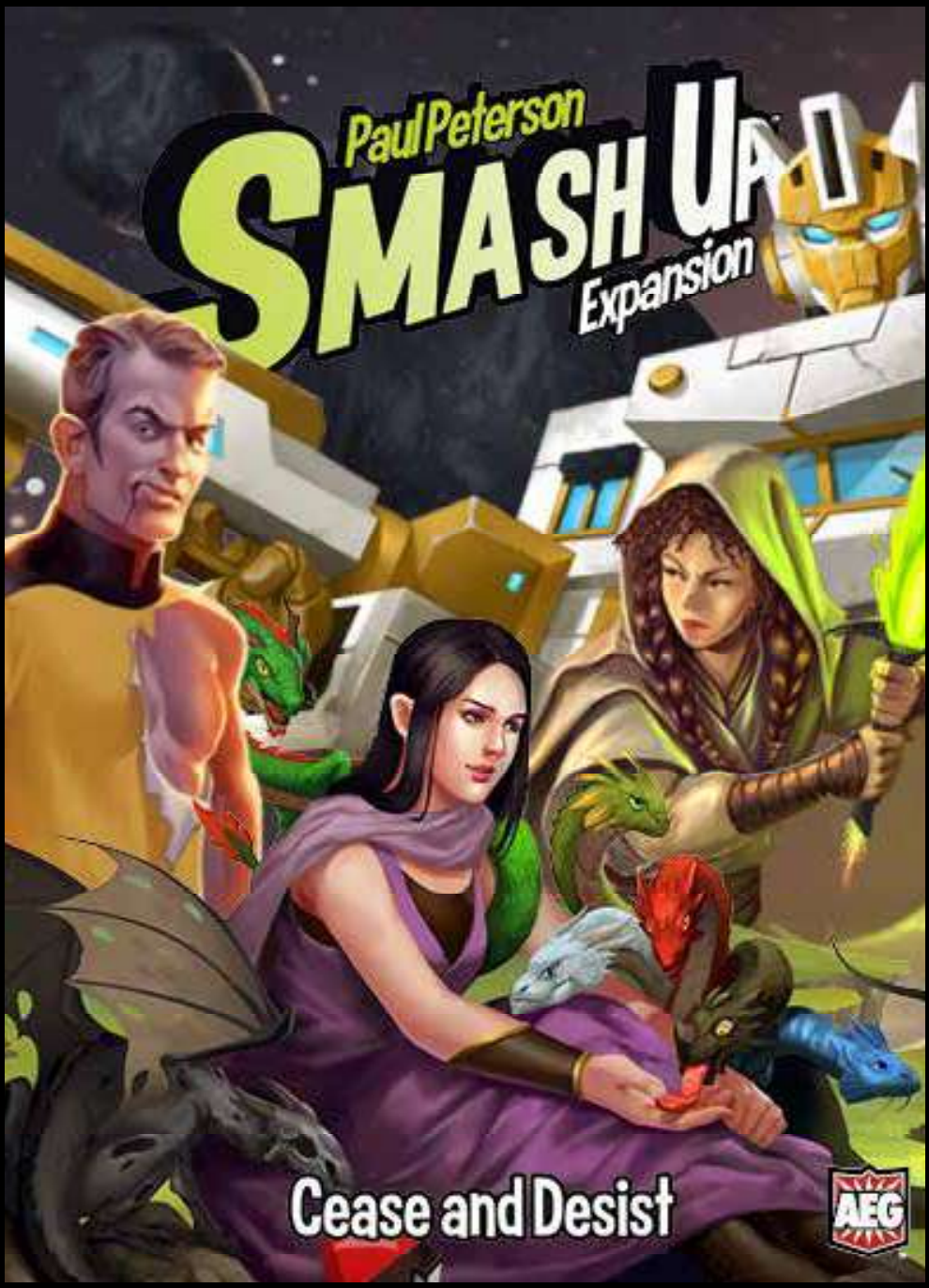
Paul Peterson
SMASH UP
Expansion
Cease and Desist
AEG

Smash Up

A fight for 2-4 players, ages 14 and up.

Objective

Your goal is nothing short of total global domination! Use your minions to crush enemy bases. The first player to score 15 victory points (VP) wins!

Game Contents

This set contains:

- 4 factions with 20 cards each (80 cards total)
- 8 base cards
- 4 card dividers
- 1 token sheet (used as both Victory Points tokens and +1 power counters)
- This rulebook

Growing On You

Cease and Desist is an expansion to the Smash Up core set. It is still a fully operational battle station for 2 players though!

These rules sometimes talk like you've got more than just four factions, or mention cards that aren't in this expansion. If you don't already have the other sets, just think of it as viral advertising.

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Use the snazzy dividers in this set with the Big Geeky Box, the ultimate in high-performance Smash Up storage. Look for it in stores!



Setup

Each player shuffles together two different 20-card factions to make a 40-card deck.



If you have two copies of Cease and Desist, different players can use the same faction, pitting Changerbots against Changerbots, for instance. But one player can't play with two copies of the same faction. I mean, come on.

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.



Shuffle the base cards together to make a deck. Draw one base per player, plus one (for example, use four bases for three players). Place the bases face up in the middle of the table.

Each player draws five cards. 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. Whoever borrowed something most recently goes first. Play continues clockwise. You're ready to smash up some bases!

Building the Base Deck

The Smash Up world has grown from the original 8 factions to 46, and there's still more to come. That's great! But 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: e.g. Cthulhu bases deal with Madness cards, Munchkin bases deal with monsters and treasure. If you just shuffle all 92 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, after everyone chooses their factions, grab just the bases from the sets they came from. For example, if you have Steampunk Changerbots vs. Zombie Astroknights, take the bases from the core set, Awesome Level 9000, and Cease and Desist to make your base deck. There you go!

The Phases of a Turn

1. Start Turn

Some abilities happen at the start of your turn. This is when that goes down. Yo.

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.

Minions

To play a minion, choose a base and put the minion card beside it, facing toward you. Do what the card says. (Cards that start with Special are a special case. See p. 10.)

Actions

To play an action, show your card and do what it says. Boom! Then discard the action, unless it told you to play it on a base or minion.

3. Score Bases

After you are done playing cards, check to see whether any bases are ready to score (see p. 7). If any are ready, you must start scoring.

4. Draw 2 Cards

Just what it says: draw 2 cards.

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.

The maximum number of cards you can have in your hand at this time is 10. If you have more than 10 after drawing, discard down to 10.

5. End Turn

Anything that happens at the end of the turn happens here. Then check to see if any players have 15 or more victory points. If so, see Game Over, Man! on p. 8. Otherwise play passes to the player on the left.

Card Resolution Order

1. Resolve the card just played.
2. Resolve cards in play that are triggered by that card. If more than one, the current player chooses their order.
3. Resolve cards in hand that are triggered by that card. If more than one, go clockwise from the current player. (See p. 7.)
4. Discard the card from step 1.

Get to Know Your Cards!

Minions



Power
Name
Ability
Minion Identifier
Faction Symbol

Actions



Name
Ability
Action Identifier
Faction Symbol

Bases



Name
Breakpoint
Third Place VP
Winner VP
Runner Up VP
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.

Cheater! Y U Action Twice?

Abilities only 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.

The Big Score

Score a base during the Score Bases phase if the total power of all minions on that base equals or exceeds the base's breakpoint (see p. 6). If more than one base is ready to score, the player whose turn it is decides which one to score first.

After a base has been chosen to score, players may use Special abilities that happen "**before**" the base scores. If the total power on a base drops below its breakpoint after it is chosen, you still finish scoring the base.

For example, the base Unicrave breaks with a total power of 20. Its ability replaces it with the base USS Undertaking, whose breakpoint is 22. Even though the total power is below the new breakpoint, it still scores.



VP Tokens

Me First!

Special abilities of cards in play are resolved first, in the order chosen by the current player. Then if more than one player wants to play a card with a Special ability, starting with the current player and going clockwise, each player uses a Special or passes. You can use a Special after passing, but it stops when all players pass in sequence.

Awarding VP

The players with the highest, the 2nd highest, and 3rd highest power on a base are the **winner**, **runner up**, and **third place**! They get victory points equal to the 1st, 2nd and 3rd number on the base card respectively. Anyone with the 4th highest power or lower gets nothing. If there are less than 3 players on a base, no one gets the VPs for the unclaimed spots. Dispense VP tokens in the appropriate amounts to everyone who scored. Special abilities that happen "**when**" a base scores may change how this happens. You must have at least one minion on a base to get victory points.

Back to Your Corners

After scoring, players can use Special abilities that happen "**after**" a base scores. Then all cards still on that base go to their owners' discard piles. This does not destroy them, but might trigger abilities that happen when they go to the discard pile.

Put the scored base into the base discard pile. Replace it with the top card of the base deck. Shuffle the base discard pile if needed. Check to see if another base is ready to be scored. Score it too, the same way.

Tie Fighter

If players are tied on a base, all involved players get points for the best position they tied for. So, if three players had 10, 10, and 5 power on a base when it scores, the winners with 10 power each get first place points! The player with 5 power then gets third place, not second. If two players tie for runner up, no one gets third place. Harsh.

If players tie for a base's ability, they each get to use it. See Me First! on the previous page to settle conflicts.

Scoring order:

1. Bases are checked to see if any are ready to score. If none are, go to the next phase.
2. The current player chooses a base that is ready.
3. Players may play and/or invoke any "Before scoring" special abilities.
4. VPs are awarded according to the current power totals. "When scoring" abilities may trigger now.
5. Players may play and/or invoke any "After scoring" special abilities. This may affect steps 6-8.
6. All cards on the base are discarded.
7. The base is discarded.
8. A new base is chosen to replace it.
9. Go to step 1.

Game Over, Man!

At the end of any turn that someone reaches 15 VP, the player with the most victory points wins. If there is a tie for the most, keep playing turns until there isn't. No sharing! Except for your two factions. You guys are BFFs.

Terms and Restrictions

Some restrictions apply. See rules for details. Supplies limited.



Affect: A card is affected if it is moved, returned, destroyed, placed, or is changed in power or controller, has an action attached, or its ability canceled.

After: "After X do Y", means X is completely resolved before Y is done. (Unless X is "a base scores", p. 8.)





Cancel: This means the ability is treated as if it does not exist.

Control: By default, each card you play is controlled by you. If you gain control of a card, it is as if you had played it: minions add to your power total, abilities on the card apply to you and you can use them, etc. Controlling a minion does not mean you control any actions played on it, but their abilities apply normally. When the card leaves play, it goes to the hand, deck or discard pile of its owner, not its current controller.



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





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

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





Extra: "Play an extra minion/action" means you increase the number of that type of card you can play in this phase by one. You don't have to play the extra card right away, unless it was gained by a Special ability or outside the Play Cards phase. Like regular cards, extra cards are optional.

In Play: Cards in play are in the middle of the table, i.e. an active base or any card on it. Cards in the hand, deck or discard pile are not in play.



Move: This lets you move a minion from one base to another, along with any actions on it. Moving a card does not count as playing it. Minion abilities do not happen when you move a card, but Ongoing, Special and Talent abilities still have their effects.



Play: You play a card when it's one of the free cards you get in phase 2, or any time an ability specifically says that you're playing it. A card's ability happens when you play it. When cards are moved, placed, or returned, they're not being played, and their abilities don't happen.





Ongoing: 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 around.



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



On your turn: This means during the normal Play Cards phase of your turn.



Owner: The player whose deck the card originally came from. Monsters and treasures have no owner.

Special: Most abilities happen when you play a card. Special abilities happen at unusual times or in unusual ways. Special abilities might trigger on a card already in play, or in your hand or discard pile. A card's ability will describe how it can be used. If you use a Special ability to play a card on your turn, it doesn't count as one of your free cards for that turn.



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.



Talent: This is an ability that the minion or action may use once during the Play Cards phase of each of your turns. You don't have to use it if you don't want to.





To: Some cards say, "Do X **to** do Y" (e.g. "Discard cards equal to a minion's power **to** destroy it.") With these cards, if X gets thwarted for any reason (e.g., you don't have enough cards in hand), then you can't do any of X, or Y, either. So there.

Transfer: This lets you relocate action cards or power counters from one minion to another. When adding counters to your minions (from the pool), or discarding counters from your minions (to the pool), that's not transferring.



Clarifications



Activate the Spy, Banner Call, Foot of the King, Inevitable Betrayal: These target minions from your deck whether or not you still control them.



Alien Guru: If the action increases the power of more than one minion, choose one of them to get the power counter.



Betrothed: This triggers even if it is not on its original base, or if control was gained through another card's ability.



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



Changing Room: This triggers for talents of the minion or of an action on the minion. Using a talent to move to here doesn't count.



Ensign: It can take on ongoing or special effects, but not from cards already in play. It can take on multiple effects if it makes 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 cannot take an effect already taken by a different Ensign from a third minion. It can take an effect even if it does not fit the original target's prerequisites (e.g. "power 3 or higher").



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



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



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



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



Space Prince, Walking Carpet, Alien Guru, Hive of Scum and Villainy: A card directly increases power if it gives it "+N power", or places 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.



Spikey Chair Room: You may destroy the minion to draw the card even if the minion played here is moved later in the turn, or even if this base scores this turn.



Teleport Overflow: The minions don't have to have the same name as the returned minion, but have the same name as each other. A single minion counts as a group with the same name.



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



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

Void Where Prohibited

Often, card text and rules text will conflict. When there's a fight, card text wins. It has a black belt in rule-fu. Exception: Minion power and base breakpoint are never reduced below zero.

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

If multiple effects would happen at the same time, the player whose turn it is chooses the order.

You can play a card even if its ability can't or doesn't happen. For example, you can play an action that destroys a minion even if no minions are in play, or if the minion you choose is immune to destruction.

You must follow a card's ability, even if it's bad for you. However, 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 one, or even zero. You may play a card that says "all" even if there are no targets.

If you get to play extra minions or actions outside the Play Cards phase, you must play those extra cards immediately or not at all.

Anyone may look through any discard pile at any time.

"A minion" or "minions" means any minion in play, unless stated otherwise.

When a card goes to the hand, deck or discard pile, it goes to the one belonging to the card's owner (i.e. the player whose deck the card came from), no matter who played or controlled it.

When a card leaves play, any cards on it are discarded.

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

The power of a minion not in play is only the number printed on it, but once in play its power includes all modifications.

If not stated, the effects of an ability expire at the end of the turn, or when its card leaves play, whichever is sooner. Exception: with no stated deadline, a control change of a minion lasts indefinitely.

"You" on a minion or action means the controller of the card; on a base it means any player it describes, often the current player. "Other players" means everyone except "you". "Your" cards are those you control, whether or not you own them.

"Here" means the base the card is at; "there" means the location just referred to on the card.

If you "look" at a card, show it to no one else. If you "reveal" it, show it to everyone else.

The Factions

This set of Smash Up features four factions, which combine to make 6 possible decks. Counting all the Smash Up sets, there are now over 1000 possible faction combos! Mix and match factions to suit your play style.

Astroknights



Quite a while back, in a grouping of stars not close to here, the Astroknights protected the various species of the galaxy! Boosting their strength, speed and skill with the incredible powers of the Fours, they were the equal of armies. But now their time is past, and darkness reigns. Will a rag-tag group of heroes be able to defeat a massive juggernaut of an imperium and restore freedom? Hey, it's a space opera — of course they will!

Changerbots



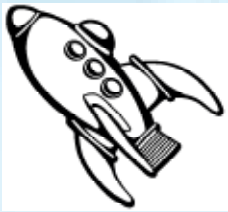
Quite a lot more than your eyes first perceive! The Changerbots hail from another world, but secretly move about ours in the form of everyday transportation. They change their form and abilities to fight a never-ending battle against their enemies, and protect the human race from their robotic shenanigans. They are also the subject of an absolutely terrible movie reboot, apparently.

Ignobles



In the game of kingly seats, you smash the base, or you are destroyed. The Ignobles can be trusted just about as far as you can throw them. Backstabbing, swapping sides, and the occasional party crashing is par for the course for these medieval schemers. Watch out for help offered from one of these untrustworthy types, it will be short lived.

Star Roamers



These are the travels of the spaceship Undertaking. Its several-year mission: to find new worlds, seek out new life and new attractive green ladies, to bravely go where no person has gone before! The Star Roamers travel about the board, using their incredible teleporting technology to send countless ensigns to their deaths, all in the name of base smashing!

Moar Factions!

Does more than one person want to play Ignobles? Great! Combine two sets of Smash Up so people can draft and play the same factions against one another. Remember, you can't put two of the same faction together though! Just use one set of bases when combining.

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Legal Mumbo-Jumbo

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Blah blah blah.

Warning: Choking hazard! Not for use by children under 3 years of age.

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Smash Up the Interwebs

www.alderac.com/smashup

Questions? Email CustomerService@alderac.com

All Your Basics

Set Up

Each player chooses two factions and shuffles them together to make a 40-card 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 minions meets or exceeds a 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.