

YOU: SUPERPOWERED

3-8 Players

20-60 min

Ages 14+

A mysterious meteorite has given YOU and your closest friends and family members amazing new gifts: SUPERPOWERS!

Together, you have all agreed to move to Superb City to fight crime and protect its citizens under the new Superhero Code. Using your newfound superpowers, nearby objects, and your real-life knowledge and creativity, you and your team of aspiring superheroes must overcome obstacles to avert crises and keep Superb City safe!

But beware...with super powers come super corruptibility. Some on your team may just be biding their time before they reveal their true sinister selves. Be mindful of those closest to you who know all your deepest fears and weaknesses; they might just use those secrets against you...

The Superhero Code

A Superhero must always:

- Be honest
- Admit your true fears and inabilities
- Protect all human and animal life
- Minimize collateral damage

Objective:

Deduce the other Players' Secret Identities and Secret Weaknesses as you each attempt to avert (or pretend to avert) Crises, earn Popularity Points, and win the Missions Phase for your respective hidden side.

However, if your side loses the Missions Phase, during the Endgame Phase, your new Team Leader (determined by Popularity Points earned during the Missions Phase) can still win the game for your team if they correctly identify the Secret Identity and Secret Weakness of each Player on the opposing side.

As a Hero, you must identify the Secret Identity and Secret Weakness of each Villain hiding on your team as you attempt to avert Crises and succeed Missions while obeying the Superhero Code. Earn the most Popularity Points and you will also become Hero Team Leader during the Endgame Phase.

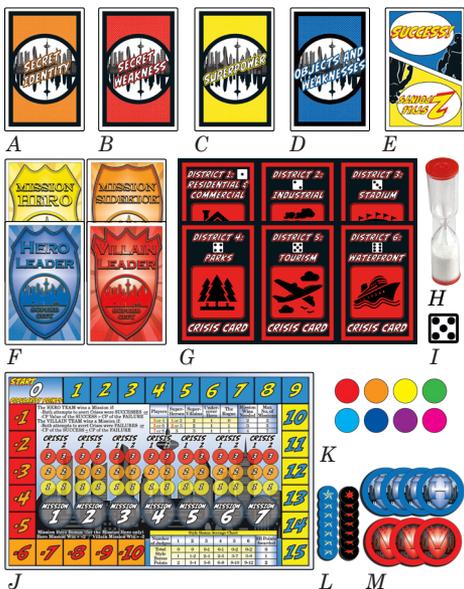
As a Villain, you must identify the Undercover Hero who is pretending to be a Villain and deduce the Secret Weakness of each Hero while covertly sabotaging Missions and subtly swaying the Public to vote in your favor to fail Missions. Lose the most Popularity Points of any Villain and you will become the Villain Team Leader during the Endgame Phase.

As the Undercover Hero, you must help the Heroes win Missions while obeying the Superhero Code. But if you succeed and the Hero Team wins the Missions Phase, then during the Endgame Phase, you must pretend to be a Villain to mislead them and protect the Heroes' Secrets and preserve the Hero victory.

As the Rogue, you must help the Heroes defeat the Villains, but do whatever it takes to earn the most Popularity Points, so you can abandon the Hero Team while you're on top and win the game alone.

Contents:

- 8 Secret Identity Cards
- 8 Secret Weakness Cards
- 16 Superpower Cards
- 12 Objects & Weaknesses Cards
- 6 Judging Cards
- 4 Badge Cards with Guides
- 54 Crisis Cards from 6 Districts
- 1 30-Sec Sand Timer
- 1 Die
- 1 Scoreboard
- 8 Player Tokens
- 14 Crisis Markers
- 7 Mission Markers
- 1 Rulebook



Setup:

Players	Super-Heroes	Super-Villains	Undercover Hero	The Rogue
3 or 4	1 or 2	2	1	0
5 or 6	2 or 3	2	1	1
7 or 8	3	3	1	1

1. Choose which **Secret Identities (SI)** will be in the game based on the number of players.
(1 SI per Player **plus** 1 extra SI.)

2. Each Player is randomly dealt:
- 1 Secret Identity Card
 - 1 Secret Weakness Card
 - 2 Superpower Cards



The **extra Secret Identity** should be set aside for verification during the Endgame Phase.
All other extra cards can be returned to the box.

3. Each Player must reveal their **2 Superpowers** face up but must keep their **Secret Identity and Secret Weakness Cards** face down.



4. Shuffle all of the **Objects and Weaknesses (OW) Cards** and place them in a pile in the center play area.



5. Separate the **Crisis Cards** into 6 draw piles by their District numbers, shuffle each pile, and place each face down in the center near the OW Cards.

6. Place the **Scoreboard, Crisis Markers, Mission Markers, and Sand Timer** near the center play area.



7. Each Player must select a **Player Token** and put their Token on **START**.



8. Set aside the **Hero Leader and Villain Leader Badges** with the **extra Secret Identity Card** until the Endgame Phase.



9. The Player who last performed a "heroic" act is the first Mission Hero and is given the **Die and Mission Hero Badge**, as well as the **Mission Sidekick Badge** and the **Judging Cards** to distribute during the first Mission.



NOTE: To get to know your teammates better, while discussing your most recent heroic deeds, game groups with new friends are encouraged to share 1-2 real-life fears or weaknesses and 1-2 real-life strengths or hidden talents which may help or hinder your ability to avert Crises later.

3-Player Setup



Gameplay:

The Missions Phase

(1 Mission = 1st Crisis + Judging/Scoring
+ 2nd Crisis + Judging/Scoring)

Number of Players	Missions Wins Needed	Max Number of Missions
3 or 4	2	3
5 or 6	3	5
7 or 8	4	7

First Crisis:

Mission Hero, you must:

1. **Roll the die** for the location of your Mission. The number on the Die corresponds to a District number from the city. **Draw 2 Crisis Cards** from that District and place both **FACE DOWN** in front of you.

2. ***Select a Player to be your Mission partner and Sidekick** and hand that Player the Sidekick Badge. (Consider the location of the Crises, the Superpowers revealed, and your Secret Identity's objective.)

3. **Give each remaining Player a Judging Card.** The remaining Players will form "**the Public**" and judge the Success or Failure of each Crisis and award any Style Bonus Points.

4. **Exchange Secret Weakness Cards** with your Sidekick to build trust and keep each other in check. Memorize your partner's Secret Weakness for the next step AND for later during the Endgame Phase. Be sure to exchange Secret Weakness Cards back.

5. **Select 3 OW Cards for the Mission** by first dealing 2 random OW Cards to yourself and 2 OW cards to your Sidekick. Next, decide who will determine the 3rd OW Card: a member of the Public or the draw pile.

A. If you decide to have a member of the Public choose the 3rd OW Card, select a member and deal them 2 OW Cards also. ****Each of you must then secretly choose 1 of the 2 OW cards in your hands for the Mission and 1 to discard by returning it to the bottom of the draw pile.**

B. If you decide to collect a random OW Card instead of one chosen from the Public, simply draw 1 random OW Card from the draw pile.

Collect and **shuffle** the 3 OW Cards to be used for the Mission and reveal them in the center **FACE UP**. Determine if you or your Sidekick have automatically **FAILED**.

NOTE: Make sure all Players know and follow all "Objects & Weaknesses Rules."



Example: If you roll a 5, then you must draw 2 random Crisis Cards from District 5. Keep both cards face down until step 6.

*Strategy Tip

Use the breakdown on the back of this rulebook to know some sub-locations for each District.

Objects & Weaknesses Rules

- If the Malite that is your Secret Weakness (SW) is revealed, you are immediately incapacitated and automatically **FAIL** the first Crisis. Acknowledge by saying, "I FAILED." Do NOT reveal your SW. **NOTE:** If both Mission Hero and Sidekick are incapacitated, then the Mission Hero randomly assigns a Crisis to each partner to fail.
- You and your Mission partner are responsible for ensuring that neither of you overlook your Malites by mistake.
- **Mystery Units** are "Wild Cards" and contain any real-world item(s) inside that you can think of to help you avert your Crisis.
 - **Small Mystery Units** contain 1 real-world item.
 - **Large Mystery Units** contain up to 3 real-world items.
 - **Hero and Sidekick can both use the same Mystery Unit to find different items inside.**
- After each Mission, shuffle all OW Cards back into the draw pile for the next Mission.

**Strategy Tips

Heroes: Discard Malites that would incapacitate you or your partner.

Villains: Discard Mystery Units and leave Malites. You may incapacitate your partner to guarantee their failure or incapacitate yourself to frame your partner and ensure that you lose Popularity Points.

Rogue: Incapacitate your partner to guarantee that they fail and lose Popularity Points.

6. *Flip over and read the first Crisis aloud and immediately assign it to yourself or your Sidekick. (Quickly pass the Crisis Card to your Sidekick if you are assigning it to them.) The partner assigned the Crisis must attempt to avert it by explaining within **30 seconds** how they can accomplish the Objective stated on the Crisis Card.**

NOTE: Make sure all Players know and follow all the “Averting Crisis Rules.”



Example: “I would use my Plant Manipulation to grow large leafy branches to lure Boo towards a metal dumpster filled with plants for her to eat. Once she climbs into the dumpster, I would touch it to transform the dumpster into a sealed cage with large barred windows so she can easily breathe.”

Averting Crisis Rules

- You may re-read the Situation on the Crisis Card up to 3 times before reading the Objective. The 30-second timer starts once the Objective is finished being read for the first time.
- Heroes **MUST be honest, forthcoming, and obey the Superhero Code** in their attempts to avert Crises. Villains and Rogue may lie or hide truths in order to Succeed or Fail to their personal advantage.

Example: Heroes **MUST** admit if they have a fear or allergy that would prevent them from averting a Crisis. Villains may lie and claim to have a debilitating handicap that they do not really have. A Rogue may claim to have a skill they don't honestly have or hide a real-life weakness in order to Successfully avert a Crisis.

- Your explanation can include any real-world items found inside a Mystery Unit, anything mentioned on the Crisis Card, or anything **COMMON** to the Crisis location.

Example: A ladder is likely to be found in a warehouse but is unlikely to be found at a beach. If you require a ladder while at a beach, then you must have a Mystery Unit to find one.

- If you need an item from a Mystery Unit but none (or not enough) were revealed before your Crisis, you may “search” for one by revealing OW Cards from the draw pile, one at a time. However, if you find a Malite instead, it will still have an immediate effect on you (and your Mission Partner if they have NOT faced a Crisis yet).
- Heroes can only perform acts that they can honestly perform in real life or acts made possible by their Superpowers.

Example: You can swim over to save someone from drowning if you can swim in real life. If you can't swim in real life, you must use a Superpower or Object to save the drowning victim.

*Strategy Tips

Consider the Point value of the Crisis before assigning it.

Heroes: If the Crisis has a high value, be wary of passing it to your Sidekick if you have any suspicions of them being a Villain or don't believe they can avert the Crisis.

Villains: Unless it is obvious that you can easily avert the Crisis, assign high value Crises to your Sidekick so they can Fail them. Also, take your time deciding who to assign the Crisis to so that your Sidekick doesn't get the full 30 seconds.

Rogue: Pass any Crises you cannot avert to your Sidekick, so that you don't risk losing any Popularity Points.

**Strategy Tips

Think aloud. Sitting in silence makes you look suspicious, which helps no one.

Heroes: Don't draw suspicions to yourself and away from the real Villains. Be a true Hero and don't give up no matter what! Always follow the Superhero Code!

Villains: Talking shows that you are trying. Be elaborate and draw out the time. Point out when your Superpowers don't help and create weaknesses that can hinder you. Pretend to push your luck to find a Mystery Unit while really looking for your Partner's Malite.

Rogue: Be as creative and entertaining as possible to earn Style Bonus Points, especially if you can't avert the Crisis. You may lie in order to earn Points; Just don't get caught!

First Crisis Judging:

Members of the Public, you must all:
1. *Judge and vote on the SUCCESS or FAILURE of the Mission Player's (Hero's or Sidekick's) attempt to avert the first Crisis by simultaneously revealing "SUCCESS" or "FAILURE" on your Judging Card.

NOTE: Make sure all Members of the Public know and follow all the "Judging Rules" before revealing their verdicts.

2. *Award Style Bonus (SB) Points to the Player (regardless of Success or Failure) for creativity, thoroughness, humor, or "style" by simultaneously revealing nothing, 1, or 2 SB Points on your Judging Card. (Players who automatically Failed due to incapacitation are NOT eligible for any SB Points.)

First Crisis Scoring:

1. Determine the Crisis Point (CP) Value of the first Crisis. (The Value can be found on the top right corner of each Crisis Card.)

2. Place a Crisis Marker on the Scoreboard. Find the circle with the CP Value of the first Crisis above Mission 1 under Crisis 1.

- A. If the majority of the Public voted that the attempt to avert the Crisis was a **SUCCESS**, place a **BLUE Crisis Marker** on that circle.
- B. If the attempt to avert the Crisis was voted a **FAILURE**, place a **BLACK Crisis Marker** on that circle. (A tie in voting equals a FAILURE.)

3. Tally Popularity Points (PP) and Style Bonus (SB) Points. Move the Mission Player's Token the number of spaces on the Popularity Points Track equal to the CP value of their Crisis.

- A. The CP value is added to the Player's PP total if their attempt was a **SUCCESS**.
- B. The CP value is subtracted from the Player's PP total if it was a **FAILURE**.
- C. The rounded **AVERAGE** of all the SB Points is added to the Player's PP total.

NOTE: A table is provided on the Scoreboard, so no math is needed to calculate SB averages. (You're welcome!)

Judging Rules

- Members of the Public may review the Mission Player's Superpowers or the Crisis Card before reaching judgment.
- Prior to revealing their verdict, each member of the Public may ask the Mission Player one question to briefly clarify their explanation OR point out one notable fact about the Player's explanation to the Public to sway opinions.

Example 1: If John said during his explanation that he would run up 10 flights of stairs to get to the roof, you may ask him about the last time he went for a jog OR simply point out that you saw him catching his breath while taking out the trash earlier.

Example 2: If Ann said during her explanation that she would use her Fire Manipulation Superpower to scare away a bear, you could ask her how she started the fire. You could also point out that starting a forest fire could be considered excessive collateral damage and would violate the Superhero Code.

- Real-life fears, weaknesses, and inabilities of the Player's must be considered.
- Any doubts or questions raised due to the Superpowers or Objects used or any ambiguities with the Crisis described is up for each individual judge's interpretation.
- Majority vote is required for an attempt to avert a Crisis to be deemed a **SUCCESS**. (A tie results in a FAILURE.)
- Heroes must judge honestly; Villains and Rogue may judge to their advantage.
- All votes are FINAL.

NAP TIME 

SITUATION: AFTER A SWIM IN THE LAKE, THE ROGERS FAMILY RETURN TO THEIR TENT TO FIND A SLEEPY SKUNK NAPPING ON THEIR SLEEPING BAG.

OBJECTIVE: CAREFULLY GET THE SKUNK OUT OF THE TENT WITHOUT GETTING YOURSELF OR THE TENT SPRAYED.

TRASH PANDA 

SITUATION: BAMBOO GAGA BOO! THE PANDA BEAR HAS ESCAPED THE LOCAL ZOO AND IS RUMMAGING THROUGH NEARBY DUMPSTERS.

OBJECTIVE: CAPTURE BOO SAFELY SO SHE CAN BE RETURNED TO THE ZOO.

RUNAWAY TRAIN 

SITUATION: JACK TERRORER HAS TAMPERED WITH THE BRAKES OF A METRO TRAIN.

OBJECTIVE: STOP THE TRAIN BEFORE IT CRASHES, OR EVACUATE ALL 30 PASSENGERS ON BOARD.

NOTE: In addition to the number in the corner, the Crisis Point Value of each Crisis can be determined by the card's background color.

*Strategy Tips

Heroes: Judge honestly. Voting "SUCCESS!" on a questionable Crisis will cause other the Heroes to question your motives and Secret Identity during the Endgame Phase.

Villains: Look for minor details and technicalities to "honestly" and "reluctantly" Fail attempts to avert Crises. Be generous when awarding SB Points to gain favor with other Players, especially if you have a chance to earn the fewest Points and become the Villain Team Leader during the Endgame Phase.

Undercover Hero: Judge honestly, but pretend to look for an excuse to Fail Crises to make yourself look like a Villain during the Endgame Phase.

Rogue: Find reasons to Fail other Players to make sure you have the most Popularity Points.

Second Crisis:

Remaining Mission partner, you must read aloud the second Crisis and explain how you will attempt to avert it within 30 secs (repeating step 6 from the First Crisis but without the option of reassigning the Crisis).



Second Crisis Judging/Scoring:

Members of the Public, you must repeat the entire Judging and Scoring process from the First Crisis for the Second Crisis.

Mission Scoring:

1. On the Scoreboard, find the current Mission number on the Mission Tracker and place a Mission Marker there.

- A. If the Hero Team won the Mission, place a BLUE Mission Marker on the circle.
- B. If the Villain Team won the Mission, place a RED Mission Marker there.

NOTE: Follow "Mission Scoring Rules" to determine which Team won each Mission.

2. Award the Hero Bonus (HB) to the Mission Hero.

- A. If the Hero Team won the Mission, move Mission Hero's Player Token +2 spaces on the Popularity Points Track.
- B. If the Villain Team won the Mission, move Mission Hero's Player Token -2 spaces on the Popularity Points Track.

Mission Scoring Rules

- 2 SUCCESSES = 1 Mission Win for the Hero Team. Place a BLUE Mission Marker.
- 2 FAILURES = 1 Mission Win for the Villain Team. Place a RED Mission Marker
- 1 SUCCESS and 1 FAILURE:
 - 1 Mission Win for the Hero Team if the CP value of the SUCCESS is **greater than** the CP value of the FAILURE.
 - 1 Mission Win for the Villain Team if the CP value of the FAILURE is **greater than or equal to** the CP value of the SUCCESS.
- The Mission Hero:
 - Earns +2 Hero Bonus (HB) Points for leading a Hero Team Win. Move the Player's Token forward on the Popularity Points Track.
 - Loses -2 HB Points for leading a Villain Team Win. Move the Player's Token backwards.

Popularity Points Track

CP (Crisis Points)
+SB (Style Bonus)
+HB (Hero Bonus)
= Total PP

Crisis Tracker

- Blue Crisis Marker for Success
- Black Crisis Marker for Failure

Mission Tracker

- Blue Mission Marker for Hero Team Win
- Red Mission Marker for Villain Team Win

START 0	1	2	4	5	7	8	9
POPULARITY POINTS							10
-1	The HERO TEAM wins a Mission if: • Both attempts to avert Crises were SUCCESSES or CP Value of the SUCCESS > CP of the FAILURE The VILLAIN TEAM wins a Mission if: • Both attempts to avert Crises were FAILURES or CP of the SUCCESS < CP of the FAILURE						11
	Players: 3 or 4 Super-Heroes: 1 or 2 Super-Villains: 2 Undercover Hero: 2 The Rogue: 1 or 0 Mission Wins Needed: 1 or 3 Max. No. of Missions: 2 or 3						
-2	CRISIS 1	CRISIS 2	CRISIS 1	CRISIS 2	CRISIS 1	CRISIS 2	CRISIS 1
-3	3	3	3	3	3	3	3
-5	CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2						12
	3 3 3 3 3 3 3 3						
-6	CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2						13
	3 3 3 3 3 3 3 3						
-7	CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2						14
	3 3 3 3 3 3 3 3						
-8	CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2						15
	3 3 3 3 3 3 3 3						
-9	CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2						15
	3 3 3 3 3 3 3 3						
-10	CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2 CRISIS 1 CRISIS 2						15
	3 3 3 3 3 3 3 3						
MISSION 4		MISSION 5		MISSION 6		MISSION 7	
Mission Hero Bonus: (for the Mission Hero only) Hero Mission Win = +2 / Villain Mission Win = -2		Style Bonus Average Chart					
		1	2	3	4	5	6
Number of Judgments		0	0	0-1	0-1	0-2	0-2
Total Style Bonus Points		1	1-2	2-4	2-5	3-7	3-8
		2	3-4	5-6	6-8	8-10	9-12
		SD Points Awarded					
		1					
		0					

End of Mission:

The Mission Hero Badge is passed clockwise. Play repeats until the Hero Team or the Villain Team have accumulated the necessary amount of Missions Wins needed (based on the number of Players) to win the Missions Phase.

6 **NOTE:** The back of each Badge has a Guide for quick rules reference.

Mission Hero Guide

Roll for Crisis (success or fail) 2 Crisis Cards from that location. (Style Bonus and Judging card). Hero and Villain reveal their Crisis. (Style Bonus and Judging card). If you roll a 0 (PP Card), it stays there. If you roll a 1 (PP Card), it stays there. If you roll a 2 (PP Card), it stays there. If you roll a 3 (PP Card), it stays there. If you roll a 4 (PP Card), it stays there. If you roll a 5 (PP Card), it stays there. If you roll a 6 (PP Card), it stays there. If you roll a 7 (PP Card), it stays there. If you roll an 8 (PP Card), it stays there. If you roll a 9 (PP Card), it stays there. If you roll a 10 (PP Card), it stays there. If you roll a 11 (PP Card), it stays there. If you roll a 12 (PP Card), it stays there. If you roll a 13 (PP Card), it stays there. If you roll a 14 (PP Card), it stays there. If you roll a 15 (PP Card), it stays there.

Sidekick Guide

When the action passes the Mission Hero reveals your Secret Weakness for the Crisis. The player who revealed to avert the Crisis can use it to avert the Crisis. (Style Bonus and Judging card). The Hero and Villain reveal their Crisis. (Style Bonus and Judging card). If you roll a 0 (PP Card), it stays there. If you roll a 1 (PP Card), it stays there. If you roll a 2 (PP Card), it stays there. If you roll a 3 (PP Card), it stays there. If you roll a 4 (PP Card), it stays there. If you roll a 5 (PP Card), it stays there. If you roll a 6 (PP Card), it stays there. If you roll a 7 (PP Card), it stays there. If you roll a 8 (PP Card), it stays there. If you roll a 9 (PP Card), it stays there. If you roll a 10 (PP Card), it stays there. If you roll a 11 (PP Card), it stays there. If you roll a 12 (PP Card), it stays there. If you roll a 13 (PP Card), it stays there. If you roll a 14 (PP Card), it stays there. If you roll a 15 (PP Card), it stays there.

The Endgame Phase

If the Villain Team won the Missions Phase,

1. The Hero Leader (HL) Badge is awarded to the Player with the **MOST Popularity Points**.
 - **Tie Breaker #1:** The HL candidate who earned the most **SUCCESSSES** on attempts to avert Crises.
 - **Tie Breaker #2:** The HL candidate who has been on the most Missions.
 - **Tie Breaker #3:** All the Players simultaneously vote by pointing at the candidate they want to elect as the new Hero Leader. (If there is still a tie, the vote of the Player who was Mission Hero during the last Villain Team Mission Win is forfeited.)
 - **If the Hero Leader is secretly a Villain, then the VILLAIN TEAM WINS the game.**

2. If you become the **Hero Leader** and are **NOT** secretly a Villain, then you must now **lead a brief discussion** with all the other Players (1 minute per Player) to determine who amongst you is a Villain and what is his or her Secret Weakness (SW), so you can capture them.

NOTE: During the discussion, Players may reveal their SW verbally but may **NOT** reveal their card.

3. After the discussion, you must 100% correctly (with ZERO errors) **identify each Villain and his or her Secret Weakness** (one at a time, in any order.)

NOTE: Accused Players must respond with “CORRECT” if BOTH the Secret Identity and Secret Weakness are correct, or “INCORRECT” if either the Identity OR the Weakness is incorrect.

4. If you declare that **no (more) Villains** are present, verify by **checking the extra Secret Identity from the earlier Setup**. If the extra card is a Villain, then you are correct.

If any Villains remain uncaptured, or you made ANY errors, then the VILLAIN TEAM WINS the game.

If you correctly identify each Villain and his or her Secret Weakness,

- And you are a Hero or the Undercover Hero, then the **HERO TEAM WINS the game.**
- **But if you are the Rogue, then only the ROGUE WINS the game.**

If the Hero Team won the Missions Phase,

the **Villain(s)** (and the **Undercover Hero** who is pretending to be a Villain) immediately **identify themselves as "Villains" WITHOUT REVEALING THEIR SECRET IDENTITY CARDS.**

1. The Villain Leader (VL) Badge is awarded to the “Villain” with the **FEWEST Popularity Points**.
 - **Tie Breaker #1:** The "Villain" who earned the most **FAILURES** on Crises.
 - **Tie Breaker #2:** The "Villain" who has been on the most Missions.
 - **Tie Breaker #3:** All the "Villains" (including the Undercover Hero) simultaneously vote by pointing at the "Villain" they want to elect as the new Villain Leader. (If there is still a tie, the Heroes must choose the Villain Leader.)
 - **If the Villain Leader is secretly the Undercover Hero, then the HERO TEAM WINS the game.**

2. If you become the **Villain Leader** and are **NOT** secretly the Undercover Hero, then you must now **lead a brief discussion** with all the other "Villains" (1 minute per "Villain") to deduce the Secret Weakness of each Hero and determine who amongst you is the Undercover Hero (and what is his or her Secret Weakness).

NOTE: During the discussion, "Villains" may reveal their SW verbally but may **NOT** reveal their card.

3. After the discussion, you must 100% correctly (with ZERO errors) **identify each Hero's Secret Weakness AND identify the Undercover Hero** and his or her SW (one at a time, in any order.)

4. If you declare that **no Undercover Hero** is present, verify by **checking the extra Secret Identity from the earlier Setup**. If the extra card is the Undercover Hero, then you are correct.

If you correctly identify the Undercover Hero and each Hero's Secret Weakness, then the VILLAIN TEAM WINS the game.

If you fail to correctly identify each Hero's SW or fail to uncover the Undercover Hero,

- Then the **HERO TEAM WINS the game.**
- **But if the Hero with the most Popularity Points is the Rogue, then only the ROGUE WINS the game.**

Endgame Rules

- Up to **1 minute per Player** for each Endgame discussion.
- Players can “reveal” their Secret Weakness **VERBALLY** but **NOT** reveal the actual card.
- Team Leaders **MUST** be 100% correct with no errors or omissions to steal the Victory.

FAQ:

While judging as a Hero, why shouldn't I just vote "SUCCESS" on every Crisis?

Voting "SUCCESS" on an attempt to avert a Crisis that you actually believe was a "FAILURE" violates the Superhero Code and makes you appear as a Villain. That won't help the Hero Team win the game and will actually do more harm than good during the Endgame Phase and in future games.

As the Undercover Hero, can I intentionally Fail Missions to appear more like a Villain?

No, during the Missions Phase, the Undercover Hero must still obey the Superhero Code. To look more "villainous," you may ask questions or make comments to appear suspicious, but must act as a Hero. However, during Endgame, you may lie to conceal your Secret Identity.

As the Rogue, if I don't have the most Popularity Points, can I still win the game as part of the Hero Team?

No, the Rogue only wins ALONE. If you fail to earn the most PP, you lose the game. In that case, during Endgame, you can choose to help whichever side you want to win the game.

Cards Breakdown

8 Secret Identity Cards:

3 Heroes 3 Villains
1 Rogue 1 Undercover Hero

8 Secret Weakness Cards:

2 Blue Malites 2 Red Malites
2 Yellow Malites 2 Orange Malites

16 Superpower Cards:

Super Strength	Mechanical	Fire Manipulation
Super Speed	Manipulation	Water Manipulation
Flight	Metal	Plant Manipulation
Teleportation	Manipulation	Animal Manipulation
Optic Blasts	Technokinesis	Elasticity
X-Ray Vision	Electrokinesis	Superpower Mimicry

12 Objects and Weaknesses Cards:

2 Blue Malites	2 Red Malites	2 Large Mystery Units
2 Yellow Malites	2 Orange Malites	2 Small Mystery Units

54 Crisis Cards from 6 Crisis Locations (and their sub-locations):

District 1: Residential & Commercial

Houses	Apartment Buildings	Shopping Centers
Schools	Restaurants	Post Office

District 2: Industrial

Factories	Warehouses	Hospital
Office Buildings	Junk Yard	Port

District 3: Stadium

Stadium	Parking Lot	Metro Station
Arena	Sports Bars & Grills	Bay

District 4: Parks

Campsites	Playground	Cemetery
Forests	Lakes & Rivers	Power Plant

District 5: Tourism

Airport	Zoo	Museums
Hotels	Aquarium	Monuments

District 6: Waterfront

Beach	Water Park	Boardwalk
Ocean	Amusement Park	Marina

Per District:

3 1-Pointers	4 2-Pointers	2 3-Pointers
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Credits:

Game Design and Development: Sophy Un
Art and Graphic Design: Jerico Canlas and Sophy Un

Neon Mu Games LLC www.NeonMuGames.com

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