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# **Deck Building Game Forever Evil**





## **Synopsis**

It's fun to be bad! In the DC Comics Deck-Building Game: Forever Evil, players finally get to play the game as some of the most infamous Super-Villains in the DC Universe! With a name like Forever Evil, you can expect to find new and more dangerous Attacks, rugged Defenses and a number of nefarious ways to mess with your opponents. Card destruction is rampant in the set! Like every good Villain knows, henchmen you leave behind don't count toward the bottom line. If you're tired of ending the game with Starter cards still in your deck, then this is the set for you! Forever Evil introduces Victory Point tokens to DC Deck-Building Game! Just be on the lookout for lowly thieves who would steal away your hard-earned loot. While this game is a full-fledged stand-alone game, it can also be mixed with all previous releases in the line.

### **Book Information**

Cards

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#### **Customer Reviews**

Bottom Line Up Front: A cool game on its own but even better with the other DC Games. This is a typical Cryptozoic deck building game. I have been playing with the DC games for awhile now and it is my favorite deck builder. The forever evil set adds some interesting game play to the mix allowing the players to take on the roles of the villains for the first time. This opens up all kinds of possibilities. This is a great stand alone version of the game but when combined with Crisis creates an interesting Co-Operative mixup. For the best experience try a heroes vs villains variant using the oversized heroes and villians with their super-villian/hero counterparts and the crisis cards. Start with identity crisis and once each crisis is complete go head to head against each other in PvP.

If you're familiar with the deckbuilding genre, you'll probably like this game. The game play is much faster than Dominion, but not as fast paced as Ascension. Compared to the original DC Deck Building game, it's got more subtly to it. The Villains are really into destroying things (destroy a card, gain 1VP), which makes sense with the theming. It does take a little longer to play a game of forever evil than the original. It's excellent as a stand alone game, but playing this with the original game is a bit tricky. All the cards work together, but the special abilities work better within their own expansions.

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