



New Rules Added as of September 2015 issued by CGC Games.

Villain Rule

You can only have one 3+ SP character card in your deck.

2nd Turn Player Rule

If you are the 2nd turn player, you gain an additional action on your first turn of the game.

Unique Character Rule

Players cannot recruit two characters of the same name at once. If a player attempts to recruit a character with the same name, it is an illegal play. Token characters are exempt from this rule.

0 SP Start

You can begin the game with 0 SP characters.
(Like Isaac the Observer)

Single Trigger Rule

Each Trigger Ability can only be activated once per chain.

2015 Errata and Clarification

Chain Interruption

Triggers can now be added to the chain after triggers have begun resolving. Like if there are no triggers on the chain, opportunity to respond goes in player order.

The Revenant

Clarity Errata: The Revenant is not able to satisfy the condition for its own abilities. Its second ability should read:

Whenever another Interdimensional character is recruited (purple)->
This character gains 1 XP.

Haste Potion

Clarity Errata: Haste Potion has a typo in it. The card should read as follows:

*Free action (blue) ->
Deal 10 damage to target character you control.
That character gains Haste until end of turn.*

Scoops McGee and Johnny Donuts

Clarity Errata: Scoops McGee and Johnny Donuts are both Dark affiliation and Machine class characters.

Energy Token

Clarity Errata: Energy Token is Light affiliation and Energy class.

Resourceful (Gained Ability)

Balance Errata: A character with Resourceful can, once per turn, use 1 item or command without paying its action cost. Any other requirements still need to be met though! Only items and commands resolved by that character will get the effect of Resourceful.

Intensity

Errata: The Stun effect of all levels of Intensity should have the duration of 'until end of turn'.

Shadow Veil

Balance Ban: Shadow Veil is banned from competitive play.