

# Here Be Books & Games News



Issue 22

January 2015

## Save the Date

Saturday, Jan 3, 6 pm to 1am  
Game Night

Friday, January 9, 6:00 pm  
Book Club Meeting

Thursday, Jan 8, 5:30 to 8 pm  
Marvel Dice Masters Org Play

Saturday, Jan 31, 6 pm to 11 pm  
DC Comics Deck-Building  
Game Tournament

Saturday, Feb 7, 6 pm to 1am  
Game Night

February 2015  
Viticulture Tournament



## Marvel Dice Masters: Uncanny X-Men OP Thursday, January 8



The Uncanny X-Men (UXM) arrived in November and the first Organized Play Kit for UXM just arrived Friday, January 2. So, our next Dice Masters Organized Play event is a definite go for Thursday, January 8, 2015 from 5:30 pm to 8 pm. Attendees will receive a free Basic Action promo card for participating. We'll roll for the Character card.

**This is a casual OP event.** We play for fun and to try out new teams and combinations. Players are welcome to use *Avengers vs. X-Men* as well as the new *Uncanny X-Men* cards and dice. Please prepare your team before the event. Blank team sheets are available for download on our web site. Full details and rules are also available on the Events page of our web site ([www.herebebooks.com/events/](http://www.herebebooks.com/events/)).

Sign up now at Here Be Books & Games or give us a call and we'll add your name to the list if you haven't attended before. Admission is \$5 or free with purchase of 10 booster packs.



## DC Comics Deck-building Game Tournament Saturday, January 31 - Register Now!

Batman! Superman! Wonder Woman! and Super-Friends! The Justice League of America is ready for action – are you? Fight the never-ending battle for truth, justice, and peace in the *DC Comics Deck-building Game* Tournament, Saturday, January 31 at Here Be Books & Games. The Champion will be awarded an official full-color *DC Comics Deck-building Game Play Mat*.

**INSIDE:**  
DC Comics Deck-building Game Series Overview  
Next Book Club Meeting

Participants will each receive the limited edition *Felix Faust Super Villain Promo Card*. Registration is \$10.



*DC Comics Deck-building Game* is a competitive card game where players take the role of a famous DC Superhero such as Batman, Superman, Wonder Woman, or The Flash; recruit companions like Catwoman and Supergirl; add equipment such as the Batmobile and Lasso of Truth; acquire locations like the Fortress of Solitude; and take down the villains like Poison Ivy and Super-Villains like Lex Luthor. Think Super-Frenemies.

To start the game, you'll choose one of seven over-sized Hero cards, each with its own special power, and a deck of 10 starter cards. Beginning each turn with a hand of five cards, you can acquire or conquer the five types of cards in the game: Heroes, Equipment, Super Powers, Locations, and Villains and Super-Villains.

To defeat Villains, you'll need to have Power. When a Super-Villain is defeated, a new one comes into play, attacking all the heroes in the process. Make sure you've acquired good defenses like Superspeed or Bulletproof powers, or the Batsuit equipment to protect yourself from harm. Craft your Hero Deck into a well-oiled machine to take on the most vile villains in the DC Universe in your quest for Victory (Points)!

The *DC Comics Deck-building Game* Tournament will be a multi-round event in which four or five players per table compete to achieve the highest score. Participants will each play two preliminary games: one of *DC Comics DBG Base Set* and one of *DC Comics DBG: Heroes Unite*. The four top players will then play a final round as villains in *DC Comics DBG: Forever Evil*. The winner takes the prize.

Registration for the *DC Comics Deck-building Game* Tournament is open now until January 28. Space is limited to 20 participants. Cost: \$10. Please sign up now using the Pay Now Registration form on the Events page of our web site or drop by the store.

Participants should already be familiar with *DC Comics Deck-building Game* or *DC Comics Deck-building Game: Heroes Unite*. (We can teach you how to play any day

before the event.) The special rules of the final game will be explained before the game begins.

Full tournament rules and scoring details are available on our web site: [www.HereBeBooks.com/events/](http://www.HereBeBooks.com/events/).

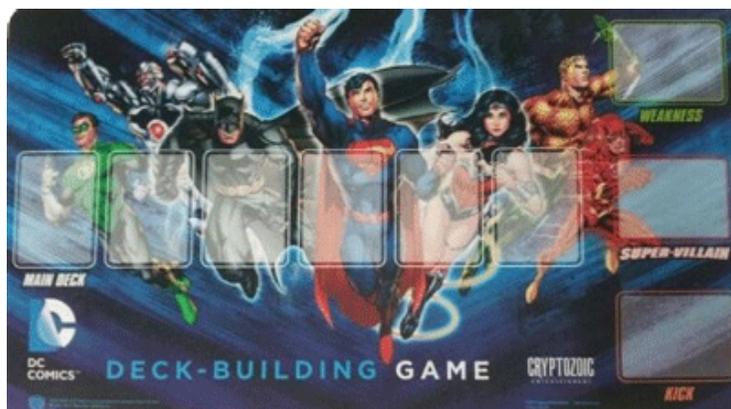


## ***DC Comics Deck-building Games Series*** **Overview - Super Frenemies of America!**

*DC Comics Deck-building Game* (DBG) is a competitive deckbuilding card game in which you take on the role of a famous DC Comics Superhero - or in the case of *Forever Evil* a Supervillain! Your goal is to acquire the most Victory Points (VPs), mostly by defeating Villains and Super-Villains - or Heroes and Super Heroes when you're playing *Forever Evil*. To accomplish this, you'll have to build a good deck by acquiring more and more powerful cards from the Line-Up, defeating Super-Villains, and ridding your deck of Vulnerability and Weakness cards as quickly as possible. Defeating Villains and Super-Villains is much like acquiring Equipment, Locations, Super Powers and Heroes from the Line-Up: you simply buy them with Power. Your only real Attacks are against your fellow Super Heroes. So you're more Super Frenemies than Super Friends in this game.

*DC Comics DBG* takes deckbuilding back to the basics with a particularly simple setup. As in most deckbuilders, players all begin with the same small deck of cards. In *DC Comics DBG* your starting deck consists of 7 Punch cards and 3 Vulnerability cards. Punch cards provide you with a little Power so you can buy better cards from the Line-Up. Vulnerability cards represent things that can make your Super Hero falter and really just clog up your deck, so you'll want to get rid of them as soon as you can.

In addition to a starter deck, each player takes one of the 7 large Super Hero character cards to play. Your Super Hero character provides you with your very own special ability. For example, The Flash always gets to go first (because he's really fast). He also gets to draw a bonus card the first time he plays a card that allows him to draw





one or more cards during his turn. Batman gains +1 Power for each Equipment card he plays, so he'll want to focus on acquiring Equipment - as Batman is wont to do. Wonder Woman gets bonus cards, when drawing her next hand, equal to the number of Villain cards she bought or gained during her turn. Superman gains +1

Power for each different Super Power card he plays, so by focusing on Super Power cards, he can build a really powerful deck. He is the Man of Steel after all. From *Heroes Unite*, Batgirl can discard a Punch card once each turn and draw a replacement. Booster Gold gets +1 Power for each Defense card he plays during his turn; he also gets to draw a card whenever he avoids an Attack.

Super Heroes in the original set include: Batman, Superman, Wonder Woman, Aquaman, The Flash, Green Lantern, or Cyborg. *Heroes Unite* includes: Batgirl, Hawkman, Nighthwing, Shazam!, Booster Gold, Red Tornado, and Black Canary.

### Set Up

After handing out starting decks and randomly dealing, or letting players choose, a Super Hero card, the only other setup necessary is to:

- \* Shuffle the Main Deck and place it near the middle of the table, turning up the top 5 cards to form the starting Line-Up.
- \* Prepare the Super-Villain deck: Remove the appropriate Super-Villain from the Super-Villain deck (Ra's Al Ghul for base game, Vandal Savage for *Heroes Unite*). He'll go face-up on the top of the Super-Villain deck. Then shuffle the remaining Super-Villains and deal 7 face-down, to form the rest of the deck. If you're playing *Forever Evil*, prepare the Super-Hero deck the same way with Flash on top (because he's really fast).



\* Place the Super-Villains deck, the Kick cards and the Weakness cards in separate stacks near the end of the Line Up.

\* Players should all draw 5 cards for their starting hand and you're ready to go.

### Game Play

On your turn, you can play cards from your hand in any order you want. When you play a card, resolve any game text on it immediately. Most cards have simple effects like +x Power or draw x cards. Some cards allow you to make an Attack against your fellow players. Some allow you to defend against such attacks. After and/or while playing your cards, you can use your Power to purchase Kick cards and/or cards from the Line-Up and/or defeat the current Super-Villain. Card costs appear in the grey circle in the bottom left corner of the cards. Super-Villains tend to be pretty expensive, costing 8-12 Power, while cards in the Main deck run 2-7 Power (World's Mightiest Mortal Hero card in *Heroes Unite* costs 8). Any cards purchased (or defeated) go in your discard pile, not in your hand. When your deck runs out and you need to draw a card, you'll shuffle your discard pile, containing all of your acquisitions, then play from your improved deck. Rinse and repeat until your deck is a well-oiled machine.

When you're done playing and purchasing cards, place your played cards and any cards left in your hand in your discard pile and draw 5 new cards. Refill the Line-Up as needed and turn up a new Super-Villain if needed. Play then passes to the next player.



### Ending the Game

The game ends immediately when you're either unable to refill all five slots of the Line-Up or can't turn up a new Super-Villain because the respective deck ran out. Players then add up the Victory Points (star values) on the cards in their decks, subtracting for any Weakness cards acquired. Highest score wins.

Most of the Main Deck cards are only worth 1-2 Victory Points (VPs). However, some cards' Victory Point value depends on other cards in your deck; an asterisk (\*) appears in the star on these cards. For example, if you have Green Arrow in your deck along with four or more other Heroes, Green Arrow is worth 5 VPs. The Utility Belt Equipment card can also earn you 5 VPs if you have four or more other Equipment cards in your deck. The Suicide Squad likes to gang up, so each one is worth 1 VP

for each Suicide Squad in your deck. There are six total, so that could add up to 36 points if you had all six! The Power Ring Equipment cards in *Heroes Unite* work similarly, but there are seven of those. In one bizarre case, the Villain Bizarro awards you 2 VPs for each Weakness card in your deck. This essentially is a gain of 1 VP per Weakness card, because each Weakness card in your deck costs you 1 VP. Sciencell from *Heroes Unite* earns you 1 VP for each different Villain in your deck. Super-Villains are Villains, too.

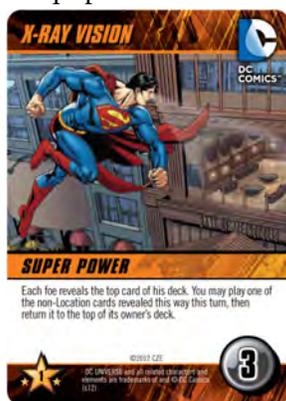
### It's All in the Cards

While we're at it let's look at some of the other cards in the Main Deck of *DC Comics Deck-building Game*. After all, it's these cards that really bring out the flavor and theme of the game. Hero cards include other famous DC Comics Heroes like Robin, Catwoman and Supergirl in the original set and Raven and Superboy in *Heroes Unite*. Most Hero cards give you additional Power or let you draw a card or two.



Aquaman's Trident, Batmobile and Lasso of Truth are just a few of the Equipment cards in the original set, while Batarang, Soultaker Sword and Helmet of Fate appear in *Heroes Unite*. Equipment cards also usually provide additional Power or cards. Many provide a Defense allowing you to discard the card to avoid an Attack from a Frenemy or Super-Villain. It's good to have Defenses.

Locations like the Fortress of Solitude and The Batcave provide an Ongoing effect once you get them into play - they remain in front of you for the rest of the game instead of being discarded with your other played cards. For example, Fortress of Solitude allows you to draw a card after playing your first Super Power each turn. The Batcave works the same way, but after playing your first Equipment card. Metropolis, from *Heroes Unite*, allows you to reveal the top card of your deck once during each of your turns; if it's a Super Power you can put it in your hand, if not, you may discard it. Gotham City works the same way only with Equipment cards.



Super Powers like the mundane - in Super Hero terms - but expensive (cost of 7) Super Strength often provide additional Power. Some, like Bulletproof and Super Speed also provide a Defense. Two Super Power cards from *Heroes Unite* work with the Main Deck. Shazam! lets you reveal and play the top card of the Main Deck, after which you return it to the top - that's in addition to the +2 Power it provides - making it worth every penny of its 7-Power cost. Teleportation lets you take the top card of the Main Deck into your hand; it's also a pricey one. The inexpensive Whirlwind, however, costing only 2 Power, lets you discard your hand and draw four new cards if it's the first card you play during your turn. One of the Super Powers from *Heroes Unite*, Force Field, has an Ongoing effect: if it's on the table in front of you, you may discard it to avoid an Attack.



Finally, let's talk a bit about the Villains in *DC Comics Deck-building Games*. The Super-Frenemies have to have someone to fight besides each other. (Even though it plays more like you're buying them off.) The original set contains the likes of Bane, Poison Ivy, The Penguin, Harley Quinn, Two-Face and Doomsday among others. Many give you additional Power or allow you to draw more cards once you've paid them off - er defeated them - and put them in your deck. You're supposed to think of their benefits as the experience you gained from defeating them. Some Villains provide an Attack you can make against your fellow Super Heroes. What can I say - you hired them! Types of Attacks include: making your Frenemies discard a card; pull a Punch or Vulnerability card from their discard pile and put it on top of their deck; or gain Weakness cards. Villains from *Heroes Unite* include Manhunter, Granny Goodness, Killer Croc and Ocean Master among others.



Super-Villains are not only more costly to defeat - yeah, that's the correct term - they're also more powerful. All - except the one that starts on top of the Super-Villain's deck at the beginning of the game - have a First Appearance-Attack that resolves immediately against all players, as soon as they're turned up. If you have a card with a Defense you can fend off the attack. For example, Graves' First Appearance-Attack requires each player to place a card from his hand face down. Then Graves destroys all of those cards. If one player lost a card with a higher cost than everyone else's, he gets to draw two cards. Once in your deck, Graves provides +4 Power and lets you move a card from your discard pile to the top of your deck. Nice beni. Captain Cold makes everyone shiver with cold when he appears, forcing all players to flip their Super Hero cards, thus negating their special power, until he is defeated.



### The DC Comics Deck-building Game Series of Games and Expansions

Thus far, there are three different stand-alone box sets of the *DC Comics Deck-building Game*: the original, *Heroes Unite*, and *Forever Evil*. Each game's rulebook includes variant rules. (Due to space limitations here, details on the variants are provided in my online review only. You can view it at [The Glass Meeple: theglassmeeple.com](http://TheGlassMeeple.com).)

*Forever Evil* turns the game on its head with players playing Super Villains instead of Super Heroes. It also adds Victory Point tokens to the game and card effects that allow players to gain - or lose - Victory Points during the game. Any VPs acquired during play are added to those provided by the cards in your deck when determining scores at game end.

Thus far, one expansion has been released for the *DC Comics Deck-building Game*: the *Crisis Expansion*. More expansions are expected before

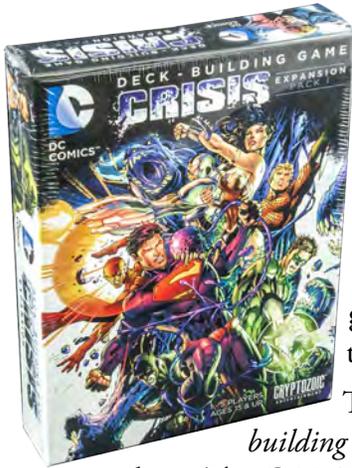
too long. The *Crisis Expansion* introduces cooperative play to *DC Comics DBG*. Players must beat each Crisis and defeat all of the Super-Villains before time runs out. Time runs out when you need to add a card from the Main Deck to the Line-Up and can't, in which case the Super Heroes lose and evil prevails. The number of Crises and Super-Villains you'll have to deal with depends on the number of players. Each Super-Villain brings a Crisis with him, so there are an equal number of Crises and Super-Villains in their respective stacks. During setup, place the Crisis deck next to the Super-Villain deck with the first card turned up. Otherwise there are just four changes to the game when you're playing in Crisis Mode. (Details available in online review: [theglassmeeple.com](http://theglassmeeple.com).)



The Crisis expansion includes 14 new Super Heroes and 32 cards for you to add to the Main Deck, as well as new Super-Villains, and of course, Crises. Rules are also included for Solo Play.

If you're looking for a Super Hero- or Super Villain-themed game with a quick set up and some good player interaction, look no further. Super Frenemies it is! Er, I mean, *DC Comics Deck-building Game* it is! The Equipment, Locations and Super Power cards are fun and thematic. When you also consider the numerous variants, as well as the different sets, there's a lot of replayability here. Which box should you start with? I recommend choosing the one with the most characters you know and love. It's more fun that way.

*DC Comics Deck-building Games* support 2 to 5 players ages 15 and up and solo play with the Crisis expansion. Younger players could certainly play. I suspect the age rating has more to do with violence - Super Heroes fighting Villains, Super Villains and each other - than with the difficulty. All of the games in this line are easy to learn and play and quick and simple to set up. Not many deck-building games can say the latter, that's for sure. Play time is about 45 minutes for the base games. Expect to double that when playing with the *DC Comics Deck-building Game: Crisis Expansion*.

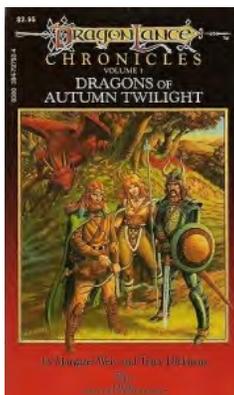


## Book Club Meeting

Our next meeting will be Friday, January 9 at 6 p.m. We're reading Tina's pick: *Dragons of Autumn Twilight* by Margaret Weis and Tracey Hickman. Newcomers are welcome. Just read the book and come to the meeting. Of course we'd like you to participate in the discussion, too.

**Reading:** *Dragons of Autumn Twilight* by Margaret Weis and Tracey Hickman

**Next Meeting:** Friday, January 9, 6 p.m.



## Bookmarks

*Vintage Maps of South Carolina*

*The Boo* by Pat Conroy

*To Kill a Mockingbird* - First Edition

Signed *Deep River* by Archibald Ruteledge

## Back in Stock!

Cards Against Humanity

Cash 'n Guns

Castle Panic: Wizard's Tower

Dice Town

Innovation

Mice & Mystics

Mille Bornes

Pandemic: Contagion

Splendor

Targi

Tobago

## Game Library Additions

Can't Stop

Colt Express

DC Comics DBG:

Heroes Unite

DC Comics DBG:

Forever Evil

Gravwell

The Hare & The Tortoise

Helios

Hyperborea

King of New York

La Isla

Marvel Dice Masters:

Uncanny X-Men

Subdivision

Troyes

Tuscany: Viticulture Exp.

*Titles in Library: 550*

*We'll teach you how to play!*

## New Arrivals!

Among the Stars: Ambassadors

Cafe International Card Game

Carcassonne Big Box 5

Carcassonne Gold Rush

Colt Express

Empire Engine

Epic Spell Wars of the Battle Wizards

Duel of Mount Skullzfyre

Hanabi Pocket Box

Hive Carbon & Hive Carbon Pillbug

King of New York

Kingsport Festival

La Isla

Mars Attacks: The Dice Game

Pairs

Pandemic: The Cure

Pathfinder ACG: Tempest Rising

The Resistance: Hidden Agenda

The Resistance: Hostile Intent

Roll for the Galaxy

San Juan (2nd Edition)

Shadowrun Crossfire DBG Exp 1

Sheriff of Nottingham

Skylanders (assorted characters)

Small World: Leaders

Small World: Necromancer Island

Small World: Royal Bonus Exp.

Small World: A Spider's Web

*Titles In Stock: 800+*

Here Be Books & Games

4650 Ladson Road, Suite I, Summerville, SC 29485

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