



LA LIGA
SOLVAY

We are in England, at the beginning of the 20th century, a period of notorious and pioneering advances in science and investigation have led to the development of men with supernatural powers. The limits of science have been overtaken, and now they wonder what can be done with their magnificent gifts. In order to counteract those who use their powers for the benefit of evil, her Gracious Majesty Queen Victoria, has decided to act, and has enlisted the philanthropist and chemical engineer Ernest Solvay, to recruit the most loyal and capable men to her cause. So began one of the most exciting and bloody wars humanity has ever known.

OBJETIVE OF THE GAME

Attack and beat your rivals.

CONTENTS

92 cards and rules.

PREPARATION

The game can be played by any number of players from 2 or 5.

Divide the cards into three stacks:

1- Scientists.

2- Countries.

3- Combats.

Shuffle the three stacks separately.

Deal the following cards to each player: 2 scientists, 2 countries, and 6 combats.

CARD MANAGEMENT

Keep the unused stack of combat cards separately and face down on the game table, when the stack has no cards left, shuffle the discarded cards once again.

The unused scientist and country cards should not be used.

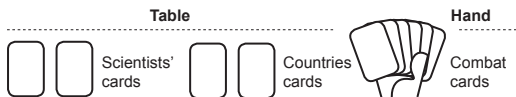
YOUR HAND

Before you start playing, each player must put their Scientist and Country face up on the table:

Scientists' cards: Two allies to attack with. The first value corresponds to the damage caused, and the second to the turns the player must rest after each attack.

Countries cards: Places where you attack, the sum of the value indicates the life you have.

Combat cards: Don't let your rivals see them.



BEGINNING AND END OF THE GAME.

You can decide who starts however you chose, and follow in turns in a clockwise direction. At the end of each turn, you can't have more than 6 cards in your hand.

The player who outlives the others is the winner.

STAGES IN EACH TURN

Each turn has three stages:

1- Combat action. You can use combat cards once only, if you don't want to combat, you can use your turn to discard the cards you don't want.

2- Scientist action. You can attack with one scientist only in each turn.

In order to use them you have to activate their powers previously by using two Formula cards (see Combat cards).

3- Take as many cards as you need from the Combat stack until you have 6 cards in your hand.

COMBAT CARDS

·**Fórmula:** these cards are used to activate the Scientists' powers, two cards for each Scientist. Once they have been activated, they remain active for the duration of the game. These cards can also be used to cure from poisoning, you can use one or two, depending on the type of Poison.

·**Tools:** With four of these you can activate the Robot card.

·**Robot:** Once this card has been activated with four Tools cards, you can use it to attack. The attack is unstoppable.

·**Shield:** This card is used to stop the Scientists' attacks. You can use it freely, and you don't lose your Combat action.

·**Addition:** You can add this card to a life or an attack. It is used in Combat although it is made effective by the action of the Scientists.

·**Poison:** this card poisons or blocks a Scientist. The card is placed on top of the Scientist until he is cured. When a Scientist is poisoned, he loses his rest turn. He can attack again once he is cured.

·**Elements:** card can use the powers of any card in the Combat stack.

·**Fusion:** This card combines the attack of the two Scientists. It cannot be used if either of them is in their resting turn.

INTRUDING IN COMBAT

(For games with more than two players)

You can intrude in combat with two rivals in various ways:

·Increasing the attack with Addition.

·Stopping an attack with a Shield.

·Activating a rival Scientist with the Formulas.

Every time you intrude in other players' combat, you lose the phase of Combat action in your next turn.

**POWERS OF THE
SCIENTISTS**



ERNEST SOLVAY

Leader





CHARLES ROBERT DARWIN

- **Animal transformation:** He can take on the form and abilities of an animal.
- **Superhuman powers:** He can increase his strength without limit.



EDWIN HUBBLE

- **Teletransportation:** He can move from one place to another instantly.
- **Manipulation of gravity:** He can manipulate or generate gravitation, or other types of gravitational interactions to increase or reduce gravity.



MARIE CURIE

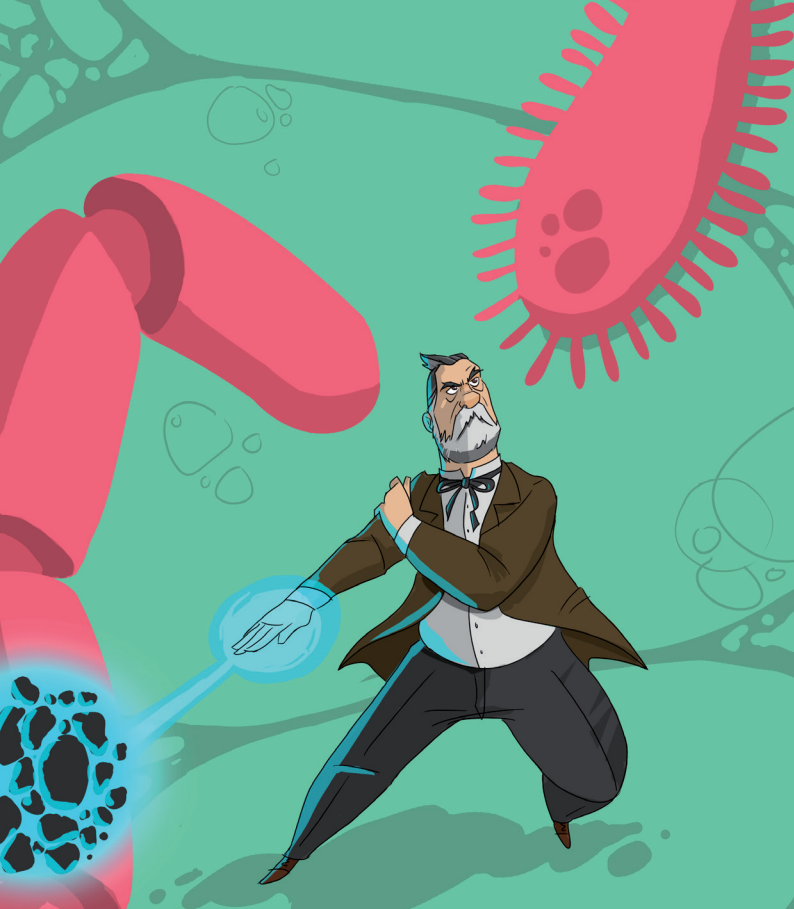
- Manipulation of radiation:** He can manipulate or generate toxic radiation and he is also immune.
- Explosion of energy:** He can violently expel various types of energy from his body as explosions.





DMITRI MENDELÉYEV

·**Transmutation of elements:** He can alter chemical elements, changing one substance for another or changing its atomic structure.



LOUIS PASTEUR

- **Change in size:** He can increase or decrease his size.
- **Disintegration:** He can disintegrate matter on contact or with rays.

AUGUSTE ANTOINE PICCARD

- **Underwater breathing:** He can breathe under the water.
- **Manipulation of water and humidity:** He can control, create, or absorb water.



SANTIAGO RAMÓN Y CAJAL

- Magnetic Manipulation: He can control and/or generate magnetic y/o generate magnetic fields.
- Magnetic fields: He can create psychological barriers.
- Mind Control: He can alter people's perceptions and control the actions of others with his mind.





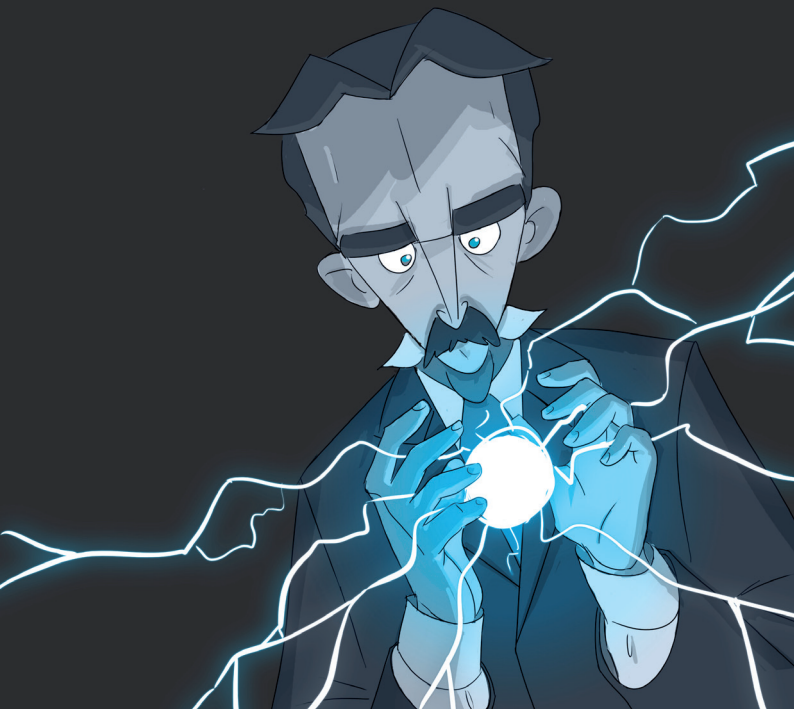
WILHELM CONRAD RÖNTGEN

- Optic rays:** He can project strong force lightning through his eyes.
- X-ray vision:** He can see through solid matter.



NIKOLA TESLA

- Electrokinesis: Generates and controls electricity.
- Electric Transportation: He can travel with electricity.





THOMAS MIDGLEY

- **Contamination:** He can attack with one or more types of toxins.
- **Manipulation of radiation:** He can manipulate toxic radiation and he is immune.

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