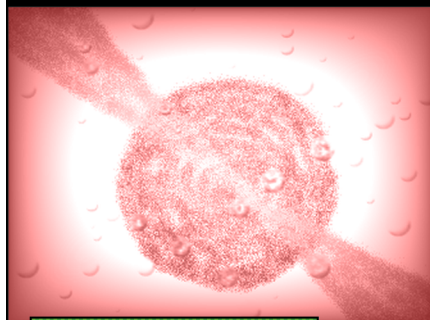


RIFT RUNS RED



RIFT PLANE

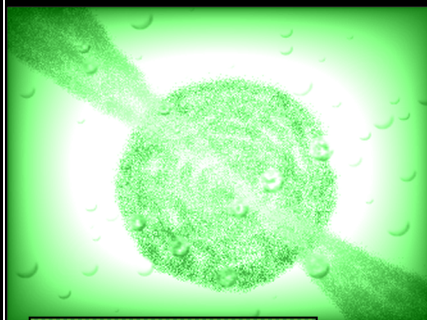
WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIFT PLANE CARDS.

AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH ENVIRONMENT TARGET 1 INFERNAL DAMAGE, EACH VILLAIN TARGET 2 INFERNAL DAMAGE, AND EACH HERO TARGET 4 INFERNAL DAMAGE.

WE SHOULD NOT GO IN. --THE STRANGER
WHY NOT? --RANGO ONE
WE DON'T WANT TO GO WHERE THAT PORTAL GOES.
--THE STRANGER (CRISIS II: CROSSING OVER #2)

RIFT
IN TIME
AND SPACE

RIFT GLOWS GREEN



RIFT PLANE

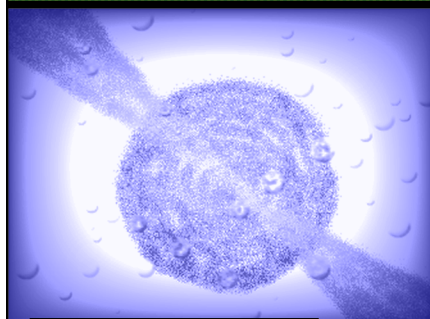
WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIFT PLANE CARDS.

AT THE START OF THE ENVIRONMENT TURN, EACH ENVIRONMENT TARGET REGAINS 3HP, EACH VILLAIN TARGET REGAINS 1HP, AND EACH HERO TARGET REGAINS 1HP.

I FEEL SO ALIVE! --APOSTATE
WE COULD FIX THAT --RA AND PERGAMON
(CRISIS II: CROSSING OVER #5)

RIFT
IN TIME
AND SPACE

RIFT EMANATES BLUE



RIFT PLANE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIFT PLANE CARDS.

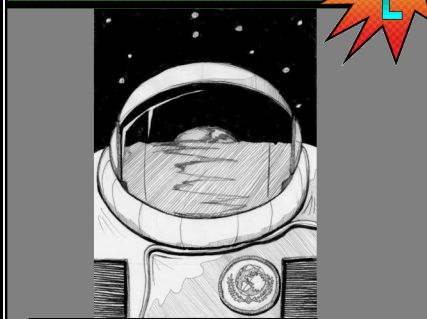
AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY EITHER PLAY A CARD OR DRAW A CARD.

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE VILLAIN DECK, THEN PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

OOOOO, LOOK AT THE PRETTY COLORS --GUISSE
(CRISIS II: CROSSING OVER #1)

RIFT
IN TIME
AND SPACE

SPACEMAN



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE SPACEMAN DEALS THE HERO TARGET WITH THE LOWEST HP 3 PROJECTILE DAMAGE.

I COME IN PE--SCREW THAT, DIE ALIEN SCUM!
--THE SPACEMAN (CRISIS II: CROSSING OVER #3)

RIFT
IN TIME
AND SPACE

CAVEMAN

3



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE CAVEMAN DEALS THE HERO TARGET WITH THE HIGHEST HP 4 MELEE DAMAGE.

OOS SMASH! OOS WIN! OOS MAKE PARTY!
--OOS, THE CAVEMAN (CRISIS II: CROSSING OVER #4)

RIFT
IN TIME
AND SPACE

GLITTER BUG

5



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, GLITTER BUG DEALS THE 3 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP 2 LIGHTNING DAMAGE EACH.

SHE'S SO CUTE! --FLUTTER
SERIOUSLY? --HAKU
"CUTE"? SHE SHORTED OUT MY LEFT ARM --OMNITRON-X
(CRISIS II: CROSSING OVER #7)

RIFT
IN TIME
AND SPACE

MAGMATAUR

6



RIFT ENTITY

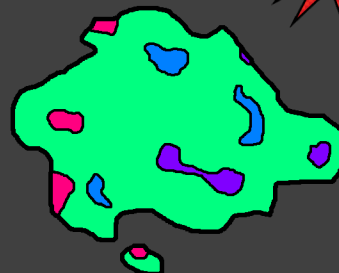
AT THE END OF THE ENVIRONMENT TURN, MAGMATAUR DEALS THE TARGET WITH THE SECOND HIGHEST HP 3 FIRE DAMAGE.

DID HE JUST SHOOT A BALL OF LAVA OUT OF HIS REAR?
--CHRONO-RANGER
YES, YES HE DID. --YAK GUARDIAN
(CRISIS II: CROSSING OVER #7)

RIFT
IN TIME
AND SPACE

SPACE AMOEBOID

11



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE SPACE AMOEBOID DEALS ALL NON-ENVIRONMENT TARGETS 1 IRREDUCIBLE TOXIC DAMAGE EACH.

BLORP! SPONGSO, VODOPO! --SPACE AMOEBOID
(CRISIS II: CROSSING OVER #2)

RIFT
IN TIME
AND SPACE

MICHAEL SAINTJOHN

13



HERO TARGET



PLAY THIS CARD IN A HERO PLAY AREA. TREAT THIS CARD AS A HERO CARD FROM THAT HERO'S DECK FOR ALL PURPOSES FOR THE REMAINDER OF THE GAME.

AT THE START OF THAT HERO'S TURN, THIS CARD DEALS 1 TARGET 2 IRREDUCIBLE ENERGY DAMAGE.

HE LIVES FOR ONLY TWO THINGS: CAUSING AS MUCH PAIN, SUFFERING, AND HEARTACHE AS HE CAN, AND TRYING TO KILL ME. WE HAVE TO STOP HIM. --MICHAEL SAINTJOHN (CRISIS II: CROSSING OVER #4)



DANIEL COUGARDAN

15



VILLAIN TARGET



PLAY THIS CARD IN THE VILLAIN PLAY AREA. TREAT THIS CARD AS A VILLAIN CARD FOR ALL PURPOSES FOR THE REMAINDER OF THE GAME.

AT THE START OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP 3 ENERGY DAMAGE.

YOU CAN'T ESCAPE ME! I WILL CHASE YOU TO THE STARS! TO THE DEPTHS OF HELL! TO THE F*CK'ING EMERALD CITY IF I HAVE TO! I WILL RIP OUT YOUR HEART AND MAKE YOU WATCH AS IT STOPS BEATING! --DANIEL COUGARDAN (CRISIS II: CROSSING OVER #12)



THE RIFT OPENS



ONE-SHOT

REVEAL THE TOP ① CARDS OF THE ENVIRONMENT DECK. PUT ANY REVEALED TARGETS INTO PLAY. DISCARD ALL OTHER REVEALED CARDS.

OH CRAP! --MAINSTAY
WHAT IS IT? --RED SHIRT #23
SPLAT
(CRISIS II: CROSSING OVER #6)



THE RIFT OPENS



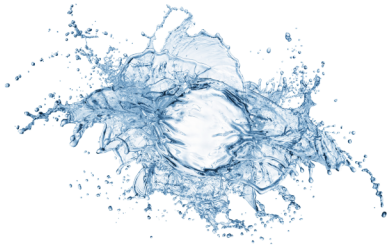
ONE-SHOT

REVEAL THE TOP ① CARDS OF THE ENVIRONMENT DECK. PUT ANY REVEALED TARGETS INTO PLAY. DISCARD ALL OTHER REVEALED CARDS.

OH CRAP! --MAINSTAY
WHAT IS IT? --RED SHIRT #23
SPLAT
(CRISIS II: CROSSING OVER #6)



THE RIFT CLOSES



ONE-SHOT

DESTROY THE 2 ENVIRONMENT TARGETS WITH THE LOWEST HP.

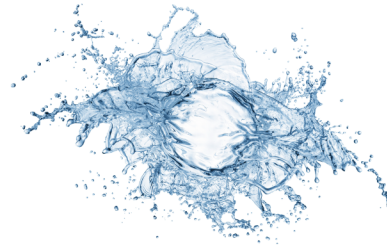
THE ENVIRONMENT DEALS ALL TARGETS 2 INFERNAL DAMAGE.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

HANG ON! IT'S SUCKING EVERYTHING BACK IN! --LYNCH
MY TACTILE TELEKINESIS! --SUPERBOY
OH, DO SHUT UP! --EXPATRIETTE
(CRISIS II: CROSSING OVER #12)



THE RIFT CLOSES



ONE-SHOT

DESTROY THE 2 ENVIRONMENT TARGETS WITH THE LOWEST HP.

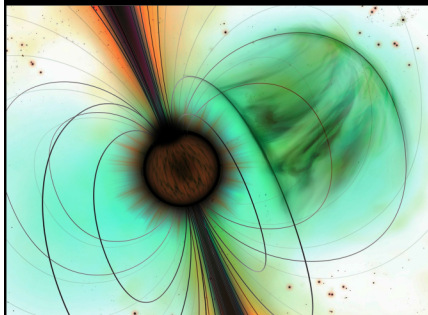
THE ENVIRONMENT DEALS ALL TARGETS 2 INFERNAL DAMAGE.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

HANG ON! IT'S SUCKING EVERYTHING BACK IN! --LYNCH
MY TACTILE TELEKINESIS! --SUPERBOY
OH, DO SHUT UP! --EXPATRIETTE
(CRISIS II: CROSSING OVER #12)



DESTABILIZATION



RIFT EFFECT

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK. IF NO CARD WAS PLAYED THIS WAY, SHUFFLE THIS CARD AND THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

~ZAP~ ~ZORCH~ ~TA-ZING~
ENERGY READINGS ARE OFF THE CHARTS. --ZAPP
NO SH*T! REALLY? --NULL

