



**GOOD VERSUS
NOT-SO-GOOD**

A Super Card Game of Justice
for 2-6 Crime Fighting Superheroes!



By: John Reyman

HEROIC STUFF: 22 regular and 5 advanced Villainy Cards, 133 regular and 2 advanced Super Cards, as well as these spiffy rules!

MISSION: Defeat the most Villainy and save The City from the evil by serving up a slice of righteous combat pie!

SETUP: Let fate choose the Anti-villainy (player) to go first (cut the Villainy deck and highest value becomes the first player; roll a die; paper-rock-scissors; whatever you heroes can agree on!) That player shuffles the Villainy Cards and sets them in the center of the table forming the Villainy Deck. Next they shuffle the SuperCards and deal 8 to each player. Each player then checks to see that they have at least 1 HERO or SIDEKICK (see CARD TYPES below) in their hand. If they do not, they give their cards back and are dealt 8 new cards. Repeat this process. Once everyone has a HERO or SIDEKICK in hand, the first player shuffles the remaining SuperCards and places them in the center of the table forming the SuperDeck! If you ever run out of SuperCards, shuffle the discards and make a new SuperDeck!

THWARTING EVIL: Each player's turn is broken down into 3 easy-to-master steps to greatness.

1 - STAND VIGILANT

2 - PATROL FOR EVIL

3 - BATTLE EVIL!

4 - FORM THE YING TO VILLAINY'S YANG (DISCARDING) Okay, so 4 steps...

STANDING VIGILANT: During this phase, draw your hand to 8 cards if you have fewer than 8 cards in your hand (it is possible to have 8, or more, so do not draw cards if you do - Heroes don't cheat!). Hear the call and answer it by placing a HERO and/or SIDEKICK into play at this time! (it is usually a good idea!) If you have a HERO or SIDEKICK in play and you play another one, you must discard the one in play first. You may only have one HERO and one SIDEKICK in play at a time.

PATROLLING FOR EVIL: Grab the top card of the Villainy Deck and turn it over in front of your HERO/SIDEKICK. This is the crime or criminal you must defeat! The card will be one of 2 basic types: VILLAIN or SCENARIO (see CARD TYPES below). Also, there is a COALITION card in the Villainy deck (see SPECIAL RULES below).

BATTLING EVIL: Once you've determined who, or what, it is you are battling, you have to determine who is stronger, your HERO and/or SIDEKICK or the Villainy standing between you and sweet feel-good giantess known as Justice! Beginning with the player to your left, each player may, in turn, play cards to offer magnanimous help, or viciously hinder, the HERO and/or SIDEKICK. The Battle ends when you can't or won't play any more cards that will affect the outcome.

The following rules apply when playing cards into a battle:

- 1) A limit of 1 LOCATION may be in play during a battle.
- 2) A limit of 1 EQUIPMENT per HERO or SIDEKICK may be in play during a battle.
- 3) A limit of 1 VEHICLE may be in play during a battle.
- 4) There is NO limit to the number of Citizens in play during a battle.
- 5) Some SuperCards, known as ACTION CARDS, can be played anytime, and some cannot be played except at specific times. These cards will tell you that. Listen to them. They know best!
- 6) There are exceptions to every rule! They are as follows:
 - a) Cards with like NAMES (such as The City and The City Rooftops) may be played as ATTACHMENTS (that means they are temporary enhancements to cards already in play) and they double their value (this is done by adding up all the ATTACHMENTS and doubling them; HERO and SIDEKICK cards never double their value). No card may be doubled more than once though some cards may double more than one card! Never double cards because of like TYPES (such as -CITIZEN- or -VEHICLE-)
 - b) Cards that have a +/- value are positive OR negative as determined by the person who plays the card.
 - c) Some SuperCards break the rules, so follow the card text when that happens!

-Once everyone has had a turn to play cards, add (and subtract) the values of all cards involved (you always subtract HERO/SIDEKICK Super values) and if the end result is 0 (zero) or less then the Villainy is defeated! The victorious HERO and/or SIDEKICK may claim the Villainy Card and any CITIZEN cards from the battle (people (s)he saved!) and place them into a pile to claim as Hero Points! You stand triumphant! All the other SuperCards are discarded.

-If the total is 1 (one) or more, then Villainy is free to weave its spidery web of fear through The City! Discard all SuperCards in play, and place the Villainy card off to one side to track the Villainy Points in The City. If the total of the Villainy Points ever reaches 30 or more, then The City is overrun with malevolence and everyone loses!!! Additionally, the battling player MUST discard the SIDEKICK they have in play if they lost to a VILLAIN or COALITION. If they have no SIDEKICK, they MUST discard the HERO they have in play.

DISCARDING: Once you've claimed your Hero Points, or lost to Villainy, you may discard up to 2 cards if you choose to do so.

SAVING THE DAY: The game ends when there are no more Villainy Cards left to battle (unless the Villainy Cards have totaled 30 points of victories over the HEROES and SIDEKICKS (this would be bad, and everyone loses!) and players add up the following to see who was the most heroic in The City: HERO value, SIDEKICK value, VILLAIN/SCENARIO/COALITION values, CITIZEN/PRESIDENT values

ignoring any + or - on the cards. The player with the highest total wins! Poetic Justice is served! Or Puppet Show Justice, if you prefer...but everyone wins when fiendish masterminds of naughtiness who would crush our carbon hearts into perfect diamonds of terror are foiled!

CARD TYPES: The SuperDeck is broken down into several types of cards called SuperCards. They are HERO, SIDEKICK, ACTION, EQUIPMENT, VEHICLE, LOCATION, and CITIZEN cards.

Super Value →			Battle → Modifier		
					
Card Name→ Card Type→					

The Villainy Deck is broken down into 3 types of cards called Villainy Cards. They are VILLAIN, SCENARIO, and COALITION cards.

Villainy Value →				
				←Special Text
Card Name→ Card Type→				

CARD DEFINITIONS:

HERO: Your primary defender of all that is good! Their value must equal or exceed the Villainy Value in order to save the day!

SIDEKICK: Your secondary defender of virtue! Their value can be used in place of, or in addition to, the Hero's Value.

CITIZEN: They can add to (get in the way) or subtract from (help out) a battle a Hero is in! No limits on how many show up!

EQUIPMENT: Like CITIZENS, they can help or hinder a Hero/Sidekick. Usually limited to 1 in play at a time.

LOCATION: Like CITIZENS, they can help or hinder a Hero/Sidekick. Usually limited to 1 in play at a time.

VEHICLE: Like CITIZENS, they can help or hinder a Hero/Sidekick. Usually limited to 1 in play at a time.

ACTION: These cards have NO numerical value and may be played at any time, subject to limitations set forth in their text, and can dramatically affect the outcome of a battle and the game! Sometimes they are good, sometimes they are not-so-good...

VILLAIN: The primary form of Villainy in The City. Losing to them will cost you at least a Sidekick...and possibly the game!

SCENARIO: The secondary form of Villainy. Not all Scenarios are evil plots, but they are things your Hero/Sidekick may have to overcome in order to end a reign of crime! Losing to them won't normally cost you...except possibly the game!

COALITION: The third and final form of Villainy. Alone they aren't much, but they are always up to something more nefarious. Perhaps loosing an atomic bovine on The City, building a robotic assassin, or even possibly getting you Court Martialed!

CARD SYMBOLOGY:

BLUE STAR: This is the Super Value of HEROES and SIDEKICKS. Subtract this from the value of a Battle to see who wins! This value also counts toward your Hero Points at the end of the game!

YELLOW CIRCLE: This is the Battle Modifier of CITIZENS. It also counts toward your hero points (ignore any + or - on the cards) at the end of the game! Save lots of CITIZENS from steely doom!

WHITE CIRCLE: This is the Battle Modifier of VEHICLES, LOCATIONS, and EQUIPMENT.

RED STARBURST: This is the primary value you must overcome in a Battle. Other players, including you, can modify this through usage of SuperCards. The point value counts toward your Hero Points if you win, but if you lose they are added to the Villainy Points!!! Don your oven mitts of all that is good and stay in the kitchen, stand the heat, and make crime pay for donuts!

RED or GREEN CIRCLES: This is the symbol of action cards. Play them whenever you can. They'll tell you when. Listen closely!

SPECIAL RULES: Some cards have a special way to be played, and are usually described in their text, but here are some clarifications:

COALITION: When this card is revealed from the Villainy Deck, take an additional card from the Villainy Deck and ATTACH it to the COALITION card to represent the COALITION'S *nefarious plot!* If they are defeated, the victor may add both cards to their Hero Points. If they are not defeated, shuffle the COALITION back into the Villainy Deck so they can *arm* themselves to *get ahead* in bringing more evil *afoot*, and add the other Villainy Card to the Villainy Points and prepare to *toe* the line next time!

JIMMY CARTER. PRESIDENT: Jimmy may be played after other CITIZENS have been played, but once he is in play, no more CITIZENS may be played. Jimmy counts as a CITIZEN when claiming Hero Points.

THE TERROR: If The Terror is defeated upon his first appearance, he gets shuffled back into the Villainy deck, but the victor still claims any CITIZENS he saves for Hero Points.

OPTIONAL RULES: Some rules you may like to use to customize your Heroic Destinies!

NOT-\$0-AVERAGE-JOES: If you do not have a HERO or SIDEKICK in play, *and* you do not have a HERO or SIDEKICK in your hand, you may play a CITIZEN card as your hero (ignore any + or - on the card).

I'M FAMOUS: When a Villain or Scenario wins a Battle, it stays in play for the next player's turn.

GLOBAL FISH FRY: When drawing from the Villainy deck, draw 2 cards and ATTATCH them!

COMBINED WEIGHT OF TERROR: Add the 5 advanced (noted by little stars around their values) Villainy Cards to the Villainy deck. Also increase the Villain Point goal to 35.

LEAGUE OF SUPERLADIES: Add the 2 advanced (noted by little stars around their values) SuperCards, both of which are female Heroes, to the Super Deck. This is highly recommended if you added the 5 advanced Villainy cards.

SAMPLE OF PLAY:



In the prior example Captain Liberty and Nightshade are battling Ninjas. Great Molly Hatchet! What could be worse? Well, for one, they are fighting them at the LOCATION played by another player known as The City, which adds 5 to their already stalwart 7 ($7+5=12$), making them a 12. In addition, there is a CITIZEN played by yet another player, a Bus Driver, who is in danger! This adds another 1, bringing them to 13!!! ($12+1=13$) Now we subtract Captain Liberty and Nightshade (a total value of 10), $13-10=3$, and Captain Liberty's player plays a CITIZEN, a Prisoner, that obviously has some useful information, thus reducing the 3 to a 2 ($3-1=2$). Additionally, they play Captain Liberty's Torch, a nice piece of EQUIPMENT, that normally subtracts 2 from the battle, but since it has the like name (Captain Liberty) it ATTACHES to Captain Liberty and is doubled! This makes it a -4!!! So $2-4=-2$ and -2 is less than 0, so Captain Liberty and her SIDEKICK Nightshade win! Captain Liberty claims the Ninjas, the Bus Driver AND the Prisoner for Hero Points. The LOCATION and EQUIPMENT are discarded. NOTE: The Villainy Points for this game are up to 26 thus far...if Captain Liberty had lost, then the game would be over as more than 30 points in Villainy had been accumulated!! ($26+7=33$) As a Hero, you should never let that happen!

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INSPIRATION:	The Tick prime time television series ©2001 Columbia Tri-Star Television
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(I RECKON THAT MAKES ME EVIL!)**

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F

"Ohhhh, that's pretty good!"
Current battle ends in **FAILURE** for the current **HERO** and/or **SIDEKICK**.



D

"That is icky to infinity."
Replace the current Villainy Card in play with the top card from the Villainy Deck. Reshuffle the former Villainy Card back into the Villainy Deck.



+1

**COURTHOUSE JUDGE
KENDALLSON
- CITIZEN -**



F

"You're s'posed to be, y'know, heroic."
Current battle ends in **FAILURE** for the current **HERO** and/or **SIDEKICK**.



Draw 3

"Strange treats from the Orient!"
Draw 3 cards from the SuperDeck!



A

"We are a Duocracy."
Attach this card to your **HERO** & you may Attach another **HERO** to this card



F

"Crazy talk, crazy talk! Change the subject!"
Current battle ends in **FAILURE** and it becomes your turn!



Draw 3

"Good lord, man, retain that anus!"
Draw 3 cards from the SuperDeck!



A

"Sidekicks unite!"
Attach this card to your **SIDEKICK** & you may Attach another **SIDEKICK** to this card



"A secret message from my teeth!"
Current battle ends in VICTORY for the current HERO and/or SIDEKICK.



"Spit him out!"
Remove any one SIDEKICK, not in a battle, from play and discard it.



"You're giving me an intervention?"
Discard any one HERO or SIDEKICK, not in a battle, from play.



"Wow! You're extra old."
Current battle ends in VICTORY for the current HERO and/or SIDEKICK.



"He can't die. He's the Immortal!"
Remove any one HERO, not in a battle, and discard it from play.



"I am Batmanuel sized...why?"
Replace any HERO in play with a HERO from your hand.



"I dare you!"
Choose another player to fight this battle instead of you.



"Ninjas don't bounce."
A current battle with NINJAS ends in a VICTORY for the HERO and/or SIDEKICK.



"These lettuce fragments are rather unwieldy."
Remove any one EQUIPMENT card from the current battle & discard it.



ARTHUR'S APARTMENT
- LOCATION -



"It's your destiny..."
Double the value of any HERO or SIDEKICK in the current battle.



"Gravity is a harsh mistress."
Current battle ends. You choose if it is a VICTORY or a FAILURE.



ARTHUR'S GOGGLES
- EQUIPMENT -



UPTOWN WORCHESTER
- LOCATION -



"Your nat'l anthem, is it not America the Beautiful?"
Cancel any one SuperCard as it is being played, except a HERO or SIDEKICK, and discard it.



ARTHUR'S PHONE
- EQUIPMENT -



DOWNTOWN WORCHESTER
- LOCATION -



"That little weasel!"
Choose a HERO or SIDEKICK, their value does not count in this battle.



+1

BUS STATION
- LOCATION -



-1

BATMANUEL'S CELL
- EQUIPMENT -



-2

ARTHUR'S WINGS
- EQUIPMENT -



-1

TICK'S SUPERHERO LICENSE
- EQUIPMENT -



-1

BATMANUEL'S DISGUISE
- EQUIPMENT -



-2

THE BATMANUELMOBILE
- VEHICLE -



+3

XXX HOT SPOT!
- LOCATION -



-2

FIERY BLAZE'S FLAMES
- EQUIPMENT -



+1

BATMANUEL'S CAST
- EQUIPMENT -



-1

TICK & ARTHUR'S GOMM RINGS
- EQUIPMENT -



+1

THE CITY POLICE STATION
- LOCATION -



+1

THE CITY HOSPITAL
- LOCATION -



-2

BIGGEST DARN WHIRLYBIRD
- VEHICLE -



+5

THE CITY
- LOCATION -



+2

CITY HOTEL ELEVATOR
- LOCATION -



-1

LONELY PANDA DINER
- LOCATION -



-1

THE CITY TIMES
- EQUIPMENT -



+1

THE CITY ROOFTOPS
- LOCATION -



+4

THE CITY COURTHOUSE
- LOCATION -



-1

CAPT. LIBERTY'S PANTIES
- EQUIPMENT -



+2

CAPT. LIBERTY'S DOG
- EQUIPMENT -



+1

**RUSSIAN-AMERICANS
GOVERT OPS VAN**
- VEHICLE -



-2

CAPT. LIBERTY'S TORCH
- EQUIPMENT -



-1

CAPT. LIBERTY'S FLAT
- LOCATION -



+3

FRANCIS PEACOCK CENTER
- LOCATION -



+2

CONSTRUCTION SITE
- LOCATION -



-2

CAPT. LIBERTY'S GRENADES
- EQUIPMENT -



-1

IMMORTAL'S LIMO
- VEHICLE -



-1

THE HALL OF HEROES
- LOCATION -



+3

DESTROYO'S BOMBS
- EQUIPMENT -



+1

LAUNDROMAT
- LOCATION -



-2

IMMORTAL'S AUTOBIOGRAPHY
- EQUIPMENT -



+1

DESTROYO'S CAR
- VEHICLE -



+1

THE QUALITY CAFE
- LOCATION -



+3

IMMORTAL'S FUNERAL
- LOCATION -



0

DESTROYO'S BALLET SLIPPERS
- EQUIPMENT -

After the battle discard the IMMORTAL from play. Automatic VICTORY if DESTROYO is in play.



TEROR'S SCORPION
- EQUIPMENT -



CITY TAXI
- VEHICLE -



PEEK A BOOM PRESS
- LOCATION -



WOOF! THERE IT IS PET STORE
- LOCATION -



TEROR'S ANAESTHESIA
- EQUIPMENT -



PEEK A BOOM MAGAZINE
CAPT. LIBERTY ISSUE
- EQUIPMENT -



ZIPPY'S DRY CLEANERS
- LOCATION -



TEROR GAS GRENADE
- EQUIPMENT -



RED SCARE TRIGGER DEVICE
- EQUIPMENT -



DINER BARTENDER
- CITIZEN -



BEA, ARTHUR'S MOM
- CITIZEN -



BUS DRIVER
- CITIZEN -



BUS STATION MANAGER
- CITIZEN -



CLARISSA
- CITIZEN -



CONSTRUCTION WORKER
- CITIZEN -



POLICE MAN
- CITIZEN -



DARLENE
- CITIZEN -



HOSPITAL DOCTOR
- CITIZEN -

+1



DOT, ARTHUR'S SIS
- CITIZEN -

+1



ZIPPY
- CITIZEN -

+2



FRANCIS PEACOCK
CENTER GUARD
- CITIZEN -

-1



GEN. FILLMORE
- CITIZEN -

-1



GEN. MILLER
- CITIZEN -

-1



GENERAL THOMAS
- CITIZEN -

+1



GOGO DANGER
- CITIZEN -

+4



IMMORTAL'S FANS
- CITIZENS -

+2



JIMMY CARTER
- PRESIDENT -

While in play, NO Citizens may be played.



+1

**KEVIN, #1 BOOK
SIGNING FAN
- CITIZEN -**



+1

**LAUNDROMAT CHANGELADY
- CITIZEN -**



+1

**"ME", JAIL BIRD
- CITIZEN -**



+2

**METCALF,
EVACUTRON PATIENT
- CITIZEN -**



+1

**MR. FISCHLATTER
- CITIZEN -**



+1

**RANDOLPH,
PET STORE OWNER
- CITIZEN -**



+1

**PLUCKY PIMPLY TEEN
- CITIZEN -**



+1

**POLICE OFFICER
- CITIZEN -**



-1

**PRISONER
- CITIZEN -**



+1

RECEPTIONIST
- CITIZEN -



+1

SAMANTHA STEVENS,
COURTHOUSE REPORTER
- CITIZEN -



+3

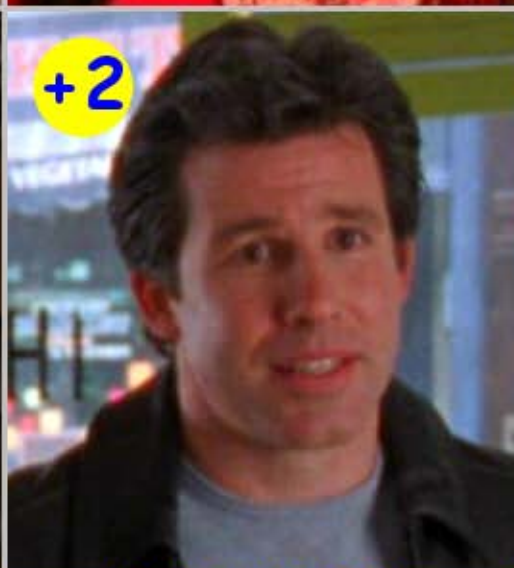
STACY WAXMAN
- CITIZEN -



+1

STANISTOFF
- CITIZEN -

Value is -3 if DESTROYO is in play



+2

CAPT. LIBERTY'S
BOYFRIEND, STEVE
- CITIZEN -



+1

STEVE FILBERT
- CITIZEN -

Can't be played if the CHAMPION is in play.



+1

THELMA
- CITIZEN -



+1

TOM
- CITIZEN -



+1

WEARY BUS TRAVELLER
- CITIZEN -

10



THE TICK
- HERO -

5



ARTHUR
- HERO -

8



CAPT. LIBERTY
- HERO -

4



BATMANUEL
- HERO -

7



THE FIERY BLAZE
- HERO -

9



THE IMMORTAL
- HERO -

6



MEDUSA
- HERO -

1



THE CAPE
- HERO -

9



THE CHAMPION
- HERO -



UNCLE SAMSON
- HERO -



AMAZING FORKHEAD
- HERO -



SONIC BOOM
- HERO -



THE ANGLER
- HERO -



CAPTAIN COMET
- HERO -



SPECTRON
- SIDEKICK -



COLONBOY
- SIDEKICK -



EMERALDO
- SIDEKICK -



**FISH BOY,
LOST PRINCE OF ATLANTIS**
- SIDEKICK -



FRIENDLY FIRE
- SIDEKICK -



JOHNNY REPUBLIC
- SIDEKICK -



KID CABOOSE
- SIDEKICK -



NIGHTSHADE
- SIDEKICK -



PRISMATTY
- SIDEKICK -



TINY MAN
- HERO -



DYNABABE
- HERO -



LADY CRIMSON
- HERO -



RUNAWAY TRAIN
- HERO -



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10



APOCALYPSE COW
- VILLAIN -

6



ARMED ROBBER
- VILLAIN -

5



BOOK SIGNING
- SCENARIO -

4



CAR THIEF
- SCENARIO -

3



**DEVILISHLY CLEVER
COMMUNE**
- VILLAIN -

5



COUNSELING
- SCENARIO -

8



COURT MARTIAL
- SCENARIO -

9



DESTROYO
- VILLAIN -

2



UNPLUGGED EVACUTRON
- SCENARIO -



6

EXPOSED!
- SCENARIO -

Win or lose, discard your Hero or Sidekick after the battle.



7

FRANCIS PEACOCK
- VILLAIN -



6

INITIATION
- SCENARIO -



4

JAIL BREAK
- SCENARIO -



1

JAVA DEVIL
- VILLAIN -



3

MR. TAKING STUFF
- VILLAIN -



7

NINJAS
- SCENARIO -



4

GUY STUCK HALFWAY
UP A ROBOT'S ASS
- SCENARIO -



5

PEEK A BOOM DELIVERY
- SCENARIO -



6

**RUSSIAN-AMERICANS
- COALITION -**

*See Special Rules



8

**RED SCARE
- VILLAIN -**



5

**SIBYL CYLLUM
- VILLAIN -**



4

**THE TERROR
- VILLAIN -**

The first time the Terror is Defeated, shuffle him back into the Villainy Deck.



4

**ZORDOX
- VILLAIN -**



6

**ELECTRONIMO
- VILLAIN -**



5

**FEAR
- SCENARIO -**



3

**KID PSYCHO
- VILLAIN -**



2

**THE 'A' HOLE
- VILLAIN -**

If you lose, discard your HERO or SIDEKICK