



Sentinels of the Multiverse – Flat on his Face – Environment Deck: Carnival

GIANT SLIDE



THE FIRST TIME THAT A NON-RIDE CARD ENTERS PLAY EACH TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

WHEN A RIDE CARD ENTERS PLAY, DESTROY THIS CARD.

"YEEEE-HAAAW!" SCREAMED THE EXPATRIETTE. NO NEED TO RUN AND GUN WHEN SHE COULD SLIDE DOWN ON THE BALLS OF HER FEET WHILE GUNNING.



DENSE CROWD



HUMANOID, ALLY

WHEN THE ENVIRONMENT TRASH IS SHUFFLED INTO THE DECK, SHUFFLE THIS CARD INTO THE ENVIRONMENT DECK.

WHEN THIS CARD IS DESTROYED, EACH HERO CHARACTER DEALS ITSELF 3 IRREDUCIBLE PSYCHIC DAMAGE.

THE MORE SENSIBLE VISITORS TO THE PARK SPLIT AS SOON AS THE TROUBLE STARTED. JUST AS MANY WANTED TO GLIMPSE THEIR FAVORITE SUPER HEROES IN ACTION.



ROLLER COASTER



RIDE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIDE CARDS.

AT THE END OF THE ENVIRONMENT TURN, REVEAL THE TOP CARD OF EACH NON-ENVIRONMENT DECK IN TURN ORDER. PUT ALL REVEALED ONE-SHOTS INTO PLAY. OTHERWISE, DEAL THE VILLAIN OR HERO 2 TOXIC DAMAGE AND DISCARD THE CARD.

ADMITTEDLY, CHASING AN ASSAILANT ON THE GREEN DEMON THRILL RIDE WASN'T THE BEST WAY TO CATCH A VILLAIN, BUT THERE WAS NO TELLING WHAT HE WAS UP TO.



TILT-A-WHIRL



RIDE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIDE CARDS.

AT THE END OF THE VILLAIN TURN, RANDOMIZE THE ORDER IN WHICH HEROES TAKE THEIR TURNS, UNTIL THE START OF THE ENVIRONMENT TURN.

DIZZINESS AND DISORIENTATION TOOK OVER. IF THE SPINNING DIDN'T CEASE REAL SOON, SETBACK WAS GOING TO VOMIT, BUT WITH HIS LUCK, THAT WOULD HELP SOMEHOW.



HALL OF MIRRORS



RIDE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIDE CARDS.

DURING NON-ENVIRONMENT TURNS, PLAYERS MAY NOT COMMUNICATE WITH EACH OTHER, EXCEPT FOR READING CARDS, DECLARING HP, AND INDICATING THE END OF A TURN.

THE SUPERHUMAN HUNTER LED THE HEROES INTO A FUNHOUSE. THEY LOST COMMUNICATION WITH THEIR TEAMMATES. CONFUSING MIRROR TRICKS RUINED CO-ORDINATION.



MERRY-GO-ROUND



RIDE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIDE CARDS.

RESOLVE VILLAIN CARDS IN ORDER OF MOST RECENTLY PLAYED TO LEAST RECENTLY PLAYED.

DURING EACH HERO TURN, RESOLVE THE POWER PHASE BEFORE THE PLAY PHASE.

THE VISIONARY DISTRACTED HERSELF THINKING ABOUT HOW A CAROUSEL IS THE ONLY THING THAT MOVES COUNTER-CLOCKWISE. IT ADDED EVEN MORE CHAOS TO THE COMBAT.



FERRIS WHEEL



RIDE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIDE CARDS.

AT THE START OF THE VILLAIN TURN, UNTIL THE START OF THE ENVIRONMENT TURN, REDUCE DAMAGE DEALT TO THE TARGET WITH THE HIGHEST HP BY 2, THE NEXT 2 TARGETS WITH THE HIGHEST HP BY 1 EACH; INCREASE DAMAGE DEALT TO THE TARGET WITH THE LOWEST HP BY 2, AND THE NEXT 2 TARGETS WITH THE LOWEST HP BY 1 EACH.

AMBUSCADE TOOK FULL ADVANTAGE OF THE HIGHER GROUND AT THE TOP OF THE WHEEL, WHILE THE HEROES STUCK AT THE BOTTOM WERE EASY MARKS FOR HIS TURRETS.



SKY TRAM



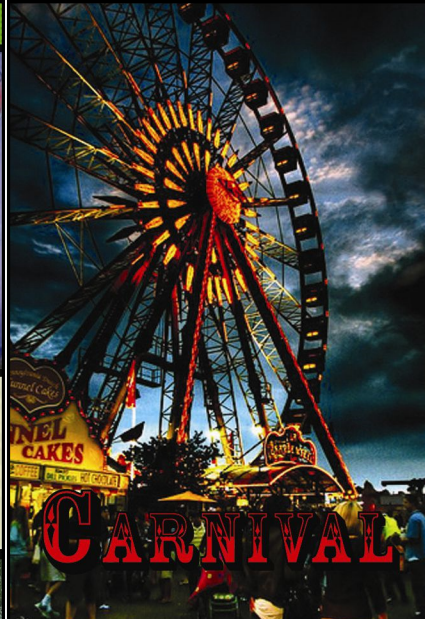
RIDE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER RIDE CARDS.

THE FIRST TIME EACH HERO IS DEALT DAMAGE EACH TURN, THAT PLAYER MUST DESTROY 1 OF THEIR NON-CHARACTER CARDS.

AT THE START OF THE ENVIRONMENT TURN, REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL A RIDE IS REVEALED. PUT IT INTO PLAY AND DISCARD THE OTHER REVEALED CARDS.

WRAITH WAS COMFORTABLE SWINGING FROM GRAPPLING LINES PRECARIOUSLY HOOKED TO THE LEDGES OF TALL BUILDINGS, BUT THE UNSTABLE SKY TRAM MADE HER UNEASY.



CARNIVAL BARKER

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HUMANOID

AT THE END OF THE ENVIRONMENT TURN, REVEAL THE TOP CARD OF THE ENVIRONMENT DECK UNTIL A TARGET IS REVEALED. PUT THAT CARD INTO PLAY AND DISCARD THE OTHER REVEALED CARDS.

"STEP RIGHT UP! STEP RIGHT UP! WITNESS THE MOST HORRIFYING, TERRIFYING, SPINE-TINGLING, BONE-CHILLING THRILLS OF YOUR LIFE! SHORT AS THAT MAY BE."



FAULTY CONSTRUCTION



WHEN THIS CARD ENTERS PLAY, DESTROY A RIDE CARD. THEN, THIS CARD DEALS THE TARGET WITH THE SECOND HIGHEST HP 2 PROJECTILE DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

THE DUST CLEARED AFTER THE COLLAPSE. "THAT WAS NO ACCIDENT," SHOUTED MR. FIXER. "SOMEONE OR SOMETHING IS SABOTAGING THE PARK AROUND US."



MISSING TRACK



WHEN THIS CARD ENTERS PLAY, IF THE ROLLER COASTER IS NOT IN PLAY, PLAYERS CANNOT PLAY CARDS UNTIL THE START OF THE NEXT ENVIRONMENT TURN; IF THE ROLLER COASTER IS IN PLAY, THAT CARD DEALS EACH TARGET 4 MELEE DAMAGE, THEN DESTROYS ITSELF.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

AN EXPLOSIVE DEVICE TOOK OUT PART OF THE GREEN DEMON'S TRACK. TO HER HORROR, K.N.Y.F.E. SAW THE COASTER WAS STILL OPERATING. THE FIGHT HAD TO WAIT.

