
Paul Peterson
Pretty Pretty
SMASH UP
Expansion
Pretty Pretty Smash Up
AEG

Smash Up

A fight for 2-4 players

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
- This rulebook

Growing On You

Pretty Pretty Smash Up 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 core set, just think of it as viral advertising.

Table of Contents

Setup 3
This Is How You Roll 5
Get to Know Your Cards! 6
The Big Score 7
Terms and Restrictions 9
Void Where Prohibited 12
The Factions 13
Roll Credits 15
All Your Basics 16

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 Pretty Pretty Smash Up, different players can use the same faction, pitting Princesses against Princesses, 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 8 factions 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 all 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 got up the earliest this morning goes first. Play continues clockwise.

You're ready to smash up some bases.

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.

This Is How You Roll

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 page 11 for an explanation.)

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 page 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. 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 page 8. Otherwise play passes to the player on the left.

Get to Know Your Cards!

Minions



Power
Name
Ability
Minion Identifier
Faction Symbol

Actions



Name
Ability
Action Identifier
Faction Symbol

Bases



Breakpoint
Name
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.

The Big Score

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

When a base has been chosen to score, each player first gets to use any 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 Princesses player sees that she has more than enough power to get be the winner, so she plays True Love's Kiss to move Snow White to another base. Even though the total power is below the breakpoint, it still scores and she still wins.



VP Tokens

Me First!

If more than one player wants to use a Special ability, start with the current player and go around the table clockwise until all players pass in sequence (if you pass and another player uses a Special, you can then still choose to use a Special of your own). If your Special allows you to play extra cards, you must play those immediately or not at all.

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.

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.

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



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





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

Control: By default, each card you play is controlled by you. If you take control of a card, it is just like you were the person who 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 returns to its owner, not its current controller.



Extra: An extra minion or action is one you can play in addition to the normal quota of one of that type per turn. Extra cards are optional, and you don't have to play the extra card right away, unless the extra card was gained by a Special ability or outside the Play Cards phase.



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.



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



Move: This lets you move a card from one base to another. 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 step 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.



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



Talent: This is an ability that the 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.



Void Where Prohibited

Often, card text and rules text will conflict. When there's a fight, card text always wins. It has a black belt in rule-fu.

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 happen. For example, you can play an action that destroys a minion even if no minions are in play. This helps you get unneeded cards out of your hand.

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 while a base is being scored, you must play those extra cards immediately or not at all.

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.

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

Anyone may look through any discard pile at any time.

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

The power of a minion not in play is only the number printed on it, but once in play its power includes all modifications. Its power may never go below zero.

If not stated, the effects of an ability expire at the end of the turn, or when its card leaves play, whichever is sooner.

"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".

"Here" means the base the card is at; "there" means the base 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. As more factions join and try to take over the world in future expansions, the full number of possibilities will grow. Mix and match factions to suit your play style.

Fairies



From deep in the magical glades come these little sprites, bringing magical wishes and pixie dust to your plans for world domination. Don't judge them by their size. The Fairies' magic gives you great options in how to deal with your enemies.

Mythic Horses



The power of togetherness shows through in Horses, whose mighty herds race across the land, trampling any who stand in their way. Not only normal horses, but pegasi, sea-horses and more will join the fight for the base! Remember that friendship is… smashable!

Kitty Cats



Can haz base? Kitty Cats have the power to compel those of weak will to do what they wish… and the power to have billions of internet memes. Perhaps those are the key? Either way, the Kitty Cats will use their alluring power to dominate the fight at any base. Then head out for a night of jazzy music in the alleys!

Princesses



Dream a dream of ruling over your enemies! Princesses will make every wish come true through the power of pure love and happiness. Which can be used, oddly, to order everyone about, and even destroy your enemies. Don't be fooled: these innocent-looking beauties are few in number, but royal, strong and determined!

Moar Factions!

Does more than one person want to play Kitty Cats? 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.

Haven't tried the core game yet? Srsly?





Pirates, Ninja, Dinosaurs, and more! Get it today and have even more Smash Up madness!



Grave Digger sez... The original Smash Up box will hold two additional expansions!

So when you put them in there and get rid of this box, remember to recycle it!

Roll Credits

Game Design: Paul Peterson

Development: Mark Wootton

Art Direction: Todd Rowland

Cover Art: 2Minds Studio

Graphic Design: Kalissa Fitzgerald

Writing: Todd Rowland

Editing: Edward Bolme

Proofreading: Edward Bolme, Nicolas Bongiu, John Goodenough, Paul Peterson, "Bryan Stout, Mark Wootton

Layout and Typesetting: Kalissa Fitzgerald

Production: Dave Lepore

Brand Management: Todd Rowland

Art: 2Minds Studio

Playtesting Director: Bryan Stout

Special Thanks: AEG would like to thank the great Smash Up fans who continue to support us. We have a lot of fun making this game and we hope that you experience that when you play.

Thank you to Bryan Winter, for planting the seed of an idea.

Dedication: We would like to dedicate this expansion to Smash Up's little princesses: Rachel Bolme, Kira Fitzgerald, Zoe Fitzgerald, Josephine Goodenough, Eva Fae Peterson, and Abby Kate Rowland.

Playtesting: Ross Abelido, Seth Abraham, Joel Acuin, Chris Adams, T.D.K. Alailima, Todd Archer, Patrick Astner, Ryan Barnhill, Adam Bellas, Jakob Booker, Roy Bosch, Kirk Brownridge, Kyle Brownridge, Zak Camacho, Alberto Campos, Marshal Cannon, Debbie Cartwright, Emma Cartwright, Freya Cartwright, James Cartwright, Jessica Cartwright, Alfonso Castro, Phillip Castro, Felix Chow, Jim Christopoulos, McGregor Crowley, Armando Dias, Charlie Downs, Amber Downs, Jason Dulay, Brad Dunsford, Daniel Eppacher, Jordan Fei, Ethan Ford, Kevin Fuhr, George Fytrakis, Kris Galbraith, Ken Gallo, Andy Goodman, Dustin Grissom, Rich Hilborn, Darren Humphrey, Kenny Jardine, Evina Katopodi, Johnny Kazadeis, Tom Kiger, Sydney Lendian-MacDonald, Rachel Noemi Levesque, Fatima Leyno, Benjamin Little, Carson Lomness, Vince Lupo, Simon MacDonald, João Marcelino, Michael McArtor, Jared Mccready, Fernando Menéndez, Jon Mersino, Jimmy Meyer, Jacob Moore, Stephen Morath, Patrick Moser, Kayla Murphy, Kelley Murphy, Ryan Post, Marvin Ramirez, Jimmy Roach, Matthew Saille, Danielle Sanchez, Marsh Sanchez, Matt Sanchez, Mikie Sanchez, Marian Seeber, Felipe Semião, Ken Smith, Trent Sohnle, Pat Stapp, Annie Stout, Bryan Stout, Jaydn Trost, Dennis Vasilakos, Mark Wallis, Steve Wilkins, Andrew Wilson, Jenn Wilson, Michael Wilson, Reegan Worobec, Carlos Xavier.

Legal Mumbo-Jumbo

© 2015 Alderac Entertainment Group, Inc. Smash Up, Shufflebuilding , Alderac Entertainment Group, and all related marks and images are TM and © Alderac Entertainment Group, Inc. All rights reserved. Blah blah blah.

Printed in China. Warning: Choking hazard! Keep away from small children!

Smash Up mechanic designed by Paul Peterson, used under license by Alderac Entertainment Group.

Smash Up the Interwebs

www.alderac.com/smashup and www.alderac.com/forum

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 player with the highest power at that base is the winner and scores first place victory points. Second highest is the runner up and scores second place. Third highest scores third place. 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 a player has 15 or more victory points at the end of a turn, he or she wins. If two or more players have more than 15 VP, the one with the most victory points wins. In case of a tie, play another turn.

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.

If you are playing with the Obligatory Cthulhu Set, remember to check for Madness cards VP reduction at the end of the game. If, after players have counted their Madness cards up, any players are tied for most victory points, the player with the lowest number of Madness card wins.