

GETTING STARTED

NUMBER OF PLAYERS: 6-10

AGE: 9 OR OLDER

SPACE: YOU WANT A LOT OF IT, IDEALLY AT LEAST 30 FEET X 30 FEET. BIGGER IS BETTER, ESPECIALLY WITH MORE PLAYERS

...WHAT JUST HAPPENED?

DID YOU FEEL THAT? MAYBE YOU WERE ZAPPED BY LIGHTNING OR BITTEN BY A RADIOACTIVE OCTOPUS OR SOMETHING ELSE OUT OF THE ORDINARY HAPPENED TO YOU. BUT, HEY, GOOD NEWS: YOU NOW HAVE A SUPERPOWER.

CHOOSE YOUR SUPERPOWER WISELY, (IT WILL AFFECT THE GAME), READ YOUR CARD TO LEARN ABOUT YOUR SUPERPOWERS, AND HANG ON TO THE CARD. THEN:

- COME UP WITH YOUR SUPERHERO NAME.
- CREATE A LOGO THAT YOU CAN PROUDLY WEAR.

NOW PUT YOUR SUPERPOWER CARD IN THE PLASTIC SLEEVE AND ATTACH A LANYARD STRING TO IT. WEAR IT AROUND YOUR NECK WITH YOUR LOGO FACING OUT FOR OTHER HEROES TO SEE.

WELCOME HERO!

AS A NEWLY MINTED SUPERHERO, IT'S TIME TO JOIN A SUPERHERO LEAGUE. THE SUPERHEROLYMPICS ARE THE AUDITION FOR THE GREATEST SUPERHERO LEAGUE OF ALL TIME - THE SUPERHEROLYMPIANS! TO PROVE THAT YOU BELONG AMONG THE BEST OF THE BEST YOU MUST MASTER YOUR POWERS TO WORK TOGETHER WITH OTHER HEROES TO DEFEAT EACH VILLAIN!

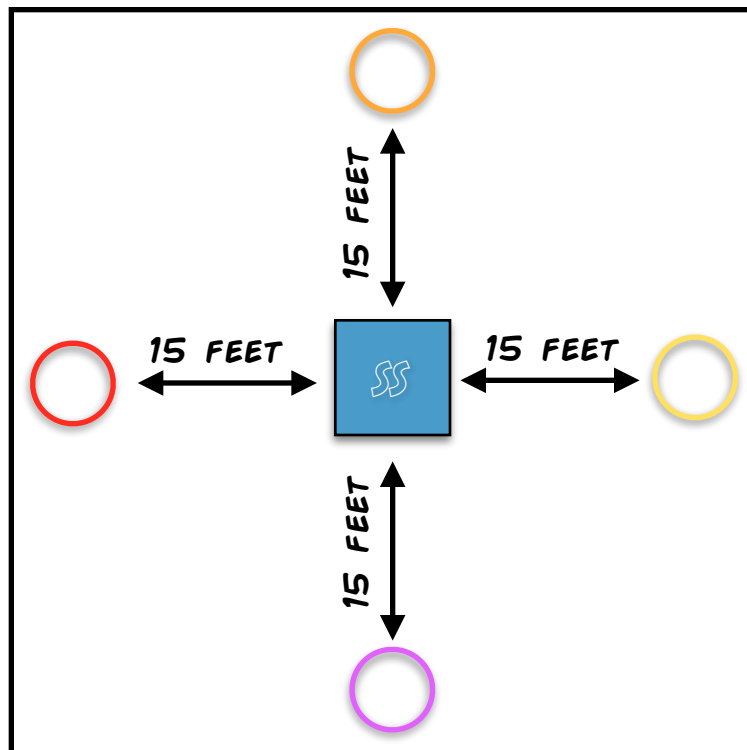
YOUR OBJECTIVE:

BE THE FIRST HERO WITH 3 GOLD MEDALS TO BE DECLARED THE WINNER!

LET THE GAMES BEGIN!

FIRST, YOU'LL NEED TO SETUP SUPERHERO STADIUM. SUPERHERO STADIUM IS THE CENTER BASE WHERE YOU'LL GET MATCHED WITH A PARTNER FOR EVERY ROUND. USE THE GAME BOARD, SPINNER, AND IDENTITY AND MISSION CARD DECKS TO CREATE SUPERHERO STADIUM. NEXT, SETUP THE FOUR HEADQUARTERS (HQS) THAT FORM A CIRCLE AROUND IT (SEE THE PICTURE BELOW). USE THE PLASTIC RINGS IN THE GAME BOX FOR THE HQS

HEADQUARTER SHOULD BE AT LEAST 15 FEET FROM THE STADIUM. IF ALL THE SUPERHEROES AGREE THAT THEY WANT THE HEADQUARTERS TO BE FARTHER, GO FOR IT!



SETUP: SUPERHERO STADIUM & THE 4 HQS

WITH SUPERHERO STADIUM AND THE HQS SETUP, YOU'RE ALMOST READY TO START ROUND 1! EVERY ROUND HAS A FEW

STEPS WITH DIFFERENT TASKS. YOU CAN FIND OUT MORE ABOUT EACH STEP ON THE NEXT PAGE.

1: SPIN FOR PARTNERS AT SUPERHERO STADIUM
2: DRAW & READ THE IDENTITY CARD
3: GO TO HQ TO TELL THE IDENTITY STORY WITH YOUR PARTNER
4: DRAW & READ THE MISSION CARD
5: GO TO HQ TO COMPLETE THE MISSION WITH YOUR PARTNER
6: RETURN TO SUPERHERO STADIUM FOR THE WINNING PAIR TO SHARE HOW THEY DEFEATED THE VILLAIN

OUT LOUD "1 SUPERHERO, 2 SUPERHERO..."

A WORD ABOUT HONOR

A SUPERPOWER IS A PRIVILEGE AND A RESPONSIBILITY. YOU WILL KNOW YOUR OWN POWERS BETTER THAN THE OTHER PLAYERS, SO USE THEM WISELY. MISUSING YOUR POWERS RESULTS IN DISQUALIFICATION FROM THE ROUND YOU'RE PLAYING AND A PENALTY OF 1 GOLD MEDAL.

IF YOU EVER HAVE TO COUNT SOMETHING DOWN (A FREEZE OR A DELAY), COUNT

READY TO START?

ALL SUPERHEROES GATHER IN A CIRCLE AROUND THE STADIUM. THE SUPERHERO WITH THE LAST BIRTHDAY IN THE YEAR IS THE FIRST TO SPIN THE SPINNER TO FIND A PARTNER (SO IF YOU WERE BORN ON DECEMBER 31ST - IT'S YOU).

THE FIRST PAIR GOES TO HQ1. THE PERSON TO THE LEFT OF THE PERSON WHO SPUN GETS TO SPIN NEXT AND GETS MATCHED WITH A PARTNER - THEY GO TO HQ2. KEEP GOING UNTIL EVERYONE IS MATCHED.

IF THERE IS AN EVEN NUMBER OF HEROES:

THE LAST PAIR GETS THE HONOR OF DRAWING THE CARDS FOR THIS ROUND. THAT PAIR WILL STAY AT THE STADIUM FOR THE IDENTITY CARD, AND THEN GO TO THEIR HQ AFTER DRAWING AND SHARING THE MISSION CARD.

IF THERE IS AN ODD NUMBER OF HEROES:

THE LAST HERO REMAINING IS THE REFEREE FOR THIS ROUND. THAT HERO DRAWS & READS BOTH THE IDENTITY CARD AND THE MISSION CARD. THAT HERO ALSO GETS TO RESOLVE ANY DISPUTES THAT COME UP DURING THE MISSION.

DRAW AN IDENTITY CARD. READ IT LOUD ENOUGH THAT EVERYONE CAN HEAR, PLACE IT FACE UP IN THE DISCARD PILE, THEN START THE 1-MINUTE TIMER. WHEN THE TIMER GOES OFF LOUDLY CALL OUT "TIME!"

NOW DRAW A MISSION CARD. READ THE MISSION CARD LOUD ENOUGH FOR EVERYONE TO HEAR - EVERYONE IS COMPETING IN THE SAME MISSION, AFTER ALL - THEN PLACE IT FACE UP IN THE DISCARD PILE.

THERE ARE 3 KINDS OF MISSIONS, AND THEY AFFECT DIFFERENT SUPERPOWERS - FOR BETTER AND FOR WORSE:

- **THROWING** - GO TO YOUR HQ AND CHOOSE 1 HERO TO BE THE THROWER AND 1 HERO TO BE THE DIRECTOR. THE TEAM AT HQ1 TAKES THE FIRST TURN, AND THEN TURNS ROTATE CLOCKWISE UNTIL THE MISSION IS COMPLETE.
- **RACING** - CHOOSE ROLES BASED ON THE MISSION AND YOUR POWERS. EVERYONE WILL RACE AT THE SAME TIME STARTING FROM THEIR HQS.
- **CHAOS** - START FROM YOUR HQS TO COMPLETE THE MISSION OBJECTIVE.

WHEN THE MISSION IS OVER, ALL TEAMS RETURN TO THE STADIUM. THE WINNING PAIR EACH COLLECTS ONE GOLD MEDAL AND TELLS THE STORY OF HOW THEIR PAIR DEFEATED THE VILLAIN BY TELLING WHAT THEIR PARTNER DID TO LEAD THEM TO SUCCESS.

ONE PLAYER FROM THE WINNING PAIR SPINS FIRST TO FIND A NEW PARTNER, THE SECOND PLAYER ON THE WINNING TEAM SPINS NEXT. THE WINNING TEAM MUST FIND NEW PARTNERS FOR THE NEXT ROUND. THEN NEW CARDS ARE DRAWN

JUST LIKE BEFORE, AND THE NEW ROUND STARTS UNTIL SOMEBODY HAS 3 GOLD MEDALS.

MISSION	SUPPLIES NEEDED
ULTIMATA	NONE
MECHA 3.X	STICKERS/FLAGS
SILAS MCBLIZZARD	<ul style="list-style-type: none">• BEAN BAGS• GAME BOX (TO HOLD THE BEAN BAGS)
SUPERYINE	<ul style="list-style-type: none">• BEAN BAGS (RANDOMLY TOSSED AROUND AS OBSTACLES)• 1 BLINDFOLD/PAIR TO USE TO TIE LEGS TOGETHER
DREAMSTALKER	<ul style="list-style-type: none">• BEAN BAGS• GAME BOX TO CATCH THE BEAN BAGS• 1 BLINDFOLD/PAIR
GENERAL MAYHEM	<ul style="list-style-type: none">• BEAN BAGS• 1 BLINDFOLD/PAIR