

YOU: SUPERPOWERED

3-8 Players

20-60 min

Ages 13+

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....

Objective:

As a Hero, you must identify all the Villains hiding on your team (and each of their Secret Weaknesses) as you and your Sidekick attempt to avert Crises and succeed Missions.

As a Villain, you must deduce all the Secret Weaknesses of the Heroes while covertly sabotaging Missions and swaying the Public to vote in your favor.

As the Undercover Hero, you must help the Hero Team succeed Missions. But during the Endgame Phase, if the Heroes won the Missions Phase, you must pretend to be a Villain to mislead them and protect the Hero Team's victory.

As the Rogue, you must help the Heroes defeat the Villains but do whatever it takes to earn the most Popularity Points to abandon the Heroes and win alone.

Set-Up:

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)

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

The Superhero Code

A Superhero must:

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

Contents:

- 8 Secret Identity Cards
- 8 Secret Weakness Cards
- 16 Superpower Cards
- 36 Objects & Weaknesses (OW) Cards
- 102 Crisis Cards
- 6 Judging Cards
- 1 Mission Hero Badge with Mission Hero Guide Card
- 1 Mission Sidekick Badge with OW Guide Card
- 1 Hero Leader Badge with Endgame Guide Card
- 1 Villain Leader Badge with Endgame Guide Card
- 3 White Tokens
- 1 Die
- 1 Score Pad
- 1 Rule Book

Not included:
Timer, Pen



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. The 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. Each Player is dealt **4 Objects & Weaknesses (OW) Cards**.

- Extra OW Cards are placed face down in a pile in the center.
- Players may return unwanted OW Cards back to the center pile.
- The center pile is reshuffled and cards are re-dealt so that each player has 4 OW Cards in their hand once again.
- The extra OW Cards are placed face down in the center again.
- Place the **3 White Tokens** next to the draw pile of extra OW Cards.

5. Separate the **Crisis Cards** into 6 draw piles by their District numbers, shuffle each pile, and place each face down in the center next to the **OW Card** draw pile and the **3 White Tokens**.

6. Select Player(s) to act as **Scorekeeper** and **Timekeeper**. Give each the **Score Pad** and a **Timer** respectively. (A pen and a timer are needed, but **not included**; a smartphone with a Timer is recommended.)

7. Each Player must **state their name** for the Scorekeeper to write down on the **Score Pad**. (Players are encouraged to give themselves fun and creative **Superhero Names**.)

NOTE: *To get to know your teammates better, while stating your Superhero Name, game groups with new friends and Players are encouraged to share with each other 1-2 real-life fears or weaknesses and 1-2 real-life strengths or hidden talents which may affect your ability to avert Crises later in the game.*

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, Mission Hero and Mission Sidekick Badges** and the **Judging Cards** to distribute during the first Mission.



Game Play: The Missions Phase

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

Number of Players	Mission Wins Needed to Win the Missions Phase	Max Number of Missions Played
3-4	2	3
5-6	3	5
7-8	4	7

First Crisis:

Mission Hero, you must:

1. **Roll the die** for the District number of the 2 Crises to be averted this Mission.

2. Based on the Crisis District rolled, the Superpowers revealed, and your Secret Identity's goal, **select a Player to be your Mission partner and Sidekick** and hand them the Sidekick Badge.

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

4. **Exchange Secret Weakness Cards** with your Sidekick to build trust and keep each other in check. (Don't forget to exchange the cards back.)

5. **Collect 3 or 4 Objects & Weaknesses (OW) Cards** to use on the Mission, then shuffle and reveal them in the center FACE UP, including:

- 1 OW Card secretly chosen by you, the **Mission Hero**
 - 1 OW Card secretly chosen by your **Sidekick**
 - 1 OW Card secretly chosen by a **member of the Public** of your choosing **OR**
- 2 OW Cards randomly drawn from the center draw pile.

Example 1:

The Mission Hero chooses to draw 2 random OW Cards.



If your Malite is...

Red: You can use any Object (A-F).

Orange: You immediately FAIL!

Acknowledge immediately and do not attempt to avert your Crisis. (4 Small Malites = 1 Large Malite)

Yellow: You cannot use D, E, or F.

Blue: You cannot use A, B, or C.

Example 2:

The Mission Hero chooses to add 1 OW Card chosen by a Member of the Public.



If your Malite is...

Red: You cannot use any Object (A-D).

Orange: You can use any Object (A-D).

(You would not have been able to use A-D, but your Mission Partner removed your Malite (denoted by the White Token).)

Yellow: You immediately FAIL!

Acknowledge immediately and do not attempt to avert your Crisis.

Blue: You cannot use any Object (A-D).

Strategic Tips for OW Cards:

Heroes should **NOT** include Cards with yours or your partner's Malites. **Villains and Rogue** **should** include your partner's Malite. **Villains** may also include their own Malite to frame others.

Objects & Weaknesses Rules

- **Small Malites** contaminate Objects and Mystery Units and your color Malite (Secret Weakness) prevents you from using any of the 4 Objects or Units it touches (denoted by the white area).

NOTE: *You and your Mission partner are responsible for ensuring that neither of you overlook your Malites by mistake.*

- If **1 Large or 4 Small** samples of your Malite are revealed, you are incapacitated and **immediately FAIL** the first Crisis.

NOTE: *If both Hero and Sidekick are incapacitated, then the Hero immediately fails the first Crisis and the Sidekick immediately fails the second Crisis.*

- The **Mission partner** (Hero or Sidekick) that faces the **FIRST** Crisis may take the following actions with the OW Cards:

- Use any Mystery Units **not contaminated** by your Malite

- Use up to 3 Objects **not contaminated** by your Malite

- Remove up to 3 Malites (**that are NOT yours**) to uncontaminate Objects for your partner during the second Crisis.

(Limit 3 TOTAL Objects used and Malites removed.)

- A **White Token** must be placed over each Object used and each Malite removed by the first Mission partner.

NOTE: *The Objects must be used and the Malites removed verbally during the 30 sec attempt to avert the Crisis, BUT they do not need to be physically covered by Tokens until after.*

- The **SECOND** Mission partner can use any or all uncontaminated Objects or Units that remain.

- **Mystery Units** are “Wild Cards” and contain any real-world item(s) inside that you can think of to avert your Crisis.

- **Small Mystery Units** contain any **1** real-world item.

- **Large Mystery Units** contain **up to 3** real-world items.

- **Heroes and Sidekicks can both use the same** Mystery Unit to find **different** items inside.

- **Units and the items inside them are NOT part of the 3 Object/Malite limit for the first Mission partner.**

- Discard revealed OW Cards after each Mission. Shuffle and reuse discarded OW Cards only if the OW draw pile runs out.

6. Read the first Crisis aloud and immediately assign it to yourself or your Sidekick verbally. (Quickly pass the Crisis Card to your Sidekick if you are assigning it to them.)

NOTE: *The timer starts as soon as you finish reading the Objective on the Crisis Card, so make sure the Situation is understood by all before reading the Objective.*

Averting Crisis Rules

- You have just **30 seconds** to explain how you can accomplish the Objective to avert the Crisis.

- **Heroes MUST be honest, forthcoming, and obey the Superhero Code. Villains and Rogue may lie or hide truths.**

- Your explanation can include any available “uncontaminated” Objects on the OW Cards, anything mentioned on the Crisis Card, or anything **COMMON** to the Crisis location.

- **Players can only perform acts in their explanation that they can honestly perform in real life or acts made possible by their Superpowers.**

First Judging Round:

Members of the Public, you must all:

1. Judge and vote on the Success or Failure of the Mission Hero's or Sidekick's attempt to avert the first Crisis by revealing SUCCESS or FAILURE on your Judging Card simultaneously.

Judging Rules

- Each **member of the Public** may ask the Mission Player one **question** to briefly clarify his explanation, review the Player's Superpowers, or review the Crisis before judging.
- 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 issues with the Crisis described is up for each individual judge's interpretation.**
- **Majority vote** is required for a Crisis to be deemed **Successfully** averted. (A tie results in Failure.)
- All votes are **FINAL**.
- **Heroes must judge honestly; Villains and Rogue may judge to their advantage.**

2. Award Style Bonus Points to the Player (regardless of Success or Failure) for creativity, ingenuity, humor, or simply "style" by revealing nothing, 1, or 2 Style Bonus Points simultaneously.

3. The first Crisis is scored, and Popularity Points are awarded based on the Point value of the Crisis Card and any Style Bonuses. (Players should hold on to their used Crisis Cards for future reference.)

Crisis Scoring Rules

- The **Crisis Point (CP)** value of the Crisis Card is **added** to the individual Player's score for a Successfully averted Crisis.
 - The **CP** value of the Crisis Card is **subtracted** from the individual Player's score for a Failed averted Crisis.
 - The rounded **average** of all the **Style Bonus (SB)** Points is added to the individual Player's score.
- NOTE:** A table is provided on the Score Pad, so no math is needed to calculate SB averages. (You're welcome!)
- (The **Hero Bonus (HB)** is awarded only to the Mission Hero and is calculated during the Mission Scoring.)

Second Crisis:

Remaining Mission partner, you must **read aloud the second Crisis** and explain how you will avert it within 30 secs (exactly as your Mission partner just did.)

NOTE: You may use any uncontaminated Objects that remain.

Second Judging Round:

Members of the Public, you must all **judge and vote** on the second Crisis exactly as you did previously after the first Crisis.

Mission Scoring:

Scorekeeper, you must place an H on the **Score Pad** under the first Mission if the Heroes won the Mission or a V if the Villains won.

The Mission Hero Badge is passed clockwise. Play repeats until the Hero Team or Villain Team wins the necessary amount of Missions to win the Missions Phase.

Mission Scoring Rules

- 2 Successfully averted Crises = 1 Victory Point for the Heroes
- 2 Failed averted Crises = 1 Victory Point for the Villains
- 1 Success/1 Failure:
 - 1 Victory Point for the Heroes if the CP value of the Successfully averted Crisis is **greater than** the CP value of the Failed to be averted Crisis
 - 1 Victory Point for the Villains if the CP value of the Failed to be averted Crisis is **greater than or equal to** the CP value of the Successfully averted Crisis
- The Mission Hero:
 - Earns +2 Hero Bonus (HB) Points for a Successful Mission
 - Loses -2 HB Points for leading a Failed Mission

The Endgame Phase

If the Villains won the Missions Phase,

1. The Hero with the **most Popularity Points** is determined and awarded the **Hero Leader Badge**.

- **Tie Breaker #1:** The Hero Leader candidate who successfully averted the most Crises becomes the Hero Leader.
 - **Tie Breaker #2:** The Hero Leader candidate with the most experience (who has been on the most Missions) becomes the Hero Leader
 - **Tie Breaker #3:** All the Players simultaneously vote by pointing at the candidate they want to elect as the Hero Leader. (If there is still a tie, the vote of the Player who led the last Failed Mission is forfeited.)
- **If the Hero Leader is a Villain, then VILLAINS WIN the game.**

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

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

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

NOTE: *Accused Players must immediately 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 Set-Up** of the game earlier. If the extra card is a Villain, then you are correct.

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

If you correctly identify each Villain and their 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.**

Strategic Tips for the Endgame Phase:

If the Villains won the Missions Phase, win the Hero Leader's trust!

- *Villains should accuse other players (even other Villains) and help the Hero Leader deduce the other Players' Secret Weaknesses (SW). Appear helpful and blame any failed Missions you were on as sabotage by other players. As long as 1 Villain escapes detection, the Villain Team wins!*
- *Heroes should provide the Hero Leader with as much facts as possible. Reveal your own Secret Weakness (without revealing the card) to help deduce the Villains' Weaknesses.*

If the Heroes won the Missions Phase, win the Villain Leader's trust!

- *The Undercover Hero is the Hero Team's only chance at protecting their victory. You may now lie and say whatever you must to look Villainous. Reveal a Hero's SW if it helps you stay undercover.*

If the Heroes 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" with the **fewest Popularity Points** is determined and awarded the **Villain Leader Badge.**

- **Tie Breaker #1:** The Villain Leader candidate who failed to avert the most Crises becomes the Villain Leader.
- **Tie Breaker #2:** The Villain Leader candidate with the most experience (been on the most Missions) becomes the Villain Leader.
- **Tie Breaker #3:** All the Villains (including the Undercover Hero) simultaneously vote by pointing at the candidate they want to elect as the Villain Leader. (If there is still a tie, the Heroes must choose the Villain Leader.)
- **If the Villain Leader is really the Undercover Hero, then Heroes WIN the game.**

2. If you become the **Villain Leader** and are not secretly the Undercover Hero, then you must **lead a brief discussion** with all the other Villains (1 minute per Villain) to deduce the Secret Weaknesses of all the Heroes and determine who amongst you is the Undercover Hero (and what is their Secret Weakness.)

NOTE: *During the discussion, Villains may reveal their Secret Weakness verbally but may NOT reveal the actual card.*

3. After the discussion, you must 100% correctly (with ZERO errors) verbally **identify each Hero's Secret Weakness AND identify the Undercover Hero** and their Secret Weakness (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 Set-Up** of the game earlier. If the extra card is the Undercover Hero, then you are correct.

If you correctly identify each Heroes' Secret Weakness (including the Undercover Hero's), then the VILLAINS WIN the game.

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

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

Cards Breakdown

8 Secret Identity Cards:

3 Heroes
1 Rogue

3 Villains
1 Undercover Hero

8 Secret Weakness Cards:

2 Blue Malites
2 Yellow Malites

2 Red 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 2 Mystery Units:

Truck	Smartphone	Fire Extinguisher
Speed Boat	Inner Tube	Cutting and Welding Torch
Horse	Crowbar	Small Mystery Unit
Bucket of Water	Gas Generator	Large Mystery Unit
Potted Ivy Plant	Grappling Gun	

6 Crisis Locations (and their sublocations):

District 1: Residential & Commercial

Houses	Apartments	Stores
Schools	Post Office	Bank

District 2: Industrial

Factories	Warehouses	Office Buildings
Hospital	Junk Yard	Port

District 3: Stadium

Stadium	Parking Lot	Metro Station
Arena	Bay	Sports Bar & Grill

District 4: Parks

Campsite	Playground	Cemetery
Forests	Lake & River	Power Plant

District 5: Tourism

Airport	Zoo	Museums
Hotels	Aquarium	Monuments

District 6: Waterfront

Beach	Boardwalk	Water Park
Ocean	Marina	Amusement Park

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