

ENDANGERED CHILD



ONGOING

AT THE START OF THE ENVIRONMENT TURN, EACH HERO TARGET DEALS THEMSELVES 1 IRREDUCIBLE PSYCHIC DAMAGE, THEN DESTROY THIS CARD.

ANY ACTIVITY THAT THEY WERE TOLD NOT TO DO, OR WERE WARNED AGAINST BY GROWN-UPS, IS NOW FAIR GAME!

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



WORLD WITHOUT GROWN-UPS

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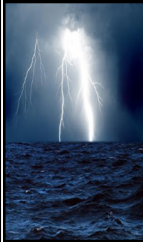
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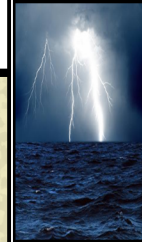
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### SAFE ZONE



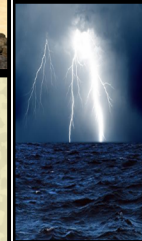
#### INDESTRUCTIBLE

AT THE START OF THEIR TURN, A PLAYER MAY SKIP TO THEIR DRAW PHASE. IF YOU DO, YOU MAY MOVE AN ENDANGERED CHILD CARD FROM PLAY TO BENEATH THIS CARD. CARDS BENEATH THIS CARD HAVE NO TEXT, ARE NOT CONSIDERED IN PLAY, ARE INDESTRUCTIBLE, AND MAY ONLY BE AFFECTED BY THE CARD WANDERED OFF.

OVERWHELMINGLY OUT-NUMBERED BY THEIR ADOLESCENT PEERS, YOUNG JUSTICE AND THE WORLD'S OTHER TEENAGED SUPERHEROES KNEW THAT THEY WOULD NEED TO CORRAL THEIR CHARGES INTO AN EASIER TO CONTAIN SPACE.

### SENTINELS OF THE MULTIVERSE

#### CROSSOVER CRISIS



#### WORLD WITHOUT GROWN-UPS





ICE KATE

5



Mark Robert

TEEN VILLAIN

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE (H)-1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP (H)-2 COLD DAMAGE.



WITHOUT THE JLA, TEENAGE VILLAINS (AND WANNABE VILLAINS) SAW THEIR OPPORTUNITY. OVERWHELMING PANDEMONIUM ENSUED.

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



WORLD WITHOUT GROWN-UPS

KYD WYAKYD

6



TEEN VILLAIN

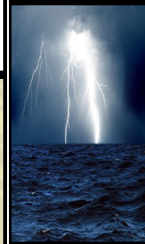
AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE (H)-1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP (H)-2 INFERNAL DAMAGE.



WITHOUT THE JLA, TEENAGE VILLAINS (AND WANNABE VILLAINS) SAW THEIR OPPORTUNITY. OVERWHELMING PANDEMONIUM ENSUED.

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



WORLD WITHOUT GROWN-UPS

RAVAGER

7



TEEN VILLAIN

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE (H)-1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP (H)-2 MELEE DAMAGE.



WITHOUT THE JLA, TEENAGE VILLAINS (AND WANNABE VILLAINS) SAW THEIR OPPORTUNITY. OVERWHELMING PANDEMONIUM ENSUED.

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



WORLD WITHOUT GROWN-UPS

# UNSUPERVISED



# SENTINELS OF THE MULTIVERSE



## CROSSOVER CRISIS



## WORLD WITHOUT GROWN-UPS

### ONE-SHOT

REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL AN ENDANGERED CHILD CARD IS REVEALED. PUT THE REVEALED ENDANGERED CHILD CARD INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS AND THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

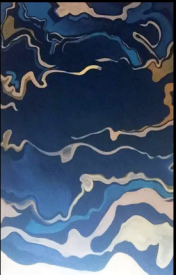
PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THE KIDS' REACTION TO THE MISSING ADULTS RUNS 7.9 MINUTES OF FEAR, 3.4 MINUTES OF DISORIENTATION, THEN COMES THE REALIZATION THAT THE SHACKLES ARE OFF!

# UNSUPERVISED



# SENTINELS OF THE MULTIVERSE



## CROSSOVER CRISIS



## WORLD WITHOUT GROWN-UPS

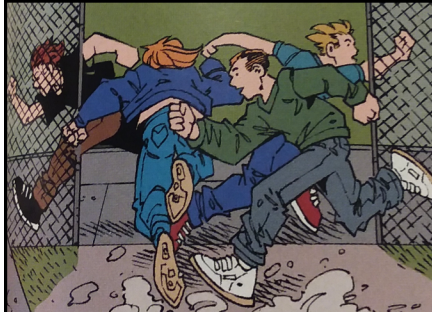
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PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THE KIDS' REACTION TO THE MISSING ADULTS RUNS 7.9 MINUTES OF FEAR, 3.4 MINUTES OF DISORIENTATION, THEN COMES THE REALIZATION THAT THE SHACKLES ARE OFF!

# WANDERED OFF



# SENTINELS OF THE MULTIVERSE



## CROSSOVER CRISIS



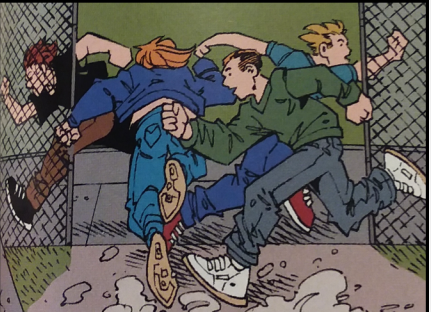
## WORLD WITHOUT GROWN-UPS

### ONGOING

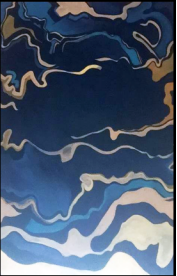
AT THE END OF THE ENVIRONMENT TURN, MOVE AN ENDANGERED CHILD CARD FROM BENEATH SAFE ZONE INTO PLAY. IF NO CARD ENTERS PLAY THIS WAY, THE ENVIRONMENT DEALS EACH HERO TARGET 1 PSYCHIC DAMAGE.

GO HOME, STAY THERE, USE YOUR HEAD, DON'T DO ANYTHING YOUR PARENTS WOULD TELL YOU NOT TO. --ROBIN (JLA, WORLD WITHOUT GROWN-UPS)

# WANDERED OFF



# SENTINELS OF THE MULTIVERSE



## CROSSOVER CRISIS



## WORLD WITHOUT GROWN-UPS

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