

SMASH UP™

TITANS Event Kit

This is the Smash Up TITANS event kit! Titans were introduced in the recent Smash Up: Big in Japan expansion, and players have been clamoring for more ever since. Now is your chance to turn your store into Smash Up central! Inside this kit you'll find several awesome items, and we'll give you some ideas of what you can do with them!

TITAN Packs - These booster style packs contain all-new Smash Up Titans, for a selection of classic Smash Up factions! You'll find Titans for the Super Spies, Explorers, and more. Give these out to anyone who attends your Smash Up event, enjoys a Smash Up demonstration at your store, or in any other method you prefer.

Smash Up Upgraded Tokens and Token Bag - When you run a Smash Up event, these make a great prize for the winner!

Smash Up Oversized Playmat - This is yours! Use it on your table to draw in customers to try out Smash Up. If you don't have room for it in your store, it can also be a prize to an event winner as well!

How to Run a Smash Up Event

It's pretty easy! We aren't as hardcore on rules and regulations as some games. Set up the event, and once people arrive, divide them into tables of four (or as close as you can get). Play a normal game of Smash Up, with players drafting factions as usual. Once the game is over, the top two players by points move on to the next table where they are paired against the top two from another table. And so on until a final table determines the winner.

We hope you'll enjoy the Smash Up Titans event kit and look forward to more in the future!

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Not for use by children under 3 years of age.

Any questions, contact: customerservice@alderac.com www.alderac.com/smashup



TITANS

The cards in this pack are titans, a new type of card different from minions, actions, or bases. Each titan goes with the published faction indicated on its back, and is meant to be stored with that faction. When you play with one of those factions, you may take its titan as well.

Titans start the game on the table near their player's draw pile; they are never in the hand, deck or discard pile. Each of these titans has a special ability explaining when it can be played on a base. "Instead of your regular minion [or action] play" means instead of the normal minion and/or action play allowed during your Play Cards phase. Titans are not played as, and do not count as, extra cards.

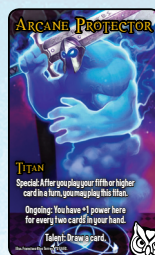
Clash of the Titans

You may not play a titan if you already control a titan in play! 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 their ongoing abilities though not their talents. The one with the lesser total removes their titan; the earlier titan wins ties.

Titans are not affected by abilities that target "minions" or "actions". But 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 they are on leaves play. When a titan leaves play it is set aside near its owner, discarding any counters on it. Titans can come back any time a card allows it.

Titans do not have power, but they can give power to their controller's total at their base, either through their abilities or through +1 power counters played on them. So we have a new rule for Smash Up: **You must have at least one minion or 1 power on a base to get its VP rewards.**

Clarifications



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

Creampuff Man: A standard action is one that is not played on a base or on a minion, but simply played, resolved, and discarded.



Cthulhu: You do not place power counters on Cthulhu when you first play it.

Death on Six Legs: You may transfer power counters from other players' minions.



Time Box: 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.

