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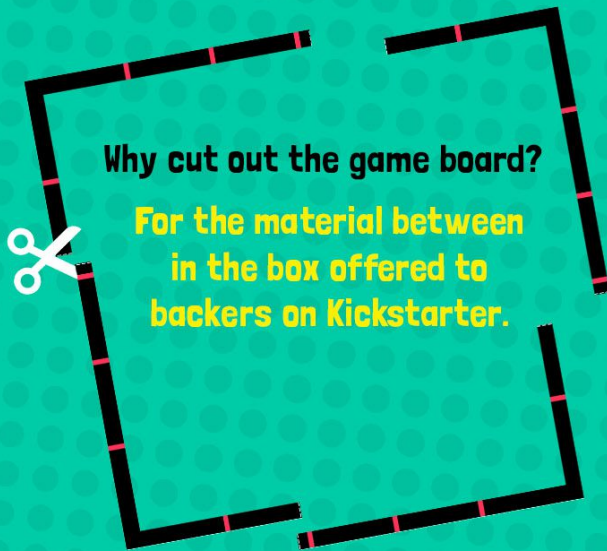
SUPÉRO
created by Léandre Proust

n°5

**GAME
RULES**

Assembly Instructions

Cut the black section, it's your Game Board!



Why cut out the game board?

For the material between
in the box offered to
backers on Kickstarter.

Fold & Stick



Game objective

In SUPERO, you must capture your opponent's Super-Weak while protecting your own one.

To help you in this mission, you choose a team of 5 Superheroes among the 8 at your disposal. Each Superhero is unique and has a special Power.

Game Components

One A5 cardboard sheet. Once all components are cut, fold and stick, you'll have:

- 16 Superhero Tokens.
- 1 5x5 squares Game Board



Setup

First, place the Game Board between the two players. Then, each player chooses 5 of his 8 Superheroes. These latter compose his Main Team, and Super-Weak must be part of this team. The 3 remaining Superheroes compose the Backup Team. Place them near the Game Board. Each player secretly places his Main Team on the first line of squares in front of him. Place only one Superhero per square. Arrange the 5 Superheroes of your Main Team in such a way you can identify them (but hidden from your opponent's view).



How to Play

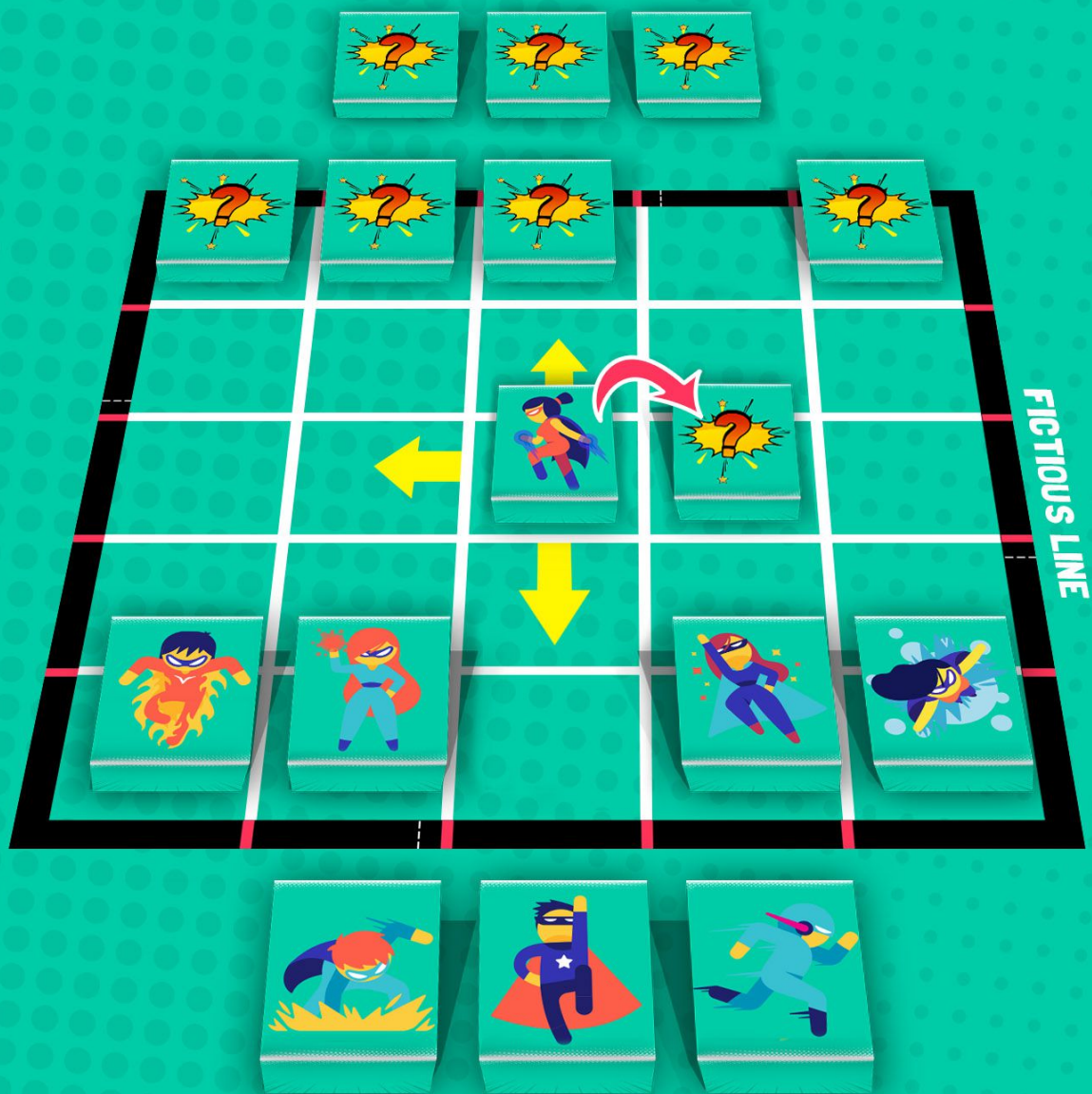
Players perform their turn one after the other. The youngest player plays first. During his turn, a player chooses one of the two following actions:

- Play one Superhero: in any order, move a Superhero and/or activate a power.
- Or,
- Exchange the position of two of your Superheroes.

Then, the second player performs his turn.

How to move a Superhero?

All Superheroes move the same way. A Superhero can move **one square forward, backward or sideward**. A Superhero cannot move on a square occupied by an allied Superhero. However, a Superhero can move on a square occupied by one of your opponent's Superhero. This latter will then be **captured** and placed in your opponent's Discard.



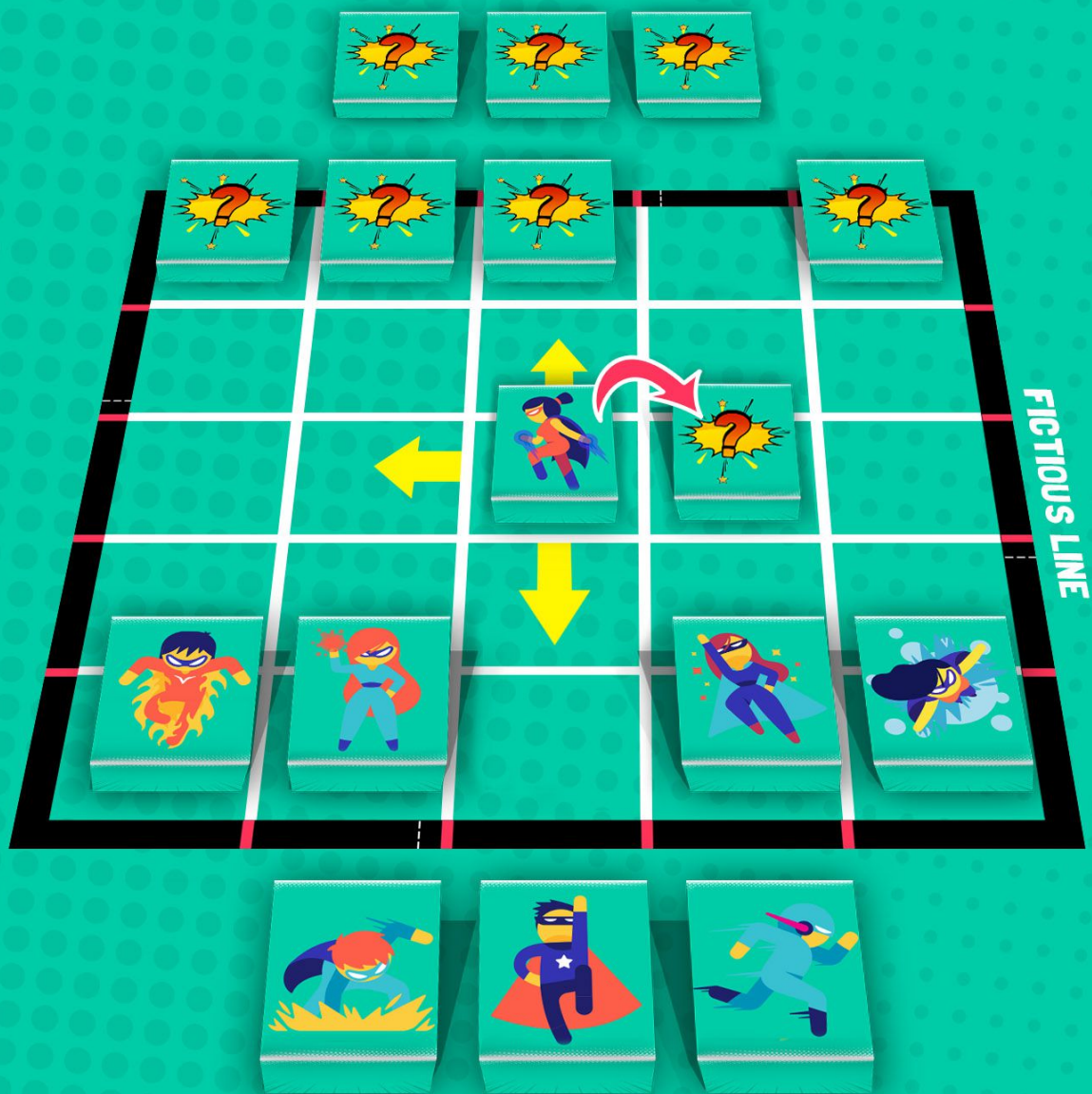
Captured Superheroes are placed in each player's Discard, outside the Game Board. Captured Superheroes are placed face up.

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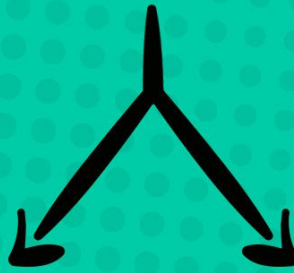
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Activating Powers

As Superheroes can only be identified by their owners, players can bluff when activating their Powers. As soon as a player declares a specific Power activation, his opponent can put him in doubt.



If your opponent doesn't put you in doubt, use the declared Power (even if it isn't the Power of the Superhero you played).

If your opponent doesn't believe you, he says "I put you in doubt!" You must then reveal the Superhero's identity by showing it to your opponent.



If the declared Power match the revealed Superhero, you can activate it.

If the declared Power doesn't match the revealed Superhero, you cannot activate it and your turn ends immediately.



When a player wrongly puts his opponent in doubt, or when a player who has bluffed is put in doubt, this latter must choose a Superhero of his Backup Team and place it in his Discard, face up.

Exchanging Superheroes' positions

Choose two Superheroes from your Main or Backup Teams. When you exchange the position of two Superheroes, put their Tokens under the table, out of sight, and exchange them... or not!

Victory Conditions & End of Play

The game ends when one of the following conditions occurs:

- One Super-Weak is captured. The opponent player wins.
- Super-Weak is the lone member of the Main Team of a player. The other player wins.
- The Backup Team of a player is empty. The other player wins.
- Your Super-Weak reaches one square of the starting line of your opponent. You win.

SUPERHEROES' POWERS



Super-Spy

Identifies a Superhero in Line of Sight*.



Super-Weak

No Power – must always be in play. You win if he reaches your opponent's starting line.



Super-Heal

Resurrects an allied Superhero when she's captured (this Power can be declared during your opponent's turn).



Super-Gravity

Attracts all Superheroes in his Line of Sight* (one square in his direction).



Super-Block

Cancels another Superhero's Power in her Line of Sight* (this Power can be declared during your opponent's turn).



Super-Flash

Moves one extra square.



Super-Fly

Goes through lateral sides of the Game Board.



Super-Boom

Explodes when captured. Capture the Superhero on the square where he exploded, and all Superheroes on adjacent squares (horizontally and vertically). This Power can be declared during your opponent's turn.

* Line of Sight: all Superheroes on the same line and the same column.



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Monsieur Patate
Mylene Dussaulx
Mélanie
Nicolas Boz
Passenger69
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Phaenira
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