

# SuperPowers

Expanded Second Edition 2.0

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3 to 5 Players

12 years and older

60 to 90 minutes

## Introduction

Every superhero story has a beginning. In Superpowers you live that origin, gain new powers and train to use them. Use the energy of the cosmos and technological breakthroughs to fuel these abilities. Battle villains and become the leader of your crime fighting team. Let the legacy begin!

## Components

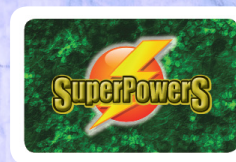
Action Board



Victory Point Board

0	10	20	30	40	50	60	70	80	90	100
1	11	21	31	41	51	61	71	81	91	101
2	12	22	32	42	52	62	72	82	92	102
3	13	23	33	43	53	63	73	83	93	103
4	14	24	34	44	54	64	74	84	94	104
5	15	25	35	45	55	65	75	85	95	105
6	16	26	36	46	56	66	76	86	96	106
7	17	27	37	47	57	67	77	87	97	107
8	18	28	38	48	58	68	78	88	98	108
9	19	29	39	49	59	69	79	89	99	109

24 Super Power Cards



24 Villain Cards



20 Adventure Cubes



80 Energy Tokens



30 Training Tokens



Draw Bag



Leadership Pawn



2 Distress Call Tokens



**Set Up:** Give each player 3 cubes of the same color, place the 4th cube on “0” of the victory point board. Put all energy tokens including two skull and crossbones “distress call” tokens in the draw bag. Draw energy tokens equal to two times the number of players from the bag. Place them on matching spaces under “discover powers” on the action board. Randomly choose one player to be the leader and give him the leadership pawn. Draw 5 super power cards and place them face up.

**Game Play Overview:** Starting with the first player and going clockwise, each player places one cube on the action board and carries out the action chosen. This continues until all cubes have been placed. Villains abilities are carried out, cubes are retrieved by their owners, and new energy tokens are placed on the “discover power” spaces (2X the number of players.) Players then go to the next turn by placing cubes in the same manner starting with the player holding the “leadership pawn.”



**Discover Power:** There are 4 discover power spaces, one for each type of energy. The player places a cube on one of these spaces and removes all energy tokens from that space. The player can now gain a new super power buy paying the cost shown at the top of the face up super power card. Energy tokens spent are put back in the bag. Only one power per cube may be obtained. When this is done, a new super power card is placed face up so there are always 5 available. The player gains victory points as shown on the diamond on the card. There is no limit to how many cubes can be in any of these four spaces, but only the first player there gets the tokens.



**Skull and Crossbones “distress call” tokens:** If a distress token is drawn, it is set aside and another token is drawn to take its place. Then a villain card is turned face up and put on the left side of the action board by the distress call space. This villain is now in play, his abilities are active, and is available for combat when a player chooses the distress call action. There is no limit to the number of villains that can be next to this space.







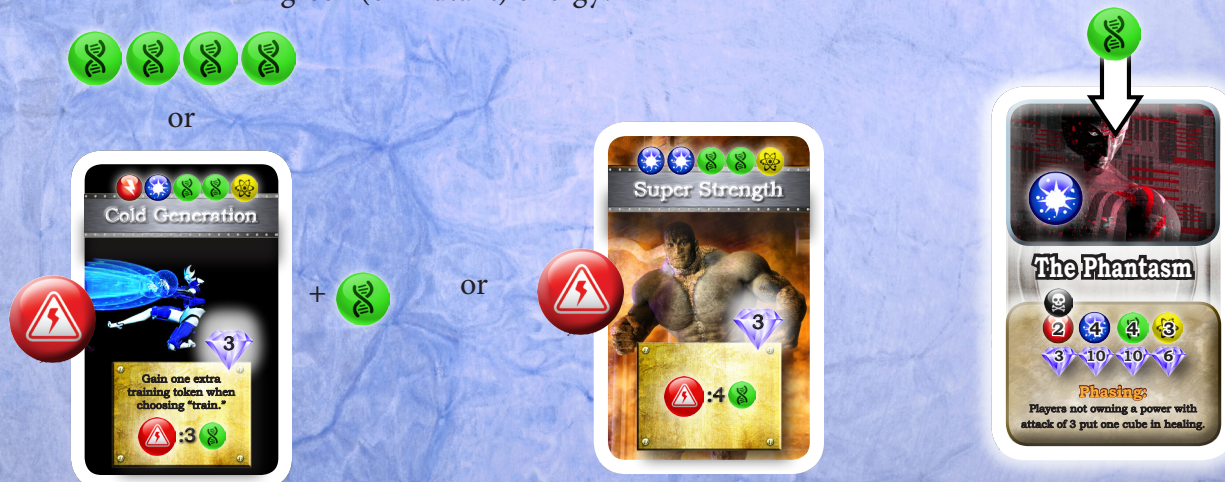
**Train:** Super powers that are in the possession of a player are activated by training tokens. When a player places a block in the train space, he gains one training token. There is no limit to how many cubes can be on the training space.



**Distress Call:** Players place cubes on the numbered spaces shown on this space, starting with the top most available space. The player is engaging in combat with an active villain or villains. There can be any number of villains active on the left of the board next to distress call. The player draws the number of energy tokens from the draw bag equal to the number on the space. The player may choose a training token instead of drawing one of the energy tokens, but only a maximum of one. Then if he is on a number 2 or 3 he can draw the rest from the bag.

**Combat:** The player now attacks the villain with a super power, energy tokens, or a combination of both. The player must be able to pay a number of tokens equal to or more than the number shown on the villain card for that one energy type. Superpowers are activated by paying training tokens to do the amount of damage and type of damage shown on the card. Then the player gains the number of victory points shown on the diamond below the energy type. Take one matching energy token from the bag and place on the villain card to show that energy has been defeated. Once one player defeats one type of energy, no other player can attack that same type. Only one type on one card may be attacked per cube placement unless the player has a superpower that states otherwise. Once all four types of energy are defeated the villain is defeated and discarded, his power or ability is no longer effective.

3 Ways to damage the Phantasm with green (or mutant) energy:





**Villains:** Each villain has a super power. The green powers effect all players and player powers and are always active as long as the villain is in play. The orange effects are triggered at the end of the players' cube placement. The skull showing next to one of the colors indicate damage done to players in combat. At the end of all player's cube placement, if that particular energy type has not been defeated all players in that particular combat space take one cube (from anywhere) and place it on the left side of the "heal" space. Players cannot take these cubes off the board until they choose "heal" during cube placement. This indicates that players are injured. If a player has all 3 cubes on the heal space, he may remove them at the end of the turn and immediately loses 5 victory points.



If this is the configuration of villains in the "Distress Call" space at the end of cube placement the following happens:

1. All players in "Distress Call" move one cube to "Healing" (do not place cubes in the green spaces). The Phantasm does this damage because the red energy has not been defeated. Scorpis does no damage because the green energy has been defeated.

2. The Phantasm's orange power is triggered. If any player has a power that does not have a 3

damage ability, that player puts another cube in "Healing" (again, not on the green spaces).

3. After all Villain effects are complete player's retrieve their cubes except those in the non-green space of "Healing."

**Most Wanted:** This space is where players can go after villains that may not currently be active, but are on the most wanted list. A new villain card is drawn and placed next to the most wanted space on the right side of the board. Players draw new energy token or training token the same way as in distress call. Then players attack the newly drawn villain card in the same way as "Distress Call." There can only be one villain next to the most wanted space at a time. Once all players have placed cubes, if the most wanted villain is still alive, he moves over to the other side of the board and can only be attacked if a player chooses the "Distress Call" action.



Once all black numbered spaces in the "Distress Call" or the "Most Wanted" have been filled, no other cubes may be placed there.

At the end of the cube placement, all Villain powers and damage are done in the "Most Wanted" spaced just as they were done in "Distress Call."



**Heal:** A player puts a cube on one of the three spaces on the right side of the heal space and immediately removes one cube from the non-green space and can place it on the same turn during his next placement action. Once all green spaces are occupied, no other cube may be placed.

**Leadership:** When a player places a cube on this space, he takes two energy tokens at random from the bag. There is no limit to the number of cubes that can be placed here, but only the first cube placed earns its owner the leadership pawn. The player with the leadership pawn goes first in the next round.

**Outwit:** A player places his cube on one of the spaces on the left side. Each space allows the player to draw one energy token from the draw bag. A player whose cube is on the orange space is not effected by any villain orange effect. A player on the green space is not effected by green effects, and a player on the black space is not effected by damage done by villains.

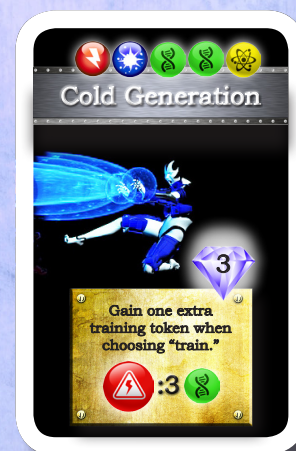


**Superpowers:** There are two general types of super powers. Single powers and dual powers. Single powers have only one effect on the card and dual powers have an upper and lower ability. Some villains will prevent players from using powers, listed as “single, upper, or lower.” Each power can only be used once each turn, with the exception of cybernetics where a player may trade two energy tokens for a training token as many times as desired in a turn. Only one damage dealing power can be used in each combat. (some superpowers allow you to break these rules.) If a power shows a training token or two, it can be activated by spending that many training tokens. If an upper effect has no token next to it, it can be used with no cost paid once each turn at any time.

“Single effect” power:  
Firestorm requires  
one training token  
to do 4 blue energy  
damage.



“Dual effect” power  
with upper and lower  
abilities:  
The upper ability on  
this card takes no  
training token to  
activate.  
The lower ability  
requires one training  
token.



**To Win:** The player with the most victory points at the end of the game wins. The game ends when one players cube equals or exceeds 80 victory points.



## Glossary of Superpowers

All effects may only be done once per turn unless specified.

A player may do both the top and bottom effects (for powers with two effects) in a single turn.

**Animal Mimicry:** Make one extra attack in a single cube placement if one training token is spent. All other costs for attacking must be paid. The player may attack any villain in the action space chosen. Also make a tech attack of 3 for one training token.

**Atomic Control:** Attack two colors in cube placement, magic and tech, for one training token. Each one receives two damage. This is a “single effect” power.

**Body Armor:** A player may take one cube from the non-green space of “Healing” once each turn at any time. Also make a cosmic attack of 3 for one training token.

**Cold Generation:** Gain one extra training token when choosing the “train” space. Also make a mutant attack of 3 for one training token.

**Cybernetics:** Trade any two energy tokens for a training token. This can be done multiple times in a turn. Also make a tech attack of 3 for one training token.

**Density Control:** Once cube occupies two outwit spaces. You may draw one energy token for each space. Use a household object to mark the additional space. Also make a tech attack of 3 for one training token.

**Energy Absorb:** Gain 2 random energy tokens once each turn at any time. Also make a cosmic attack of 3 for one training token.

**Energy Wave:** When choosing “Distress Call” or “Most Wanted” draw two extra random energy tokens. Also make a magic attack of 3 for one training token.

**Erratic Mutation:** Use any color of energy token in battle or to purchase a power for the cost of one training token. The effect lasts for all phases and actions of the current turn.

Also make a mutant attack of 3 for one training token.

**Fire Storm:** Make a cosmic attack of 4 for one training token.

**Flight:** Gain two extra random energy tokens when choosing leadership. Also make an attack of any color of 3 for one training token.

**Force Field:** A player may take one cube from the non-green space of “Healing” once each turn at any time.

Also make a magic attack of 3 for one training token.

**Hyper Invention:** Use any ability shown on a superpower card that is face-up that no player has yet acquired. A training token must be paid to use this ability in addition to any costs associated with the power chosen.

**Illusions:** Use any ability shown on a superpower card that has been acquired by another player. A training token must be paid to use this ability in addition to any costs associated with the power chosen.

**Invisibility:** Move one Adventure Cube belonging to the player with this power once each turn at any time to another action space. The player gains energy tokens and takes actions from both spaces. Also make a mutant attack of 3 for one training token.

**Invulnerability:** Make an attack of any color of 4 for two training tokens.

**Lightning Reflexes:** Gain one training token anytime during the turn. Also make a cosmic attack of 3 for one training token.

**Martial Arts:** Increase any color attack by 2 for a training token. This effect lasts for all attacks made for the entire turn and for all combat block placements.

**Metal Body:** Make a tech attack of 4 for one training token.

**Mind Control:** Gain 3 victory points for one training token. Also make a mutant attack of 3 for one training token.

**Plasma Blast:** Make a magic attack of 4 for one training token.

**Precognition:** Look at the top card of either the villain deck or the superpower deck and place the card on the top or bottom of the deck anytime. In addition gain 1 victory point. Also make a magic attack of 3 for one training token.

**Super Strength:** Make a mutant attack of 4 for one training token.

**Teleport:** Attack two colors in cube placement, mutant and cosmic, for one training token. Each one receives two damage. This is a “single effect” power.



## Glossary of Villain Powers

Orange colored powers are triggered at the end of the cube placement phase,  
Green effects are always active while the villain is face-up.

**Animal Transformation:** Applies only to powers that have two abilities. The upper ability cannot be used. Does not apply to Atomic Control or Teleport--these are single abilities.

**Armor Skin:** Any damage done by powers require double training tokens. Energy token attacks are not effected.

**Bio-decay:** Players cannot place cubes on the green spaces of the "Heal" space.

**Cosmic Awareness:** Players may not place a cube on any "Most Wanted" space.

**Cyber Control:** Players gain no tokens from any space on "Most Wanted."

**Emotion Control:** Players may not place a block on the "2" or "3" space of "Distress Call."

**Energy Sheath:** Applies only to powers that have two abilities. The lower ability cannot be used. Does not apply to Atomic Control or Teleport--these are single abilities.

**Energy Vampirism:** All players not choosing the "Train" action this turn lose all energy tokens.

**Hypnosis:** On the "Distress Call" spaces, no energy tokens may be gained. This does not effect the training token that may be gained.

**Lifeform Control:** All players not choosing the "Distress Call" or "Most Wanted" actions this turn lose all energy tokens.

**Matter Conversion:** All players with 3 or more powers lose one. Powers lost are out of the game.

**Mechanical Creation:** Applies only to powers that have single abilities. The power cannot be used.

**Mind Blast:** During the acquire powers phase, powers cost two more energy tokens of any color.

**Neural Control:** Players with 5 or more energy tokens place one block in the non-green area of the "Heal" space. This is in addition to any other damage done this turn.

**Nemesis:** Only players without any powers can gain them.

**Phasing:** All players who do not own a power that does 3 damage take place one block in the non-green area of the "Heal" space. This is in addition to any other damage tokens taken this turn.

**Plague Carrier:** Training tokens may not be gained in any manner while this card is face up.

**Reflection:** All successful attacks do damage to the attacking player. For each successful attack, place one cube in the non-green space of "Heal."

**Shapeshift:** All players who have 30 or more victory points go down 5 victory points.

**Stamina Drain:** All players not choosing the "Distress Call" or "Most Wanted" actions this turn lose all training tokens.

**Summoning:** The next villain on the stack of cards is turned face up and is active for attack and his power is in effect. He is placed next to the "Distress Call" area.

**Super Speed:** All players with two or more training tokens lose one.

**Venom:** Damage taken from the black skull symbol on villain cards cause players to put two tokens in the non-green area of the "Heal" space.

**Water Breathing:** Attacks made by energy token must be doubled to do damage. This includes tokens added to powers to complete an attack.

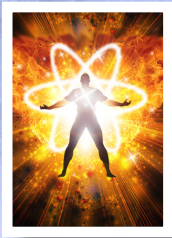


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### Super Heroic Premium Supporters:

Josh "Inevitable" Wheeler, R. Dawson Smith, Paul Hanny, Ph.D., Jim Davis, Evan Rattner, Wade "zWolf" Hone, Brian LaShomb, David Churn, Kevin Moldenhauer, Burt Silva, Jeff Chattin, Bryan Behl, Team Thornock - Curtis, Annette, Kat, & Brit: "We got your B.A.C.K." David Finn, Brian Bishop, Garrick Archer, Jonathan Morse, and Kendall D. Wampler

### Your Game May Contain the "Heroic Expansion" reserved for kickstarter supporters. If so, These are expanded powers:

**Berserker:** For two training tokens, any villain is completely defeated regardless of how many hits he has already taken. The player gains 10 victory points regardless of the victory points available. Since other players despise a berserker (he hurts them too) no victory points are gained for acquiring this power. After the defeat of the villain, any player preceding this player in the battle is immediately injured and places one cube in the non-green space of "Heal."

**Blending:** All adventure cubes are placed at one time on the players turn. The player may do this on his first opportunity or may pass his turn until all other players have placed.

**Diminution:** This special power is triggered by technology tokens instead of training tokens. The hero becomes too small to see, so all villain orange effects do not effect this player. Also, he

can do 3 genetic damage for one technology token.

**Energy Path:** When choosing "Most Wanted" or "Distress Call" the player may place his cube on any numbered space.

**Focus:** This power allows the player to make as many power attacks in a single cube placement as he has training tokens to do so. Energy tokens can be used only to supplement powers, not on their own, if this power is used.

**Mystic Weapon:** Player can make a technology attack of 3 with no training token spent.

**Psionic Storm:** For one training token a player may ignore the effects of a green villain power for the rest of the turn. He may also make a cosmic attack of 3 for one training token.

**Reality Alteration:** For one training token this player may attack and take victory points for a color that has already been defeated on a villain. This player also takes one training token every time he takes damage.

### Character Cards:

Each player starts the game with one card drawn at random. These cards replace the starting conditions of the standard rules.

Instead of 1 energy token of each color and one training token, players start with:

**Alien:** One training token, three cosmic energy tokens, three genetic tokens, and one cube in the non-green space of "Heal." (As he adjusts to living conditions on earth, he is hampered)

**Mage:** 5 magic energy tokens, and 3 cosmic energy tokens.

**Millionaire:** 1 technology energy token, one cosmic energy token, and 8 victory points. (He's already got a certain amount of fame)

**Mutant:** 2 genetic energy tokens, 1 random super power, and one damage token. (From the accident that made him a mutant)

**Mythological Being:** His choice of 4 energy tokens (chosen after the available powers are revealed) and 4 victory points.

**Robot:** One super power at random. (He was built with this ability and purpose in mind)

**Scientist:** 4 genetic energy tokens and 4 technology energy tokens.

**Soldier:** Two training tokens (combat ready), one genetic energy token, three technology energy tokens.

