

TURN SEQUENCE

1. Fill each empty slot in the Line-Up with a card from the top of the main deck.
2. Play all Weakness cards in your hand.
3. Play cards from your hand.
4. Total up your Power and purchase cards with combined cost less than or equal to that total. You may play additional cards even after making purchases.
5. As soon as you buy or gain a card, place it into your discard pile.

END OF TURN

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Draw five cards from the top of your deck.
6. If the top card of the Nemesis stack is face down, flip it face up and read aloud the next Nemesis’s First Appearance - Attack.
7. The next player starts their turn.

Do not shuffle your discard pile and make it your new deck just because you have no cards in your deck. Wait until you must draw, discard, or reveal a card from your deck. Then shuffle your discard pile, and it becomes your new deck.

The game ends immediately when either of the following two conditions is met:

- You are unable to flip up a new Nemesis on the stack.
- You are unable to refill all five slots of the Line-Up.

New Keyword - Sidekick: Sidekicks are extra oversized Characters that will join your main Super Hero. You have all the abilities of your Super Hero and each Sidekick “on your team” (in front of you).

You can coax a Sidekick to your team whether it is currently out of play or on your foe’s team. Just play the cards listed after the word “Recruit” to have that Sidekick join your team!

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TEEN TITANS GO!

DECK-BUILDING GAME



RULEBOOK

OVERVIEW

These young Super Heroes are ready for a fight! Based on the popular TV series *Teen Titans Go!*, this game is an all-out competition between powerful friends. If that weren't enough mayhem, the Titans will face their most notorious enemies too!

While each player's deck starts with only the ability to deliver some mild Punches, as the game progresses, you will add new, more powerful cards to your deck, with the goal of defeating as many Nemesis cards as you can. The other player is your foe, and you are in competition with them to build the best team and the best deck. In the end, the player who has accumulated the most Victory Points wins.

CONTENTS

115 Game Cards

- 14 Punch Starter Cards
- 6 Snack Time Starter Cards
- 64 Main Deck Cards
- 6 Titans Go! Cards
- 9 Nemesis Cards

• 10 Weakness Cards

• 6 Event Cards (Advanced Play Only)

5 Oversized Super Heroes / Sidekicks

1 Rulebook

SETUP FOR YOUR FIRST GAME

1. Super Heroes and Starting Decks

Each player is dealt a random oversized Super Hero. Alternately, each player may choose to play as their favorite Super Hero. Place the unused Super Heroes nearby, then flip them over to their Sidekick sides. More on Sidekicks later ...

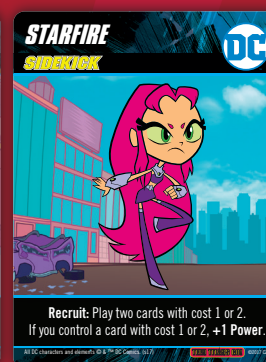
Each Super Hero begins with a starting deck of seven **Punch** cards and three **Snack Time** cards. You will use your Punch cards to buy more powerful cards to add to your deck, improving it as the game goes on. Snack Time cards represent the things that occasionally cause a Super Hero to falter. They can get rid of Weakness cards, but they don't provide any Power, so you will have to decide whether you want to destroy them or not (more on how to destroy cards later).



TYPES OF CARDS



SUPER HERO



SIDEKICK



Card Type

STARTER CARDS



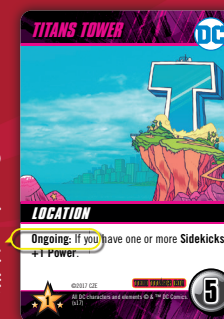
Cost

NEMESIS



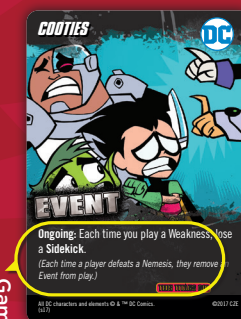
Card Type

HERO



Ongoing Ability

LOCATION



Game Text

EVENT



Victory Points

VILLAIN



Cost

SUPER POWER



Card Name

EQUIPMENT



Game Text

WEAKNESS

2. The Main Deck and Event Cards

Most of the cards that you will add to your deck as the game progresses come from the main deck. If you are playing the Advanced Game, add the six Event cards to the main deck, then shuffle it thoroughly and place it face down in the middle of the table. If you are new to the deck-building games, it is recommended that you play at least a few times without the Event cards. They can really mix things up!

3. The Nemesis Stack

Set aside Control Freak, then shuffle the remaining eight Nemesis cards, and place one of them back into the box without looking at it. Place the Nemesis cards face down, then place Control Freak face up on top of that stack.



4. The Line-Up

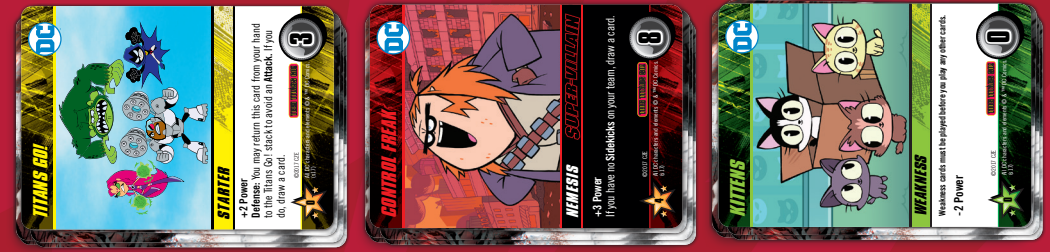
Place the top five cards from the main deck into the Line-Up. There is no board necessary to play this game; just reserve space for each card.

Note: If any Event cards appear in these first five cards, replace them with cards from the top of the main deck, then shuffle the Events back into the main deck. This only applies when setting up the Line-Up for the first time during a game.

5. The Stacks

Shuffle Weakness stack and then flip it face up. Place the Titans Go!, Nemesis, and Weakness stacks at the end of the Line-Up. You may want to turn these stacks perpendicular to the Line-Up so that everyone can reach them. Titans Go! and Nemesis cards are always available to be bought or defeated during your turn (while cards remain in their stacks). Weaknesses are never bought; they are gained only through unfriendly card effects. The Weakness stack is always face up, so you'll have advanced warning of the kind of trouble the next Weakness card will cause. The main deck and the three stacks of cards on the end are not part of the Line-Up.

THE STACKS



THE LINE-UP



MAIN DECK



Once you have arranged the main deck, the Line-Up, and the other stacks, it will look something like the above.

Your opening five cards in the Line-Up will vary. It is possible for the Line-Up to have more than five cards in it through various card effects. When it is your turn to refill the Line-Up, if there are already five or more cards in it, you do not add more cards to it.

GAMEPLAY

Randomly determine a player to go first. Each player begins by shuffling their deck and drawing five cards. Place your deck next to your Super Hero card to show that it is YOUR deck! Players take turns in clockwise order. At the start of your turn, if the Line-Up has fewer than five cards in it, add cards from the top of the main deck until all five slots of the Line-Up have been filled. Did any Events appear? If so, all players will be affected by them until they leave play. Any Event cards that appear are removed from the Line-Up and placed next to the Nemesis cards, but new cards are not added to fill their slots at this point. For more on Events, see page 10. You take your turn by playing cards from your hand face up for all players to see. This generates Power (the “currency” of the game) and other effects.

Each turn, you may buy cards from the Line-Up, from the Titans Go! stack, and/or buy the top card of the Nemesis stack to improve your deck. Cards you buy or gain are always immediately placed into your discard pile unless you are instructed otherwise. Discard piles are always face up. Soon they’ll be shuffled into your deck, and then you’ll be drawing these newer, more powerful cards into your hand so you can play them. Buying powerful cards builds up the effectiveness of your deck. That’s why it’s called a “deck-building game”!

You can buy any number of available cards with combined cost less than or equal to the amount of Power you have for the turn. For example, your Punch cards each give you **+1 Power**. If you draw four of them and no other cards with any Power bonuses, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even two cards each with cost 2, assuming these options are available. Titans Go! cards are (usually) available if the cards in the Line-Up are too expensive, and you may buy more than one during your turn if you wish. You may pass if you cannot buy or do not wish to buy any cards.

Unless otherwise specified, cards that you play stay in front of you until the end of your turn. If you play a card that did not come from your hand or deck, it stays in front of you with the rest of the cards you played until the end of your turn. Then, any cards that are not yours return to where they came from.



Order of Playing Your Cards

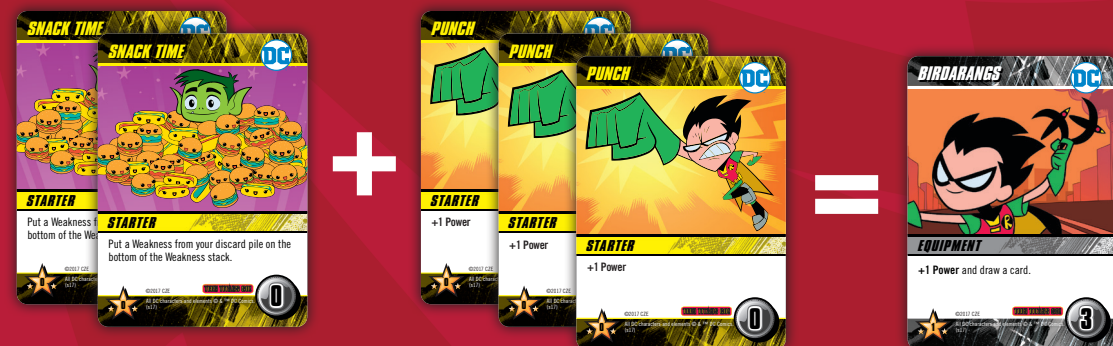
On your turn, after playing Weakness cards, you get to play the cards in your hand in the order of your choice. When you play a card, its game text resolves immediately. When you have played all the cards you wish to play at that time, total up the Power you have accumulated and buy what you wish to buy from the Line-Up or the face-up stacks. You do not have to play all of the cards in your hand (except for Weaknesses) before you start making purchases if you don’t wish to. You may play additional cards even after making purchases.

Ending Your Turn

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any “at the end of your turn” effects.
4. Place all the cards you played into your discard pile. Any unspent Power is lost.
5. Draw five cards from your deck.
6. If the top card of the Nemesis stack is face down, flip it face up and read aloud the next Nemesis’s First Appearance - Attack.
7. The next player starts their turn.

Sample Turn Sequence

After shuffling up your starting cards, you draw a hand of three Punch and two Snack Time cards for your first turn. You may play the three Punch for a total of 3 Power, which is enough to buy Birdarangs from the Line-Up. The Snack Times provide you with no additional Power.




Cards you buy or gain are put into your discard pile (unless otherwise specified), so as soon as you buy Birdarangs, it goes into your discard pile. If you have a card that interacts with Equipment in your discard pile, Birdarangs is a legal target!

END OF GAME

The game ends immediately when either of the following two conditions is met:

- You are unable to flip up a new Nemesis on the stack.
- You are unable to refill all five slots of the Line-Up.

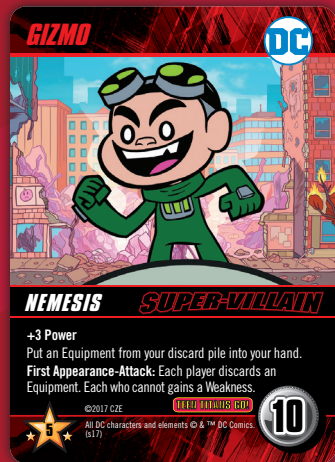
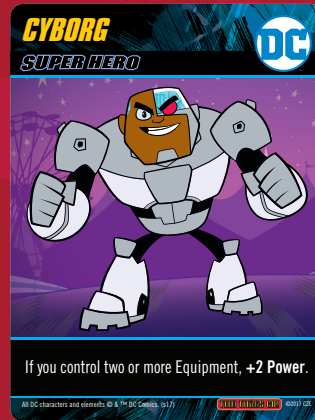
Return all Location cards you have in play, all cards in your hand, and all cards in your discard pile to your deck. Then, players total up the Victory Points  on cards in their deck. The player with the highest VP total is crowned the winner! In case of a tie, the tied player with more Nemesis cards wins. If there is still a tie, the tied player with the greater number of cards in their deck wins.

ADDITIONAL RULES

Remember that cards can change or go beyond the basic rules found in this rulebook. The card is always right. That means you should always do what the card says—even if the rules say something different.

Oversized Super Hero Cards

Your Super Hero gives you an ability that you may choose to use (typically) during your turn. If a Super Hero has two abilities on their card, both of them may trigger on the same turn. At the start of games after your first, each player may choose a Super Hero to play with, or deal two Super Hero cards to each player, and then each player chooses one.



Nemesis Cards

When you have accumulated enough Power in a turn, you can choose to defeat a Nemesis. If you do, take the top face-up card from the stack and place it into your discard pile. The next card in the Nemesis stack remains face down until your turn is over, so a player may defeat only one Nemesis per turn. Control Freak costs 8 to defeat. All other Nemesis cost 10 to defeat. When you defeat a Nemesis, you get to remove one Event card from the game. More on Events on page 10.

After your turn, but before the next player's turn starts, the next Nemesis on the stack is revealed. While Control Freak doesn't have a First Appearance - Attack, the rest of the Nemesis cards you face will come out swinging with a First Appearance - Attack against all players!

When revealed on the Nemesis stack, this Attack resolves immediately against each player in the game. Each player with a Defense card may defend against the Attack. The First Appearance - Attack will resolve against all players who do not defend themselves. These Attacks do not happen during any player's turn.

Nemesis is a unique card type. Nemesis cards are not Villains, Heroes, etc.

Nemesis Cards in Your Deck

Like any other card you acquire, a defeated Nemesis will aid you in your future turns. When you play a Nemesis card, the text above the First Appearance - Attack is the relevant text. The First Appearance - Attack is no longer applicable, as the Nemesis already made that Attack when it was first revealed from the Nemesis stack.

Nemesis cards are also Super-Villains. Super-Villain is a subtype, not a card type. Playing a Nemesis counts as playing one card type and one sub-type, not two different card types.

Destroying Cards

Some cards have an ability that allows you to destroy a card from your hand, your deck, your discard pile, or the Line-Up. When you destroy a card, place it into a face-up pile of destroyed cards anywhere away from the play area, removing it from your deck and the game. You will often get to choose which of your cards to destroy. Destroying your Starter cards will improve your deck greatly! If Weaknesses and Titans Go! are destroyed, they *do not* go back to their respective stacks.



Weakness

Some cards force players to gain a Weakness. If this happens, the Weakness card you gain comes from the top of the Weakness stack and is placed into your discard pile. When you later draw up Weakness cards into your hand, they must be played during your turn before you can play other cards.

You may not play any other cards, buy any cards, or end your turn while there are Weakness cards in your hand. They all must be played during your turn.

When a Weakness is destroyed, it is removed from the game. So, it is possible for the Weakness stack to run out. A player may still play a Defense to avoid an Attack, even when there are no Weaknesses available to be gained. Only a Snack Time can place a Weakness on the bottom of the Weakness stack.



Shuffling Your Deck

You don't shuffle your discard pile and make it your deck as soon as you run out of cards. Instead, at any point during the game if there are no cards in your deck and you need to draw, discard, or reveal a card from your deck, immediately shuffle your discard pile, and it becomes your new deck.

Events (Advanced Play Only)

Event cards are random happenings during the game that affect all of the players! As you might imagine, Events from the *Teen Titans Go!* universe can be random, wacky, and highly amusing!

When you refill the empty slots in the Line-Up at the start of your turn, Event cards may appear. Effects that add cards to the Line-Up during your turn may also cause Event cards to appear. When one or more Event cards are in the Line-Up, you must read each one aloud and then place them next to the Nemesis stack. Do not refill the empty slot in the Line-Up at this time. That empty slot will be refilled at the start of the next player's turn.

Event cards next to the Nemesis are not part of the Line-Up and are never bought, but all players must do what they say. There can be any number of Events in play at once.

To get rid of an Event, defeat a Nemesis! When you defeat a Nemesis, choose any one Event and remove it from the game. You cannot skip choosing one even if you don't want to get rid of one. When it is not your turn, you are an official member of the "Event Police" and should make sure the active player is resolving each Event appropriately.

If you gain an Event, place it next to the Nemesis stack. You do not gain a different card. Tough luck!

Locations

Locations all have Ongoing abilities that will work for you turn after turn. Location cards go straight to your discard pile when bought or gained, just like any other card. However, when you later draw and play a Location, that card will remain face up and in play in front of you for the rest of the game. Each Location has a unique effect that can trigger during each of your turns for the rest of the game. The word **Ongoing** means, "When you play this card, it stays in play for the rest of the game and works for you turn after turn." You can have any number of Locations in play at once. You control Locations in play in front of you. Other players don't gain the benefit.



Discarding Cards

When a card tells you to "discard" a card, it means from your hand as the default. However, a card may tell you to discard a card from another place, such as the top of your deck or from in play. Cards that are discarded in this way still count as being "discarded."

Gaining Cards

When a card tells a player to gain a particular card or a card of your choice, that card is taken and immediately placed in your discard pile at no additional cost, unless otherwise directed by the card. If a card tells to you gain a card with a specific name, card type, or cost and there are none available, you simply don't gain the card.

If you gain an Event, place it next to the Nemesis stack. You do not gain another card to make up for it.

Resolving Card Abilities

When you play a card that triggers another effect, like on your Super Hero or a Location you control, fully resolve the card you are playing before resolving any triggered secondary effects.

If a card tells you to perform an action that you cannot do, just ignore that part of the text. All other parts of the card will still resolve as normal. For example, if a card allows you to put a Super Power from your discard pile into your hand and you have none in your discard pile, nothing happens.

Own vs Control

You **control** cards that you have played during your turn and are in play or that are in front of you on an Ongoing basis. You do not control cards in your hand, deck, or discard pile. If a card gives you a bonus if you control a certain card or card type, you must already have that card in play to gain the bonus.

You **own** cards that came from your deck, whether they are in play, being played, in your hand, deck, or discard pile. You may both own and control the same card at the same time.

CARD TYPES

Each card has a type listed under the art and above the ability text box. This area is the "card type bar." Most cards will be one of nine different card types: Event, Equipment, Hero, Location, Nemesis, Starter, Super Power, Villain, and Weakness. If an effect uses the term "card type," it means one of these nine types.



KEYWORDS

Keywords are bolded words in text boxes that let you know something special is happening beyond simply what the card says. Locations have the **Ongoing** keyword. Cards can also have **Attack** and **Defense** as keywords. **Power** is also a keyword, but it isn't referenced like the others are. Keywords are not optional, unless they use the word "may." If you play a card with an Attack, you can't be nice and ignore it.

Attack cards allow you to do mean stuff to your opponent. When you play a card with an Attack ability, your foe has an opportunity to avoid the Attack with a card that has a Defense ability.

Defense cards allow you to defend yourself from an Attack made by your opponent or a Super-Villain card. In order to use a Defense card to avoid an Attack, it must be in your hand. A player may only utilize one Defense card per Attack. If a player doesn't avoid the Attack, they are immediately affected by the Attack card's ability. Avoiding an Attack does not negate any other abilities (like +2 Power) on the Attack card.

If an Attack looks for a particular card or card type and you do not have one in the place where the Attack looks, you suffer no effects of the Attack, but you may still use a Defense against it if you wish.

Most Defense cards give you a reward when you discard them to avoid an Attack. The reward is listed after "If you do" on your Defense card.

Ongoing is a keyword found on Locations. Ongoing means, "When you play this card, it stays in play for the rest of the game and works for you turn after turn." You cannot choose to discard a Location you control, but an Attack can cause a Location you control to be placed into your discard pile.

SIDEKICKS

Sidekick is also a keyword. A card with the word **Sidekick** in its game text box is not a Sidekick. Instead, all of the Super Heroes that are not chosen at the start of the game become potential Sidekicks. Flip over each unused Super Hero at the start of the game. These are now the Sidekicks you have access to this game. You can have multiple Sidekicks. When you have a Sidekick in front of you, that Sidekick is "on your team." That means you have full access to the abilities on that card. However, just because it is currently on your team doesn't mean your foe can't steal it away ...

The easiest way to have a Sidekick join your team is to play the cards listed at the top of the Sidekick's text box after the word **Recruit**. "Recruit" means you take that Sidekick card and place it next to your Super Hero. That Sidekick joins your team whether it is out of play or currently on your foe's team. Some cards you play will tell you to "recruit a Sidekick." These Sidekicks come only from the unused ones off to the side, and not from your foe's team. If you have so many Sidekicks that the unused ones run out, you simply don't acquire a new Sidekick.

Some cards have text that says to "steal" a Sidekick. That allows you to choose a Sidekick your foe has on their team and move it over to your side of the table to join your team. When you play the cards needed to recruit a Sidekick, and your foe has that Character on their team, that is also stealing a Sidekick.

Some Attacks and card effects can cause/ask you to "lose a Sidekick." Losing a Sidekick means choosing one of your Sidekicks and placing it out of play with the rest of the unused Sidekicks. Your main Super Hero is not a Sidekick and can never be lost. When you lose or have a Sidekick stolen away, those both count as "losing a Sidekick."

Combining Cerberus Deck-Building Games

There are other DC-themed sets in the Cerberus family of deck-building games. Some Cerberus (the name of the game system) games use Event cards. If you combine this game with a Cerberus Game that uses Events, just make sure that the total is no more than 10 in the main deck.

Some Events from other games don't affect each player. Instead, they might just affect the player who reveals it from the main deck. Also, while the **Teen Titans Go!** Events stick around, Events from other games only last as long as they say they do. Just follow the text on the card and have fun!

After choosing your Super Hero, flip the unused **Teen Titans Go!** Characters to their Sidekick sides. No matter what Super Hero you are playing, the Teen Titan Sidekicks are standing by to help out!



SPECIFIC CARD CLARIFICATIONS

Note: Cards often refer to “each foe” even though you have only one foe in this game. This is so your cards can be used in other Cerberus Engine games. Check out the box bottoms of other games to discover if they are fully compatible with this one. Those games typically allow 2-5 players to battle it out. Add in your **Teen Titans Go!** cards to any other set (or vice versa) to create a unique all-new experience!

Crystal Prism: Super Heroes and Sidekicks don’t count.

HIVE Tower: This is an optional ability that you may use once during each of your turns, but only if you have a Sidekick to lose.

Laundry Day: You may choose a color you do not control.

Más y Menos: Your foe cannot deny the High Five.

Mutation: Cards without a card type still maintain their color.

T-Car: Super Heroes don’t count.

Terra: She is passed to your foe from in play after you draw a card.

Turned into Babies: When this Event is removed, the Characters who were flipped over by this effect are flipped back to their Super Hero sides. If you have your foe’s Super Hero on your side, it goes back to your foe. This does not count as “losing a Sidekick.”

OVERSIZED SUPER HERO CARD CLARIFICATIONS

Beast Boy: Note that utilizing a Defense is not “playing” a card. If you do not have a card in hand to discard, you do not draw a card.

Robin and Starfire: Once you have the required cards in play, you may trigger this ability when you choose to during your turn. It is not mandatory, so if you forget, you are out of luck.

Starfire - Sidekick: The two cards you play to recruit her do not need to have the same cost, so you can play a 1 and a 2 to recruit her.

FAQ

Q: What does the term “defeat” or “defeated” mean?

A: That term is only used in reference to a Nemesis. You “defeat” a Nemesis when you buy it from the top of the Nemesis stack. That Nemesis has then been “defeated.”

Q: Do I “gain” cards that are passed to me, which then trigger “when you buy or gain this card” text?

A: No, “passed” cards do not count as “gained.”

Q: Who is “on my team?”

A: Your Super Hero and each Sidekick in front of you are all “on your team.”

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