

ASSEMBLE!

A FAST-PACED HERO-RECRUITING GAME BY REMO CONZADORI & STEFANO NEGRO

PLAYTIME: 10 MINUTES **PLAYERS:** 2-4 **AGES:** 10+

ASSEMBLE! IS A QUICK, TACTICAL CARD-DRAFTING GAME WHERE PLAYERS COMPETE TO RECRUIT THE MOST VALUABLE TEAM OF HEROES. EACH ROUND YOU DRAW, OFFER, AND RECRUIT HEROES TO BUILD THE STRONGEST LINEUP AND PROVE YOU HAVE THE WORLD'S HERO DREAM TEAM!

COMPONENTS

- 43 HERO CARDS
- 1 EL NÚMERO UNO CARD
- 1 CLARIFICATION CARD
- 1 PARAGON MODE RULES CARD
- 1ST PLAYER TOKEN

SETUP

1. FIND THE HERO CARD "EL NÚMERO UNO" AND PLACE IT FACEUP IN THE CENTER OF THE TABLE.
2. SHUFFLE THE HERO CARD DECK AND PLACE IT FACEDOWN IN THE CENTER OF THE TABLE. PLACE 1 CARD FROM THE DECK FACEUP NEXT TO EL NÚMERO UNO TO FORM THE RECRUITING ROW.
3. EACH PLAYER DRAWS 1 HERO CARD AND KEEPS IT HIDDEN IN THEIR HAND.
4. PLACE THE REFERENCE CARD FACEUP ON THE TABLE.
5. THE YOUNGEST PLAYER TAKES THE 1ST PLAYER TOKEN.



GAMEPLAY OVERVIEW

PLAYERS RECRUIT HEROES OVER 6 ROUNDS, AFTER WHICH PLAYERS TOTAL THEIR POINTS (★) FROM RECRUITED CARDS TO DETERMINE WHO HAS FORMED THE ULTIMATE HERO FORCE.

HERO CARD ANATOMY

- **ICONS** - SOME HEROES SCORE FOR SPECIFIC ICONS
- **HERO SCORE** - THESE EFFECTS SCORE INDIVIDUALLY
- **TEAM SCORE** - THESE EFFECTS SCORE AS A GROUP
- **INSIGNIA** - TO HELP WITH **TEAM SCORE** EFFECTS
- **POWER NUMBER** - USED ONLY IN PARAGON MODE

SOME CARDS ALSO HAVE A **MAVERICK EFFECT**, A UNIQUE ABILITY.

IF A CARD HAS A PUBLIC IDENTITY (☐), PLACE IT FACEUP IN FRONT OF YOU WHEN YOU RECRUIT IT.



ROUND OVERVIEW

AT THE START OF EACH NEW ROUND, DISCARD ANY REMAINING CARDS IN THE RECRUITING ROW TO THE DISCARD PILE, LEAVING EL NÚMERO UNO OR RETURNING HIM FROM IN FRONT OF A PLAYER TO THE RECRUITING ROW. ADD A NEW CARD FROM THE DECK TO THE RECRUITING ROW.

PLAYERS DRAW, OFFER, AND RECRUIT 1 CARD EACH ROUND. THE NUMBER OF CARDS YOU HAVE RECRUITED AT THE END OF EACH ROUND INCREASES BY 1 THROUGHOUT THE GAME.

PLAYERS FOLLOW THESE STEPS:

DRAW 1 CARD

EACH PLAYER DRAWS 1 CARD FROM THE HERO DECK TO THEIR HAND, WHICH THEY KEEP HIDDEN. ALL CARDS IN YOUR HAND ARE HEROES YOU HAVE RECRUITED.

OFFER 1 CARD

PLAYERS SIMULTANEOUSLY CHOOSE ANY 1 CARD FROM THEIR HAND AND PLACE IT FACEDOWN IN FRONT OF THEMSELVES TO OFFER IT.

WHEN ALL PLAYERS HAVE CHOSEN A CARD, THEY ADD THEM FACEUP TO THE RECRUITING ROW IN ANY POSITION.

RECRUIT 1 HERO

STARTING WITH WHOEVER HAS THE 1ST PLAYER TOKEN, EACH PLAYER RECRUITS ANY 1 FACEUP CARD BY TAKING IT FROM THE RECRUITING ROW AND ADDING IT TO THEIR HAND.

IF NO ONE RECRUITS EL NÚMERO UNO, THE PLAYER WITH THE 1ST PLAYER TOKEN KEEPS IT FOR THE NEXT ROUND. THE NEXT ROUND BEGINS AFTER ALL PLAYERS HAVE RECRUITED 1 CARD, OR IF IT'S ROUND 6, THE GAME ENDS.

END OF THE GAME

AFTER 6 ROUNDS (WHEN ALL PLAYERS HAVE 7 CARDS), PLAYERS REVEAL THEIR HAND OF RECRUITED CARDS TO SHOW THEIR ASSEMBLED HERO FORCE. DETERMINE THE VALUE OF YOUR HEROES, GROUPING CARDS BY INSIGNIA FOR EASE OF SCORING.

THE PLAYER WITH THE MOST ★ IS THE WINNER AND HAS CREATED THE ULTIMATE HERO FORCE. IN THE CASE OF A TIE, THE TIED PLAYER WITH MORE UNIQUE INSIGNIAS ON THEIR HERO CARDS WINS.



CREDITS

DESIGN: REMO CONZADORI & STEFANO NEGRO

ILLUSTRATION: GONG STUDIO

GRAPHIC DESIGN: ROBERT DENTON III

DEVELOPMENT: JOHN ZINSER

RULES EDITING: PETER MCPHERSON

PRODUCTION: DAVID LEPORE

PRODUCER: ADELHEID ZIMMERMAN

PROOFING: MANDY MCCOOL, MARK WOOTTON, KIRK W BUCKENDORF

A NOTE FROM THE DESIGNERS: EVERY GREAT TEAM NEEDS GREAT HEROES. OUR DEEPEST THANKS GO TO THE PLAYTESTERS AND FRIENDS WHO ASSEMBLED AROUND THE TABLE, CHALLENGED THE RULES, AND HELPED **ASSEMBLE!** REACH ITS FULL POTENTIAL. THIS VICTORY IS YOURS TOO.

