

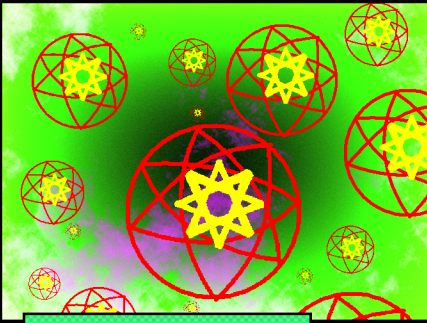


Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Environment Deck: Inscrutable Aliens' Outpost





## MINDWARP BUBBLE



SENTINELS

CROSSOVER  
CRISIS

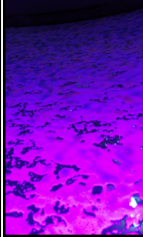


### ONE-SHOT

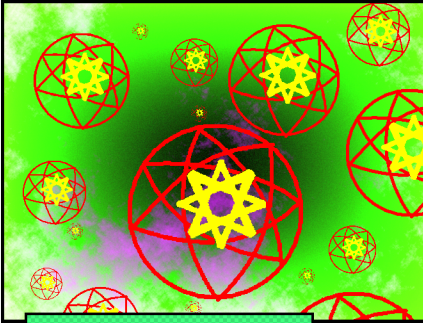
THE PLAYER WITH MOST CARDS IN HAND SWAPS THEIR  
DECK AND THEIR TRASH.  
THAT PLAYER SHUFFLES THEIR DECK.

HOLY MERA! WHAT WAS THAT?! --WONDERSGIRL  
YEAH... TRY NOT TO TOUCH THOSE. --SPACEFLAME!  
(CROSSOVER CRISIS #3)

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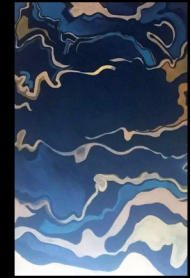


## MINDWARP BUBBLE



SENTINELS

CROSSOVER  
CRISIS

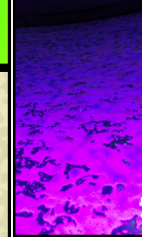


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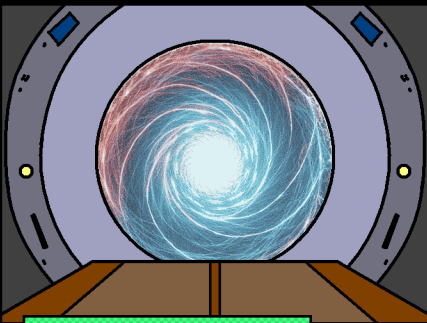
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## BIZARRE ENERGY PORTAL



SENTINELS

CROSSOVER  
CRISIS

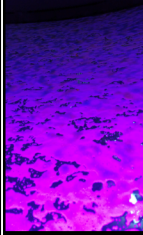


### ONE-SHOT

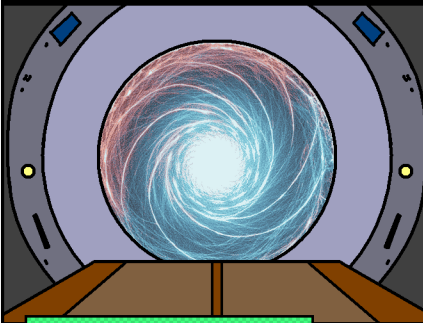
IN PLAY ORDER, COUNT THE NUMBER OF CARDS IN  
EACH TRASH. THEN IF THE COUNT IS:  
◦ ODD, DISCARD THE TOP 5 CARDS OF THAT DECK.  
◦ EVEN, PLAY THE TOP CARD OF THAT DECK.  
◦ ZERO, THE ENVIRONMENT DEALS ALL TARGETS IN THAT  
PLAY AREA 3 ENERGY DAMAGE.

WE EITHER GO BACK AND TRY TO GET PAST THREE DOZEN GUARDS,  
OR WE GO THROUGH THE PORTAL. --FATALL  
IS THERE PERHAPS A THIRD CHOICE THAT'S EVEN WORSE? --URBAN RA  
(CROSSOVER CRISIS #3)

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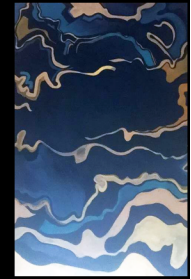


## BIZARRE ENERGY PORTAL



SENTINELS

CROSSOVER  
CRISIS

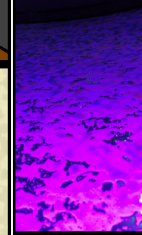


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WE EITHER GO BACK AND TRY TO GET PAST THREE DOZEN GUARDS,  
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IS THERE PERHAPS A THIRD CHOICE THAT'S EVEN WORSE? --URBAN RA  
(CROSSOVER CRISIS #3)

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### UNEXPECTED TRANSPORT



**SENTINELS**

CROSSOVER CRISIS

**ONE-SHOT**

DESTROY ALL ENVIRONMENT CARDS.

SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

HOW DO WE KNOW THAT THIS LEVEL WILL BE ANY BETTER? —TOMBOY  
IT HAS TO BE! —JAK GUARDIAN  
(CROSSOVER CRISIS #3)

**SENTINELS**

CROSSOVER CRISIS

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### SELF-OPENING DOORS



**SENTINELS**

CROSSOVER CRISIS

**ALIEN MACHINERY**

WHEN THIS CARD ENTERS PLAY, SET ITS HP TO (1).

AT THE END OF THE ENVIRONMENT TURN, REVEAL THE TOP CARD OF EACH DECK IN PLAY ORDER. IF THE REVEALED CARD IS A TARGET, PLAY IT. OTHERWISE, REPLACE OR DISCARD IT.

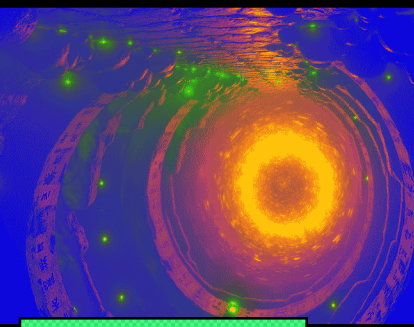
SAH, NOW WHAT? —RICHARD MCNAMARA  
(CROSSOVER CRISIS #3)

**SENTINELS**

CROSSOVER CRISIS

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### WISH-FULFILLMENT VORTEX



**SENTINELS**

CROSSOVER CRISIS

**ONE-SHOT**

EACH PLAYER MAY SEARCH THEIR TRASH OR DECK FOR ANY ONE CARD AND MOVE THAT CARD TO THEIR HAND. IF THEY SEARCHED THEIR DECK, SHUFFLE IT.

THEN THEY MAY DRAW OR PLAY A CARD.

THEN, PLAY X VILLAIN CARDS, ONE AT A TIME, WHERE X = THE NUMBER OF HERO CARDS PLAYED THIS TURN, PLUS 1.


I KNOW I PROBABLY SHOULDN'T ... BUT I REALLY WANT TO GO IN THERE. —VIOLET PARR  
(CROSSOVER CRISIS #3)

**SENTINELS**

CROSSOVER CRISIS

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### HYPERTIME SHENANIGANS



**SENTINELS**

CROSSOVER CRISIS

**ONGOING**

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP (1)-1 CARDS OF THE VILLAIN DECK, ONE AT A TIME.

AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER, IN PLAY ORDER, MAY DRAW 2 CARDS AND THEN PLAY 1 CARD. IF NO CARDS WERE PLAYED, DESTROY THIS CARD.

HOW MANY RA'S ARE IN THERE? —TOMBOY  
ALL OF 'EM, I THINK. —IMPULSE  
(CROSSOVER CRISIS #3)

**SENTINELS**

CROSSOVER CRISIS

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(10/26/2024)

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