

SMASH Up™

World Tour Event Kit

This is the Smash Up WORLD TOUR Event Kit! We began the World Tour with International Incident, and you may have noticed a few little fellas sneaking around the art. That's right, the Penguins were ready to ensure that their continent was not left out! Antarctica represent! Here's your chance to provide your loyal Smash Up customers with an all-new faction for the game, and a fun time at your location!

PENGUIN Packs - These booster style packs each contain one entire set of the Penguins faction, including a divider for use in the Bigger Geekier Box. The Penguins bring all-new strategies to Smash Up that the players will want to try out! Every player who attends should receive a pack. If you have more than 8 attendees, give them to the top 8.

Smash Up Sleeves - Smash Up sleeves for the winner of your event! This is enough to sleeve all playable cards for a 4 player game.

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

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 enjoy the Smash Up World Tour Event Kit and look forward to more Smash Up in the future.

RULES

Cards played off the top of the deck

“Play X off the top of your deck” means you reveal cards from the top of your deck until you reveal a card of type X, and then play it; if you are told to play N Xs you do the procedure N times. After the Xs are played and resolved, if there are any unused revealed cards you shuffle them into your deck; before then those cards are not considered in play or part of any deck or discard pile.

If the deck is empty before you start revealing cards, shuffle your discard pile to make a new deck. But if the deck runs out while you are revealing, you stop revealing and can only play what you have already revealed. (This is also true for other cards that reveal from the deck until finding something, like It's A Trap!) If the X that you reveal has prerequisites for play that are not met (e.g. Shoggoth), it is discarded instead.

“If this card was played off the top of a deck” means if this card was among a group of cards revealed from the top of a deck and then played. It does not have to have been the very top card for it to be true. Besides the several Penguin cards that do it (including Under the Ice), existing cards that make that condition true include Hoverbot, Secret Volcano Headquarters, Teaching Power, Pupoks, Plan for More, Moon Dumpster, Raiding Party.

Titans

The Penguin card Emperor Penguin is a titan, a type of card different from minions, actions, or bases. The complete titan rules are found in either the Big In Japan set or the Bigger Geekier Box, but here's what you need to know if Emperor Penguin is the only titan in the game. (Which is OK, since players with titans have no necessary advantage over players without.)

Titans start the game on the table near their player's draw pile; they are never in the hand, deck or discard pile. You may play your titan on a base using its special ability, or certain cards (e.g. A Wish for Wings That Work). If you play a titan, you control it even if you do not own it. Titans are not played as, and do not count as, extra cards.

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 the rule is: You must have at least one minion or 1 power on a base to get its VP rewards.

Emperor Penguin does double duty as the Penguins divider when the cards are stored in the Bigger Geekier Box!

CLARIFICATIONS



Dancing Penguin:

You must reveal the minion you are about to play, and show it is a legal play at a particular base, before playing Dancing Penguin instead. If replaced, the other minion does not count as being played, so abilities that depend on it being played don't trigger. Dancing Penguin is not limited by constraints on the minion it replaces, and it is not affected by the ability that plays the other minion (e.g. neither part of “Play an extra minion of power 2 or less and place a +1 power counter on it” would apply).



Disguise Penguin:

If this card ends up replaying itself, you cannot re-use its ability the same turn.



Surfing Penguin:

The minion moved may belong to you or to another player, and can be Surfing Penguin itself.



Under the Ice:

If you reveal no minion, you play nothing and just place the cards on the bottom of your deck.