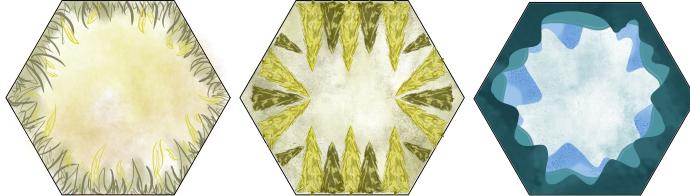


SUPERHERO: RULEBOOK

COMPONENTS

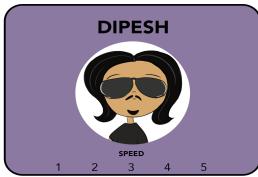
- Tiles:
 - Map building tiles: Plains, Hills, Mountains
 - 
 - Brain Drain Tile
 - Challenge Tiles
 - Speed Tiles
- 42 circular tokens. These are hero points.
- 1 twelve-faced dice.
- 4 Superhero Cards.
- 4 character cards.
- 4 corresponding player units.

SETTING UP

- Place the Brain Drain tile down. This tile marks the center of the map from where the players will start building.



- Each player takes a character card.



- The rest of the hexagonal tiles are divided into three piles of Plains, Hills and Mountains. Players can only start playing Hill tiles after they have finished Plain, and can only pick Mountain cards after Hills. The front of these cards should face down so that nobody knows which tile they will pick.
- The hero points and dice should also be within reach. They will be in use throughout the game.

YOUR GOAL

The Brain Drain storm has attacked Nepal and is destroying homes and lives across the country. Your goal is to achieve superhero status and defeat the Brain Drain!

Think of the Brain Drain as an evil black hole that is sucking up the land where the players live, destroying the environment and people in it. In order to stop it, players must first overcome little obstacles along the way.

You begin by building and exploring your own map as you solve challenges for hero points. As soon as you have collected 12 hero points, you are officially a superhero! And once you are a superhero, you must race back to the Brain Drain tile to use your hero points and defeat Brain Drain once and for all.

The first superhero to reach the Brain Drain tile wins the game.

HOW TO PLAY

Pick a character:

Are you Shivani, Sunoj, Irina, or Dipesh? Pick the character that is most like you and help them become a superhero! Remember to pick a corresponding unit to play with on the board.

Pick a first player:

Roll a dice, find out the earliest birthday in the group, or go by age — whichever method you prefer, remember to select the order of players before you begin.

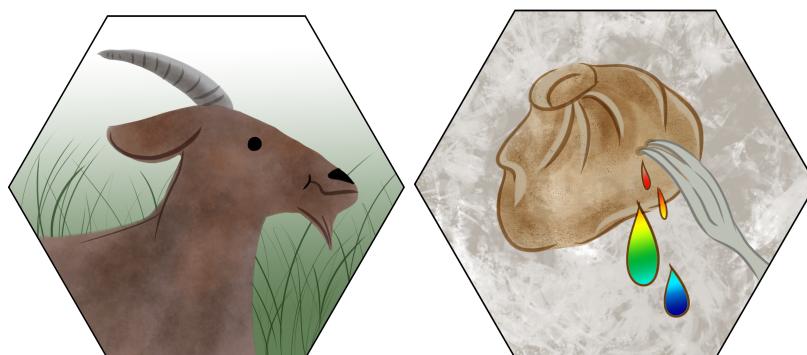
Begin playing:

Each player begins with a speed of 3, meaning that you can pick three tiles or move 3 paces every turn. Therefore, a speed of 3 is the same as drawing 3 tiles and placing them to build a path for your character to explore. (Your speed changes when you draw a challenge or speed tile, but more on that later.)

You may or may not choose to use your full speed during your turn — you are free to pick only one tile (or two). You also do not have to pick a new tile every turn, and can choose to move 3 spaces on the tiles already present on the board.

Speed Tiles:

Some tiles will look like these:



These are speed tiles. They have the ability to increase or decrease your speed.

- Goat Tile — Whenever a player encounters a goat tile, every player has to put their hands up. The last one to put their hands up loses one speed point.
- Momo Tile — Any player who picks up the momo tile gets a +1 speed boost.

What Happens When You Reach A Speed of 1?

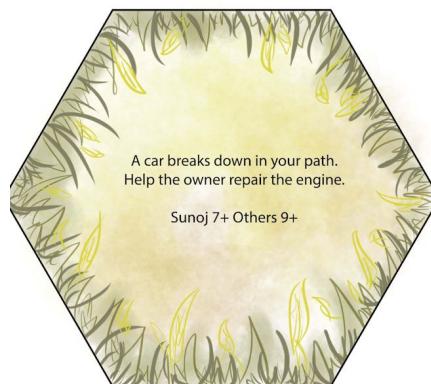
Supposing you've had a streak of bad luck, and now your speed is down to 1. This means that you are weakened, and the black hole is coming after you. If your speed is 1, you have to roll the dice for 12 during your turn. Otherwise, the black hole moves one step closer to you.

Until you roll a 12, you cannot move or pick a new tile. If the black hole reaches you, then you are eliminated from the game.

Remember, you have to try to build your map out as far away as possible to prepare for an event where you have a speed of 1, but also try and stay as close to the center as possible because you have to eventually return to the Brain Drain tile.

Challenge Tiles:

As you keep playing, you will notice that other tiles look like this:



These are called challenge tiles. You cannot leave a challenge tile without solving it.

This means that if the first tile you pick is a challenge tile, and you are unable to solve it, your turn ends —even though you have two more moves left. If you are successful in solving it, however, you can proceed with your turn.

Solving Challenge Tiles:

One way to solve the challenges is by following the instructions on the tile (sing a song, tell a joke, etc.)

The other way to solve the challenge tile is with the dice. You will notice that below each challenge tiles, there are certain names and numbers. In this card, for example, it says:

Sunoj 7+

Others 9+

This means that Sunoj only has to roll the dice for 5 or above to solve the challenge. Anyone apart from Sunoj who picks this tile has to roll 7 or above to solve the challenge.

As you can see, depending on a character's skills, some challenges are easier for some players than others.

Collaborating on Solving Challenges:

Now, you can also choose to solve these challenges by collaborating with another player.

If you have been stuck on a challenge for a while, you can ask for help from another player. If they agree (If a player refuses to collaborate with you, you cannot force them to.)

By collaborating with someone, you get two turns at rolling the dice, instead of the usual one.



Let's stick with the tile above as an example. If you ask Sunoj to collaborate with you on this challenge, then you both take a turn each to roll 7 instead of 9. But if you collaborate with another player, your number remains 9.

Remember that you are only allowed to collaborate with ONE other player, and that collaborating on a challenge doesn't mean that either player has to move from where they are.

Remember, also, that if the collaboration doesn't work, both players are stuck wherever they are. Once you solve a challenge, upturn the card before moving on so that everyone knows the challenge has been solved.

Hero Points:

Solving challenges gives you hero points. Once you collect 7 hero points, you are officially a superhero!

- Solving a challenge on your own = 1 hero point.
- Solving a challenge collaboratively = 1 hero point for the player who asked for the collaboration, and 2 hero points for the player who agreed to collaborate.

Once you reach 12 hero points, remember to race back to Brain Drain. Now that you have the skills and powers to deal with the big bad Brain Drain storm, the first player to reach base wins the game.

You are now ready to play the game. **Good luck!**