

TRIPLE THREAT

SETUP

- There must be 3 or more players participating in the game.
- Pinky, Spriggy, Brain and Spriggazord are the Bosses of the game.
- Place this card and the other Boss Cards on the table so that each shows the side with the title "TRIPLE THREAT".
- The last player of the turn places 1 Stun Token on one of the other three Boss Cards.
- The player who will play next to last places 2 Stun Tokens on one of the three Boss Cards that has no Stun Token placed on it; then place 3 Stun Tokens on the last of the three other Boss Cards.
- When the Boss Effect is activated, perform **Sighting** on this card.
- At the start of each Scholar's turn, check to see if **Fusion** is required.

SIGHTING

Put a Stun Token from each of the other Boss Cards into the Reserve; then, follow the instructions on those for Bosses not yet **Linked**.

FUSION

If at the beginning of a Scholar's turn, Pinky, Brain and Spriggy are all in the same Zone and/or in adjacent (even unconnected) Zones, the current player flips this card over and performs **Transformation**.

SPRIGGAZORD

TRANSFORMATION

Put the other Boss Cards and their models in the Reserve. Then place Spriggazord in your Zone.

ACTIVATION

Each Scholar in the same Zone as Spriggazord chooses whether to discard two Trick Cards, or Sacrifice two Students.

SPECIAL

- All Bonus Values of the Trick Cards played from the Scholar's Hand in the same Zone as Spriggazord are reduced by 1.
- When a Scholar leaves the Zone where Spriggazord is located, Spriggazord follows him and always remains in the same Zone, even if the Scholar performs the Rest Activity or passes through the Starting Zone.



GLUE

TRIPLE THREAT

BRAIN

NO STUN TOKEN

When there are no more Stun Tokens on this card, flip it over and perform **Linking**.

BRAIN

LINKING

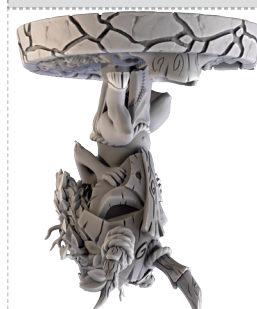
Link the model of Brain to the Scholar who activated the Boss Effect. If the Scholar is already linked to Spriggy or Pinky, Brain is linked to another randomized Scholar who is not linked to anyone (even if the Scholar is in the Starting Zone). The two models will remain linked until an effect removes Brain from the game.

HUGE MASK

The Hand value of the Scholar linked to Brain is 2, and cannot go up in any way.

ONE OF US

The Scholar linked to Brain can use his Action to Collect an Information Cube (the leftmost) from the Zone he is in.



GLUE

