



BONUS CARDS

The following **BONUS SPECIAL** cards are not a part of the core game, but they allow for a more complex game. Add these cards in to mix things up once you're comfortable with the normal gameplay. Keep in mind, the more cards you introduce, the more difficult it will become to make captures. We recommend increasing the starting hand by **1** card for every **3** additional **SPECIAL** cards added.

BONUS SPECIAL CARDS:

*The **SMUGGLER** card allows you to hold an additional card until your next **BAD GUY** capture. Place him down in front of your hand, restock from the deck and also draw an additional card from the deck. Gameplay resumes as normal but you continue to hold and restock an extra card until you make your next capture. Once you do, The **SMUGGLER** goes immediately into the discard pile, and you restock to the starting hand size from the deck only.

*The **CHEATER** card is used out of turn to skip back to your turn. Turn order then resumes clockwise from there. In a two-player game you would play this card immediately after you complete your turn.

*The **TIME THIEF** card allows you to look and take any card from the deck. But you must then shuffle the deck.

*The **SUPER VILLAIN** card can block all **SPECIAL** cards, including **HERO** cards. He can also break through a **HERO** card on top of a capture. If you are still holding this card at the end of the game, destroy your largest capture. A **SUPER VILLAIN** will always betray you in the end!

*The **SUPER HERO** card can block all **SPECIAL** cards, with the added ability to block a **SUPER VILLIAN** card, but not a **HERO** card.

*The **PROPHET** card allows you to look at the deck.

*The **SCAVENGER** card allows you to take the top card from the discard pile.

*The **CON ARTIST** card allows you to swap any capture with any opponents capture.