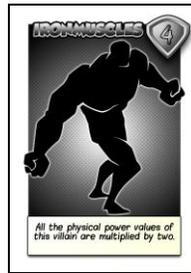




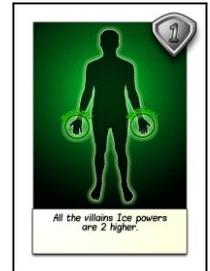
A mysterious meteor has crashed in Midville, TX, home of you, the Heroes. Key parts of the meteor have made landfall in several locations in the city, causing all sorts of mayhem. And to top it all, the Heroes and a number of the city's most villainous crooks have gained super powers as a result of the meteor strike. It is up to the Heroes to clean the city streets, of both meteor debris and evil Villains.

SETUP

Separate the cards by type:



⇐ Villain card
Villain's name, power and special effect.



Attribute card ⇐
attribute power and effect.



⇐ Location card
location name and the location effect.



Power card ⇐
power type and level.



⇐ Active Hero card.

Shuffle the Villain cards and place them in the center of the table; this is the Villain pile.

Shuffle the Attribute cards and place them in the center of the table; this is the Attribute pile.

Shuffle the Location cards and place them in the center of the table; this is the Location pile.

Shuffle the Power cards.

Deal each player four power cards at random. Each player takes their powers and puts them open on the table. Place any remaining power cards face-down on a Power pile in the center of the table. Keep room next to it for the Power discard pile.

Choose one player to be the first Active Player. Give the Active Hero card to this player.

PLAY

The game consists of 4 rounds. In each round each player gets one turn. The entire game thus consists of 16 consecutive turns.

At the beginning of a round:

Draw a card from the Location pile. This is the Current Location. It will influence every turn in this round.

Each turn is resolved as follows:

1. Create the villain

Take the top Villain card and put it face-up in the center of the table.

Take the top Attribute card and put it face up next to the Villain card.

Take the top two Power cards and put one face-up next to the Villain card, and

the other one face-down next to the Attribute card.

2. Form a defense

The Active Player now plays at least one, and up to four, powers, by putting them in front of him or her on the table.

Then, in turn (clockwise, starting at the player to the left of the Active Player and ending at the player to the right of the Active Player), each other player may play one Power by adding it to the pile in front of the Active Player.

3. The Villain reveals himself

Turn over the face-down Power card next to the Attribute card, so that the Villain is now completely revealed.

4. Tally up

Tally up the Villain's power and the Heroes' power. (see "Tallying up the score").

If the Heroes have equal to or more power than the Villain, the Heroes win this turn.

The Active Player receives the the Villain card face-up as a Bonus power. Place this card somewhere where you can easily find it.

If the Villain has more power than the Heroes, each player can choose to use a Bonus power to boost the Heroes' power. The value of this power is the 'base value' of the Villain it portrays. Afterward, the Bonus powers are put away; they play no more part in the game.

If the players' power now equals or exceeds that of the Villain, the Heroes win this turn. The Active Player receives the Villain card face-up as a Bonus power.

If the Villain still has more power than the Heroes, the Villain wins this turn. The Active Player receives the Villain card face-down as a Bad News card.

5. Count your losses

If the Active Player has more than two Bad News cards, the game is over. The Heroes have gotten too much bad press, and the public now sees them as nothing more than Vigilantes.

6. End of turn

The Active Player places all the played Power cards in front of him or her into the Power Discard pile, and all the Villains Power cards as well. This pile is best placed next to the Power Pile. The Attribute of the Villain is put away; it will not return during the rest of the game.

The Active Player then refills his or her hand to 4 cards from the Power pile.

If the current round has not ended: The player to the left of the Active Player becomes the new Active player (pass him or her the Active Hero card), and play resumes from "1. Create the villain."

If the current round has ended (each player has had a turn), and it was not the last round: Remove the Current Location from play. Each player refills their hand to 4 cards, in a clockwise direction, starting with the player to the left of the Active Player.

The player who is two spots to the left of the Active Player becomes the new Active Player (thus skipping one player), gets the Active Hero card, and play resumes from "At the beginning of the round."

If the current round has ended, and it was the last round: The Heroes' secret identities have not been discovered! City has been cleaned of Villains and meteor debris and the game is won.

WHEN THE POWER PILE RUNS OUT

If the Power pile runs out, shuffle the Power Discard pile and turn that into a new Power pile.

TALLYING UP THE SCORE

Players:

Add up all the numbers of the played Power cards, applying any modifications dictated by the Villain and the Current Location.

If any value occurs more than once, add points according to the table below.

If any power type appears more than once, add points according to the table below.

Points for multiple occurrences:

Twice	Three times	Four times	More than 4x
3	7	12	17

Villains:

Add up the power value from the two Power cards, applying any modifications dictated by the Villain and the Current Location.

Add the Attribute card power.

Multiply the result by the Villain's base power.

If all the Villain's Power cards have the same number, add 4.

If all the Villain's Power Cards have the same type (keeping in mind any rules on the Villain card), add 4.

SCORING YOUR GAME

At the end of the game you may want to know how well you did. For this, we have devised a scoring system from 0 to 100 points.

If you lost the game:

0 points.

If you won the game:

Start with 40 points.

Add the value of each Bonus power still in possession of the players.

If the "Marshall rd" Location featured in the game, add an extra 7 points.

Subtract 5 points for each Bad News card in possession of the players.

TALLYING EXAMPLES

Below are some examples of how the tallying of Power Points works.



Players played:

3 Air, 3 Ice, 4 Stealth

Villain:

AERODYNAMIC

Base power: 2

"All this villain's powers also count as Air"

Attribute power: 2

"This villain is immune to Ice powers."

Powers: 2 Fire, 3 Mental

Location:

BANNERS ALY

"Powers of the same type count half, rounded up."

Calculation:

Players

$$3 [\text{Air}] + 4 [\text{Stealth}] + 3 [\text{Bonus}] = 10$$

Why:

The Ice power cannot hurt the villain, so the 3 Ice does no direct damage. There are, however, two power 3 cards (the Ice card does count for combinations), which adds a bonus of 3.

Villain

$$\begin{aligned} & ((2 [\text{Fire}/\text{Air}] + 3 [\text{Fire}/\text{Air}] + 2 \\ & [\text{Attribute}]) * 2 [\text{Villain Base Power}]) + 4 \\ & [\text{All powers are Air}] = 18 \end{aligned}$$

Why:

Both powers count as Air, as well as whatever they are, so the villain gets 4 bonus for all the powers being the same type.

Result:

Unless the players can play at least 8 Bonus Power points, they lose against this villain.



Players played:

1 Mental, 2 Mental, 2 Air, 2 Ice,
4 Ice

Villain:

Mentallica

Base power: 3

"This villainess's aura double all the heroes' mental power values"

Attribute power: 3

"Hero powers of the same type as one of the villain's powers have double value."

Powers: 1 Fire, 3 Air

Location:



"Powers of value 1 count as 5."

Calculation:

Players

$$10 [\text{Mental}] + 4 [\text{Mental}] + 4 [\text{Air}] + 2 [\text{Ice}] + 4 [\text{Ice}] + 3 [\text{Bonus}] + 3 [\text{Bonus}] + 7 [\text{Bonus}] = 37$$

Why:

Due to the aura, all hero mental powers are multiplied, and as the location makes powers 1 count as 5, 1 Mental becomes $5 * 2 = 10$.

2 Mental becomes 4 due to the aura.

2 Air becomes 4 Air, because of the attribute text and the villain's 3 Air power.

3 bonus for two Mental powers, 3 bonus for two Ice powers, and 7 bonus for three powers of value 2.

Villain

$$((5 [\text{Fire}] + 3 [\text{Air}] + 3 [\text{Attribute}]) * 3 [\text{Villain Base Power}]) = 33$$

Why:

Due to the location 1 Fire becomes 5 Fire.

Result:

The players win this one.

OPTIONAL RULES

Here are some rules to give the game a different twist.

Less cooperative

The Heroes don't really trust each other and keep their powers hidden until they need to use them.

In this variant the players keep their cards hidden from the other players by holding them in their hands. It is also not allowed to tell other players what cards you have in your hand.

Receding power levels

As the city is cleaned up, the variety of powers dwindles.

In this variant any Villain's Power cards are removed from the game instead of put on the discard pile. This means that there is less variation in powers as the game progresses. If there are ever no Power cards left in the Powers pile AND the Power Discard pile the players may end up with fewer than 4 Power cards. For this variant, remove the "Marshall Rd" Location card from the game.

Less counting

For this variant, remove all the Location cards from the game. This means there are fewer rules to keep in mind when counting total values.



Game design: Ralf Berkvens
Art: Frank Buiting

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