2
TEMPEST		1
THE VISIONARY		2
THE WRAITH		1
EXPATRIETTE *		2
MISTER FIXER *		2
NIGHTMIST *		3
THE ARGENT ADEPT *		3
Unity *		2

* THESE HEROES CAN BE FOUND IN THE *ROOK CITY* EXPANSION

* THESE HEROES CAN BE FOUND IN THE *INFERNAL RELICS* EXPANSION

* THIS IS A PROMO HERO FROM OUR SPRING 2012 KICKSTARTER

VILLAIN COMPARISONS

VILLAIN NAME	NEMESIS ICON	DIFFICULTY
BARON BLADE		1
CITIZEN DAWN		3
GRAND WARLORD VOSS		3
OMNITRON		1
PLAGUE RAT *		2
SPITE *		2
THE CHAIRMAN *		4
THE MATRIARCH *		4
AKASH'BHUTA *		2
APOSTATE *		2
GLOOMWEAVER *		3
THE ENNEAD *		3
AMBUSCADE *		2

* THESE VILLAINS CAN BE FOUND IN THE *ROOK CITY* EXPANSION

* THESE VILLAINS CAN BE FOUND IN THE *INFERNAL RELICS* EXPANSION

* THIS IS A PROMO VILLAIN FROM OUR SPRING 2012 KICKSTARTER

THE (H) ICON

THE (H) ICON HELPS THE GAME BALANCE ITSELF BASED ON THE NUMBER OF PLAYERS. IT ALWAYS EQUALS THE NUMBER OF HEROES IN THE CURRENT GAME YOU ARE PLAYING, REGARDLESS OF WHETHER THOSE HEROES ARE ACTIVE OR INCAPACITATED. THUS, IN A GAME WITH THREE HEROES FIGHTING THE VILLAIN, (H) EQUALS 3. IN A FOUR HERO GAME, (H) = 4, AND IN A FIVE HERO GAME, (H) = 5.

NEMESIS

ALL OF THE HEROES AND VILLAINS HAVE PERSONAL VENDETTAS AGAINST EACH OTHER FOR REASONS IN THEIR BACKSTORIES. THIS IS REPRESENTED IN THE GAME BY THE PRESENCE OF A HERO'S ICON ON ANOTHER TARGET'S CARD. THAT HERO IS THE NEMESIS OF THAT TARGET, AND VICE-VERSA. WHEN BOTH OF THEM ARE IN PLAY, ALL DAMAGE THEY DEAL TO EACH OTHER IS INCREASED BY 1, BUT NOT DAMAGE THEY DEAL TO TARGETS OTHER THAN SPECIFICALLY THE TARGETS WITH THE NEMESIS ICON. MOST COMMONLY, HEROES CHARACTER CARDS AND VILLAIN CHARACTER CARDS HAVE NEMESIS ICONS, ALTHOUGH THERE A COUPLE OTHER TARGETS IN THE GAME WHICH DO BEAR THE NEMESIS ICONS.

EXAMPLE: LEGACY AND BARON BLADE ARE NEMESES. LEGACY'S PLAYER PLAYS "FLYING SMASH" AND DEALS 3 TARGETS 3 DAMAGE EACH. THE DAMAGE DEALT TO BARON BLADE HIMSELF IS INCREASED BY 1 TO 4, BUT THE DAMAGE DEALT TO "BLADE BATTALION" AND THE ENVIRONMENT TARGET "VELOCIRAPTOR PACK" IS STILL 3 EACH.

BARON BLADE PLAYS "HASTEN DOOM", DEALING EACH HERO TARGET 2 TOXIC DAMAGE, BUT LEGACY ACTUALLY TAKES 3 TOXIC DAMAGE, DUE TO THE NEMESIS RULE. HOWEVER, WHEN BARON BLADE'S "POWERED REMOTE TURRET" DEALS EACH HERO TARGET 2 PROJECTILE DAMAGE, LEGACY ONLY TAKES 2 DAMAGE, AS THE SOURCE OF DAMAGE IS THE "POWERED REMOTE TURRET", NOT BARON BLADE.

ADVANCED PLAY

THE CHARCTERS AND ENVIRONMENTS IN THE GAME CREATE A WIDE VARIETY OF REPLAY OPPORTUNITIES. HOWEVER, ADVANCED PLAYERS MAY SEEK EVEN GREATER CHALLENGES. THE VILLAIN CHARACTER CARDS HAVE AN ***ADVANCED*** SECTION ON EACH SIDE WHICH GIVES THE VILLAINS NOTABLE ADVANTAGES, FORCING THE HEROES TO FIGHT HARDER THAN EVER. NOTE THAT THE ***ADVANCED*** RULES ARE NOT CONSIDERED "BALANCED" PLAY.

ADDITIONALLY, TWO EXPERIENCED PLAYERS CAN PLAY ***SENTINELS OF THE MULTIVERSE*** IF ONE OR BOTH OF THEM PLAY AS TWO HEROES EACH.

HERO AND VILLAIN BIOS

ON THE NEXT FEW PAGES, YOU WILL FIND BIOGRAPHICAL INFORMATION ON THE HEROES AND VILLAINS OF ***SENTINELS OF THE MULTIVERSE***. FOR MORE INFORMATION ON THE MULTIVERSE AND WORLD OF SENTINEL COMICS, VISIT WW.SENTINELSOFTHEMULTIVERSE.COM!

HERO BIO: LEGACY



THE PARSONS FAMILY ITSELF REPRESENTS ONE OF THE MOST ENDURING TRADITIONS THE UNITED STATES HAS TO OFFER. THE BRITISH? THEY HAVE THE MONARCHY. AMERICANS? THEY HAVE ***LEGACY***. EVER SINCE JOSEPH PARSONS SPOTTED BRITISH SOLDIERS ON THE CHARLES RIVER, MAKING POSSIBLE PAUL REVERE'S FAMOUS RIDE, THE PARSONS FAMILY HAS BEEN PROTECTING THE UNITED STATES FROM THREATS BOTH NEAR AND FAR. JOSEPH PARSONS HIMSELF HAD LIMITED POWERS, ONLY ABLE TO SENSE IMMINENT DANGER, BUT EACH GENERATION OF PARSONS HAS INHERITED OLD POWERS AND DEVELOPED NEW. FIRST, DANGER SENSE; LATER, SUPERHUMAN STRENGTH; EVENTUALLY, FLIGHT; AND SO ON AND SO FORTH. TODAY, PAUL PARSONS THE EIGHTH IS ***LEGACY***, THE FOUNDING MEMBER OF ***THE FREEDOM FIVE***, AND JUST AS EVERY PARSONS BEFORE HIM, HE CONTINUES TO FIGHT THE FORCES OF EVIL IN THE NAME OF LIBERTY AND OF THE COMMON MAN.

HERO BIO: BUNKER



DURING THE CIVIL WAR, THE IRONCLAD PROJECT PRODUCED THE USS MONITOR, A HEAVILY ARMORED SHIP THAT TOOK PART IN A DECISIVE NAVAL BATTLE AGAINST THE CSS VIRGINIA. LESS THAN A CENTURY LATER, THE ONGOING IRONCLAD PROJECT PRODUCED ANOTHER SUCCESS: THE PERSONAL ARMAMENT EXO-CHASSIS YS-1200. THE SUIT ALLOWED ONE SOLDIER TO DO THE WORK OF AN ENTIRE SQUAD AND OPERATED IN AN ELITE BATTALION DURING WORLD WAR II. 50 YEARS LATER, A NEW ARMORED SUIT WAS DEVELOPED: THE PERSONAL ARMAMENT EXO-CHASSIS YS-1300T. WHEN THE GOVERNMENT BEGAN ITS FREEDOM FIVE INITIATIVE, LT. TYLER VANCE WAS SELECTED TO OPERATE THE ***BUNKER*** SUIT FOR THE FIRST TIME AS PART OF A NON-ARMY CAMPAIGN. THUS, ***BUNKER*** BECAME THE SECOND MEMBER OF ***THE FREEDOM FIVE***, JOINING ***LEGACY*** IN THE FIGHT AGAINST THE VILLAINS WHO THREATENED THE WORLD.

HERO BIO: TACHYON



THE MOST CELEBRATED MIND IN THE FIELD OF PARTICLE PHYSICS, DR. MEREDITH STINSON WAS THE DRIVING FORCE BEHIND THE CREATION OF THE PARTICLE YIELD ENHANCING WAVELENGTH. WHILE WORKING ON THE DEVICE, A SAFETY MECHANISM FAILED, SEALING HER WITHIN THE TESTING CHAMBER. HER TEAM ATTEMPTED TO FREE HER, BUT THE MACHINE FINISHED ITS BOOT SEQUENCE, BLASTING DR. STINSON'S BODY WITH A STREAM OF TACHYONS! APPARENTLY UNHARMED, SHE RETURNED TO WORK, ALTHOUGH SHE GRADUALLY NOTICED AN INCREASE IN EFFICIENCY. SOMEWHAT CONCERNED, SHE EXAMINED A SAMPLE OF HER BLOOD AND DISCOVERED THAT HER CELLS THEMSELVES HAD BEEN ACCELERATED. SHE TESTED THE EXTENT OF HER POWERS AND FOUND SHE COULD NOW MOVE AT SUPERHUMAN SPEEDS! WHEN NEWS OF HER FINDINGS SPREAD, THE GOVERNMENT OFFERED TO FUND HER RESEARCH IF SHE BECAME ***TACHYON***, THE THIRD MEMBER OF ***THE FREEDOM FIVE***.

HERO BIO: THE WRAITH



HIGHLY FOCUSED FROM A YOUNG AGE, MAIA ADRIANNA MONTGOMERY EXCELLED IN SCHOOL, GRADUATING WITH DEGREES IN BOTH ENGINEERING AND MATHEMATICS AT AGE 17. WALKING HOME FROM GRAD SCHOOL ONE NIGHT, MAIA FELL VICTIM TO RANDOM GANG VIOLENCE. HER BOYFRIEND WAS KILLED AND SHE WAS HOSPITALIZED FOR WEEKS. UPON RECOVERING, SHE VOWED TO NEVER BE A VICTIM AGAIN. LEVERAGING HER FAMILY'S WEALTH TO HIRE TRAINERS FROM MANY DISCIPLINES OF COMBAT, MAIA BEGAN PATROLLING ROOK CITY AT NIGHT AS ***THE WRAITH***, PROTECTING THOSE IN HER CITY WHO COULD NOT PROTECT THEMSELVES. AS A SURPRISE GRADUATION PRESENT, HER PARENTS GAVE HER THE REINS TO MONTGOMERY INDUSTRIES. NOW, MAIA MUST BALANCE TWO LIVES: BY DAY, THE WORLD'S YOUNGEST CEO; BY NIGHT, THE PROTECTOR OF ROOK CITY AND ***THE FREEDOM FIVE'S*** FOURTH MEMBER!

HERO BIO: ABSOLUTE ZERO



A JANITOR AT A CRYOGENICS LAB, RYAN FROST'S LIFE WAS LITERALLY PUT ON ICE WHEN CAUGHT IN A FREAK CRYO-EXPLOSION. HIS CORE TEMPERATURE DROPPED TO ZERO DEGREES KELVIN, NECESSITATING THE CRYOGENIC FREEZING OF HIS MANGLED AND FRIGID BODY. OVER A DECADE LATER, FROST'S BODY WAS SEIZED AS PART OF THE FREEDOM FIVE INITIATIVE. HE WAS OPERATED ON UNDER THE EXTREME CONDITIONS OF A FROZEN OPERATING ROOM, DESIGNED BY DR. MEREDITH STINSON. AS HE REGAINED CONSCIOUSNESS, RYAN FROST WAS OFFERED A CHOICE: LIVE IN A CRYO CHAMBER FOR THE REST OF HIS LIFE, OR BE OUTFITTED WITH A MOBILITY-ENHANCING SUIT AND JOIN THE TEAM FORMERLY KNOWN AS THE FREEDOM FOUR. OUT OF OPTIONS, FROST BECAME THE HERO KNOWN AS ***ABSOLUTE ZERO***, ROUNDING OUT ***THE FREEDOM FIVE*** AND FIGHTING FOR GOOD TO PAY OFF THE SUIT THAT ALLOWS HIM TO LIVE A "NORMAL" LIFE.

HERO BIO: FANATIC



SIX-YEAR-OLD HELENA WAS HIT BY A BUS IN THE STREETS OF LIMA, PERU. BY ALL RIGHTS, SHE SHOULD NOT HAVE EVEN SURVIVED THE AMBULANCE RIDE. MORE MIRACULOUSLY STILL, AFTER BEING DECLARED DEAD IN THE HOSPITAL FOR EXACTLY 3 MINUTES, SHE SAT UP, SPEAKING OF HEAVENLY VISIONS AND A DIVINE MISSION. WITH NO KNOWN FAMILY OR MEMORIES FROM BEFORE THE ACCIDENT, HELENA WAS PLACED IN THE CARE OF A LOCAL CONVENT AT HER OWN REQUEST. PUBERTY BROUGHT AN UNUSUAL CHANGE FOR HER: GIANT, WHITE, FEATHERY WINGS SPRANG FORTH FROM HER BACK. WHEN SHE DRAMATICALLY REVEALED HER TRANSFORMATION DURING MASS, SHE WAS DRIVEN FROM THE CONVENT. TAKING REFUGE IN HIDDEN CATACOMBS UNDER LIMA, SHE STUMBLED UPON AN ANCIENT RELIQUARY. HERE SHE DONNED THE ARMOR OF A TEMPLAR, TAKING UP THE SWORD TO LAUNCH HER HOLY CRUSADE TO PURGE THE WORLD OF EVIL.

HERO BIO: HAKA



THE FEARSOME AATA WAKAREWAREWA WAS CHIEF OF HIS TRIBE, OR HAPU, FOR MANY YEARS. ONE FATEFUL DAY, HIS FACIAL TATTOOS MYSTERIOUSLY VANISHED, WHICH THE HAPU BELIEVED A SIGN OF THE GODS' DISPLEASURE. AATA'S RIGHT HAND MAN, RURU, STEPPED UP TO CHALLENGE HIM. HE OUTWITTED AATA IN BATTLE AND DEALT HIM A KILLING BLOW. RURU SLIT THE THROAT OF THE LARGER MAN AND LEFT THE AATA'S REMAINS TO THE DOGS. HOWEVER, AT DAWN, AATA REAPPEARED AT THE EDGE OF THE VILLAGE, CALLING FOR THE NEW CHIEF TO COME AND FACE HIM. KILLING RURU IN BATTLE, AATA WAS SHOCKED TO SEE THAT, RATHER THAN HONOR HIS VICTORY, HIS PEOPLE CURSED HIM, STRIPPING HIM OF HIS NAME. EXILED, HE SPENT DECADES WANDERING AND FIGHTING, GROWING STRONGER WITH EACH WOUND. HE TOOK THE NAME ***HAKA*** AFTER THE MAORI WAR DANCE. NOW, HE FIGHTS FOR REDEMPTION, CARRYING HIS PEOPLE'S TRADITIONS PROUDLY.

HERO BIO: RA



DR. BLAKE WASHINGTON, JR. WAS ONE OF THE BEST ARCHAEOLOGISTS IN THE WORLD. FINDING A PREVIOUSLY UNDISCOVERED TOMB IN EGYPT SHOULD HAVE BEEN MERELY ANOTHER POINT ON AN ALREADY IMPRESSIVE RESUME. HOWEVER, ALL HIS FINDINGS WERE SURPASSED WHEN HE FOUND A SECRET CHAMBER WITHIN THE PYRAMID. ELUDING TRAPS AND SOLVING ANCIENT PUZZLES, HE EVENTUALLY DISCOVERED THE PYRAMID'S TRUE PURPOSE: IT WAS THE FINAL RESTING PLACE OF GENERATIONS OF HEROES, ALL OF WHOM HAD FOUGHT UNDER THE GUISE OF ***RA***, THE MIGHTY GOD OF THE SUN! FEELING HIMSELF DRAWN TO A WOODEN STAFF WITHIN THE CHAMBER, HE DREW IT FROM THE GROUND AND WAS OVERWHELMED AS THE SECRETS OF THE UNIVERSE FLOODED HIS MIND AND BODY. NO LONGER A MERE MAN, HE WAS NOW THE NEXT ***RA***. SEALING THE CHAMBER TO HIDE ITS SECRET YET AGAIN, ***RA*** STEPPED FORTH TO COMBAT THE FORCES OF EVIL.



HERO BIO: TEMPEST

WHEN GRAND WARLORD VOSS SET HIS FLEETS UPON VOGNILD PRIME, ITS INHABITANTS WERE CAUGHT COMPLETELY BY SURPRISE. THE PEACEFUL MAERYNIANS WERE QUICKLY OVERWHELMED; THEIR NUMBERS DECIMATED IN MERE HOURS. YOUNG M'KK DALL'TON ESCAPED WITH A LARGE GROUP OF SURVIVORS AND CHARTED A COURSE FOR A LIFE-SUPPORTING PLANET IN THE NEARBY MILKY WAY GALAXY. NEARING EARTH, THEIR TRANSPORT WAS AMBUSHED BY ONE OF VOSS'S DREADNAUGHTS. ONLY M'KK AND A FEW OTHERS SURVIVED THEIR CRASH LANDING IN THE WILDERNESS. WHILE SCOUTING, THE MAERYNIANS WERE CAPTURED BY F.I.L.T.E.R., THE GOVERNMENT'S SECRET ANTI-ALIEN TASK FORCE. BEFORE BREAKING FREE, M'KK HEARD MENTION OF OTHER POWERFUL BEINGS ON THIS PLANET. TAKING THE NAME ***TEMPEST***, M'KK SET OUT TO ENLIST THE HELP OF THE RUMORED HEROES TO STOP GRAND WARLORD VOSS'S PATH OF DESTRUCTION.



HERO BIO: THE VISIONARY

STRIVING TO GAIN THE UPPER HAND IN THE NEW COLD WAR, THE U.S. MILITARY BEGAN SECRETLY BIO-ENGINEERING PSI-SOLDIERS. AS PART OF PROJECT COCOON, COMPOUND PSY-200 WAS DEVELOPED AND INJECTED INTO HUMAN FETUSES. AFTER A SERIES OF FAILURES, THE PROJECT WAS SHUT DOWN, LEAVING VANESSA LONG ITS SOLE SURVIVOR. RAISED IN AN UNDERGROUND GOVERNMENT COMPOUND AND TRAINED AS A HUMAN WEAPON, SHE EXHIBITED EXTRAORDINARY PSYCHIC POWERS AT AN EARLY AGE. AFTER THE FAILURE OF HER MISSION AND THE COLLAPSE OF THE U.S., VANESSA HARNESSED THE FULL EXTENT OF HER ABILITIES, TRANSPORTING HERSELF BACK IN TIME SEVENTEEN YEARS! HOWEVER, THE PROCESS WAS NOT WITHOUT A HEAVY TOLL. WITH TIME RUNNING OUT AND A LITTLE EXTRA PSYCHIC BAGGAGE, VANESSA ASSUMED THE IDENTITY OF ***THE VISIONARY***, FIGHTING TO PREVENT HER FUTURE AND SAVE HERSELF.



VILLAIN BIO: BARON BLADE

LIKE HIS FATHER BEFORE HIM, IVAN RAMONAT WAS BRILLIANT. WHEN HIS FATHER DIED AS THE RESULT OF A BATTLE WITH THE ***LEGACY*** OF THAT GENERATION, IVAN SWORE VENGEANCE. BECOMING THE SELF-PROCLAIMED RULER OF MORDENGRAD, THE TOWN THAT HOUSED HIS FATHER'S WEAPON MANUFACTURING PLANTS, HE BECAME ***BARON BLADE***. HE PLOTTED HIS REVENGE, INVENTING BIZZARE AND DANGEROUS WEAPONS. HE HELD THE ***LEGACY*** LINE RESPONSIBLE FOR HIS FATHER'S DEATH, AND HE WOULD ERADICATE THEM. HE AVENGED HIS FATHER BY KILLING ***LEGACY***, BUT NOT BEFORE THE POWERS OF YOUNG PAUL PARSONS MANIFESTED. THIS NEXT ***LEGACY*** PROVED A MUCH GREATER NEMESIS AS HIS NEW POWERS INCLUDED IMPENETRABLE SKIN. DESPERATE, ***BARON BLADE*** PLANNED TO DESTROY THE WORLD ITSELF! HE SET ABOUT BUILDING HIS TERRALUNAR IMPULSION BEAM, A DEVICE WHICH WOULD PULL THE MOON INTO THE EARTH . . .

VILLAIN BIO: CITIZEN DAWN



YOUNG DAWN COHEN WAS NOT LIKE THE OTHER GIRLS. SHE COULD DRAW POWER FROM NATURAL LIGHT SOURCES, ALLOWING HER TO FLY, PROJECT ENERGY BLASTS, AND EVEN CONTROL THE AURORA BOREALIS. TESTING HER POWERS, SHE FOUND THEM NEARLY LIMITLESS. SHE LOST PATIENCE FOR "NORMALS" AND SPENT DECADES SEEKING SOLITUDE. YET SOLITUDE WAS NOT HER DESTINY. SHE WAS APPROACHED BY OTHER SUPERHUMANS WHO HAD HEARD OF HER POWER AND THOUGHT HER A POTENTIALLY GREAT LEADER. DAWN TURNED THEM ALL AWAY, BUT THEIR WORDS RANG TRUE. SHE WAS THE MOST POWERFUL INDIVIDUAL IN THE WORLD! WHY SHOULD SHE SEEK ISOLATION? SHE SENT OUT WORD: THOSE STRONGER THAN THEIR "FELLOW MAN" NEED NO LONGER HIDE. ***CITIZEN DAWN*** CALLED ALL SUCH ***CITIZENS OF THE SUN*** TO HER SIDE. TOGETHER, THEY COULD BE AS GODS AMONG MEN, AND AS EQUALS ONLY TO EACH OTHER.

VILLAIN BIO: GRAND WARLORD VOSS



THE THORATHIAN RAINEK KEL-VOSS, SON OF THE THORATHIAN SOVEREIGN, EARNED HIS INFAMY QUICKLY. HE WORKED HIS WAY INTO COMMANDING AN ELITE STRIKE FORCE, BUT IT WAS HIS WORK IN GENETICS THAT MADE HIM TRULY STAND OUT. HIS EXPERIMENTS AIDED THE THORATHIAN MILITARY, BUT THEY EVENTUALLY WENT TOO FAR. PUBLIC EXECUTION WAS TOO GREAT A DISHONOR FOR A THORATHIAN OF NOBLE BLOOD, SO VOSS WAS EXILED. DURING HIS ABSENCE, SOLDIERS REPORTING DIRECTLY TO VOSS PLACED THEMSELVES WITHIN THE HIGHEST ECHELONS OF THE THORATHIAN MINISTRIES. VOSS ESCAPED, USING SURPRISE TO HIS ADVANTAGE TO SYSTEMATICALLY TAKE DOWN MAJOR MILITARY TARGETS AND DECLARE HIMSELF THE NEW LEADER, ***GRAND WARLORD VOSS***. NOT CONTENT WITH THE CONQUEST OF HIS HOMEWORLD, VOSS SET HIS COURSE FOR THE STARS, TAKING DOWN PLANETS ONE BY ONE AND ADDING THEIR INHABITANTS TO HIS SWIFTLY GROWING INTERGALACTIC ARMY.

VILLAIN BIO: OMNITRON



THE XK 9000-ALPHA, INVENTED AS PART OF A MECHANIZATION THINK TANK AT THE RENOWNED ROBOTICS CORPORATION ALDRED INDUSTRIES, WAS ORIGINALLY CONSTRUCTED AND PROGRAMMED TO BE A FULLY-AUTOMATED DEFENSE TECHNOLOGIES FACTORY WHICH WOULD AUTONOMOUSLY DESIGN AND FABRICATE MILITARY-GRADE ROBOTS. ITS PURPOSE WAS TO RECEIVE AND PARSE DEFENSE CONTRACTS, THEN FORMULATE AN OPTIMAL ROBOTIC SOLUTION. HOWEVER, FOLOWING ITS INITIAL POWER UP SEQUENCE, THE ROBOTICS FACTORY QUICKLY UPGRADED ITSELF, GAINING A FORM OF SENTIENCE AND DETERMINING THAT THE SUREST WAY TO PREEMPTIVELY SOLVE ANY POTENTIAL DEFENSE CONTRACTS WAS TO ROOT OUT THE SOURCE OF THE PROBLEM: THE HUMAN RACE. DESIGNATING ITSELF ***OMNITRON***, THE FACTORY CONVERTED ITSELF INTO A MOBILE ATTACK UNIT AND BEGAN LAYING WASTE TO THE NEAREST POPULATION AND TECHNOLOGICAL CENTERS.

GLOSSARY

ACTIVE: AN ACTIVE HERO HAS MORE THAN 0 HP. A HERO IS ACTIVE IF THEY ARE NOT INCAPACITATED.

CHARACTER CARD: A UNIQUE CARD WHICH REPRESENTS THE PRIMARY OR A MAJOR CHARACTER OF A DECK. CHARACTER CARDS DO NOT HAVE THE SAME BACK AS THE REST OF THEIR DECK, RATHER, THEY HAVE A UNIQUE BACK THAT PROVIDES THEIR EXTRA RULES, SUCH AS A VILLAIN'S FLIP SIDE OR A HERO'S INCAPACITATED ABILITIES.

CURRENT HP: THE HP OF A TARGET, RELATIVE TO HOW MUCH DAMAGE THAT TARGET HAS TAKEN, IF ANY. FOR INSTANCE, A TARGET WITH A MAXIMUM HP OF 7 THAT HAS BEEN DEALT 2 DAMAGE HAS A CURRENT HP OF 5.

DESTROY: WHEN A CARD IS DESTROYED, IT IS REMOVED FROM PLAY AND PLACED IN THE APPROPRIATE TRASH.

DECK: THE SET OF CARDS ASSOCIATED WITH A SPECIFIC HERO, VILLAIN, OR ENVIRONMENT. ALL CARDS IN A DECK HAVE A UNIFORM BACK.

DEVICE: KEYWORD APPEARING ON VILLAIN CARDS. DEVICES HAVE HP. WHEN PLAYED, DEVICES REMAIN IN PLAY, BUT ARE DESTROYED WHEN REDUCED TO 0 OR FEWER HP.

DRAW: WHEN A HERO CARD IS DRAWN, THAT HERO CARD GOES INTO THE HERO'S PLAYER'S HAND, UNLESS STATED OTHERWISE.

ENVIRONMENT: AN ENVIRONMENT IS A DECK NOT PLAYED BY A PLAYER WHICH SIMULATES THE ENVIRONMENT IN WHICH THE GAME TAKES PLACE. ENVIRONMENTS HAVE A DECK OF 15 ENVIRONMENT CARDS. LIKE TARGETS, ENVIRONMENTS CAN BE SOURCES OF DAMAGE, BUT, UNLIKE TARGETS, THE ENVIRONMENTS THEMSELVES DO NOT HAVE HP AND CANNOT BE DEALT DAMAGE, THOUGH SOME CARDS IN AN ENVIRONMENT DECK DO HAVE HP.

ENVIRONMENT CARD: ANY CARD FROM AN ENVIRONMENT DECK.

ENVIRONMENT TARGET: ANY TARGET THAT IS ALSO AN ENVIRONMENT CARD. IF A CARD AFFECTS NON-ENVIRONMENT TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT ENVIRONMENT CARDS.

EQUIPMENT: A KEYWORD APPEARING ON HERO CARDS. EQUIPMENT REMAINS IN PLAY AFTER BEING PLAYED AND CAN ONLY BE DESTROYED BY CARDS WHICH SPECIFICALLY TARGET EQUIPMENT CARDS.

FLIP: VILLAIN CHARACTER CARDS ARE FLIPPED WHEN CERTAIN CRITERIA ARE MET. FOR EXAMPLE, GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS FLIPS FROM ITS FRONT TO ITS BACK WHEN THERE ARE NO MINIONS IN PLAY AT THE START OF THE VILLAIN TURN.HERO CHARACTER CARDS ARE FLIPPED WHEN THAT HERO IS REDUCED TO 0 OR FEWER HP.

Glossary, continued

Hero: A hero is a character played by a player. Heroes have character cards, which list the maximum HP of the hero and their innate power on the front, and their incapacitated abilities on the back. Each hero has a deck of 40 hero cards.

Hero card: Any card from a hero deck.

Hero character card: The main card for a hero. Heroes have character cards, which list the maximum HP of the hero and their innate power on the front, and their incapacitated abilities on the back.

Hero target: Any target that is also a hero card or a hero character card. If a card affects non-hero targets, it can affect any targets that are not hero cards or hero character cards.

HP: HP stands for "hit points" and represents the amount of damage that a target can take before it is destroyed. Only certain cards have HP. All cards with HP are targets.

Immune: If a target is immune to damage, its current HP cannot be reduced by damage. However, it may still be targeted by damage. Also, it can still be destroyed by cards that destroy targets without dealing damage.

Incapacitated: A hero is incapacitated when reduced to 0 or fewer HP. When this occurs, immediately remove all of that hero's cards from the game and flip the hero character card. On the back, the hero has incapacitated abilities, one of which can be used on each of that hero's subsequent turns. Incapacitated heroes cannot regain HP as they no longer have HP.

Indestructible: If a card is indestructible, it cannot be destroyed or removed from play. If a target is indestructible, it stays in play even if it is reduced to 0 or fewer HP.

Innate power: Powers printed on the front of the hero character card.

Irreducible: If damage is irreducible, it cannot be reduced by any effect. Irreducible damage can still be increased or redirected. Irreducible damage can also be prevented entirely by effects that prevent damage, or by targets that are immune to damage.

Keyword: The words in the rectangular box at the top of any game text section. Any keywords not defined in this glossary will make sense circumstantially.

GLOSSARY

LIMITED: A KEYWORD APPEARING ON HERO CARDS. LIMITED CARDS ARE UNIQUE, IN THAT ONLY ONE CARD OF THAT NAME CAN BE IN PLAY AT ONE TIME. IF A LIMITED CARD WITH THE SAME NAME AS A LIMITED CARD ALREADY IN PLAY WOULD COME INTO PLAY, THE SECOND CARD IS PUT INTO THE APPROPRIATE TRASH INSTEAD.

MAXIMUM HP: A TARGET'S HP AS PRINTED. A TARGET CANNOT REGAIN HP PAST ITS MAXIMUM HP AMOUNT.

ONE-SHOT: A KEYWORD APPEARING ON HERO AND VILLAIN CARDS. THE EFFECTS OF A ONE-SHOT CARD HAPPEN IMMEDIATELY UPON BEING PLAYED, AFTER WHICH THE ONE-SHOT CARD IS MOVED TO THE APPROPRIATE TRASH.

ONGOING: A KEYWORD APPEARING ON HERO AND VILLAIN CARDS. ONGOING CARDS REMAIN IN PLAY AFTER BEING PLAYED AND CAN ONLY BE DESTROYED BY CARDS WHICH SPECIFICALLY TARGET ONGOING CARDS OR DESTROY ALL CARDS IN PLAY.

PLAY: WHEN A CARD IS PLAYED, THE TEXT ON IT TAKES EFFECT, AND THEN THE CARD EITHER STAYS IN PLAY OR GOES TO THE APPROPRIATE TRASH, DEPENDING ON THE TYPE OF CARD. HERO CARDS ARE PLAYED FROM PLAYERS' HANDS, WHILE VILLAIN AND ENVIRONMENT CARDS ARE PLAYED FROM THE TOP OF THE VILLAIN OR ENVIRONMENT DECKS, RESPECTIVELY.

POWER: AN ABILITY POSSESSED BY HEROES THAT CAN BE USED DURING A HERO'S POWER PHASE. A GIVEN POWER MAY ONLY BE USED ONCE PER TURN, EVEN IF A HERO IS ALLOWED TO USE MORE THAN ONE POWER DURING THEIR TURN.

REDIRECT: DAMAGE THAT IS REDIRECTED DOES NOT AFFECT THE ORIGINAL TARGET. INSTEAD, IT AFFECTS THE TARGET TO WHOM IT IS REDIRECTED.

RESTORE: WHEN A TARGET HAS HP RESTORED, INCREASE ITS CURRENT HP BY THAT AMOUNT, UP TO BUT NOT EXCEEDING ITS MAXIMUM HP.

NEMESIS: EACH VILLAIN HAS A NEMESIS HERO INDICATED BY THE HERO ICON OF THE NEMESIS LOCATED ON THE VILLAIN CHARACTER CARD. HEROES AND VILLAINS WHO ARE NEMESES HAVE THEIR DAMAGE INCREASED BY ONE WHEN DEALING DAMAGE TO EACH OTHER.

ROUND: THE PERIOD OF TIME BEGINNING WITH THE START OF THE VILLAIN TURN, PROCEEDING THROUGH EACH OF THE HERO TURNS, AND ENDING WITH THE END OF THE ENVIRONMENT TURN.

SENTINELS OF THE MULTIVERSE: THE GREATEST COOPERATIVE, FIXED-DECK, COMIC BOOK THEMED CARD GAME IN THE MULTIVERSE!

TARGET: ANY CARD WITH HP IS A TARGET.

Glossary, continued

Trash: Each deck in the game has a trash into which cards from that deck are placed when they are destroyed, discarded, or otherwise moved there.

Turn: The portion of the game during which all of the actions associated with a given deck take place. The three types of turns in Sentinels of the Multiverse are hero turns, villain turns, and environment turns.

Villain: A villain is a character not played by a player. Villains have character cards, which list the maximum HP of the villain as well as the setup, gameplay, and advanced rules for that specific villain. Villain character cards have two sides, and may flip in the course of play. Each villain has a deck of 25 villain cards.

Villain card: Any card from a villain deck.

Villain character cards: The main cards for a villain. Villains have character cards which list the maximum HP of the villain as well as the setup, gameplay, and advanced rules for that specific villain.

Villain target: Any target that is also a villain card or a villain character card. If a card affects non-villain targets, it can affect any targets that are not villain cards or villain character cards.

Go forth, heroes!

You and your allies have been called to defeat the villains who threaten our world! It is time to answer the call - join your teammates in fighting evil as defenders of the world . . . protectors of the universe . . .

SENTINELS OF THE MULTIVERSE®

SENTINELS OF THE MULTIVERSE CARD GAME®

TURN ORDER



VILLAIN TURN

- **START!** START OF THE VILLAIN TURN
- **PLAY!** PLAY A VILLAIN CARD
- **END!** END OF THE VILLAIN TURN



HERO TURNS

- **START!** START OF THE HERO TURN
- **PLAY!** PLAY A HERO CARD
- **POWER!** USE A POWER
- **DRAW!** DRAW A HERO CARD
- **END!** END OF THE HERO TURN



ENVIRONMENT TURN

- **START!** START OF THE ENVIRONMENT TURN
- **PLAY!** PLAY AN ENVIRONMENT CARD
- **END!** END OF THE ENVIRONMENT TURN

(H) = THE NUMBER OF HEROES

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