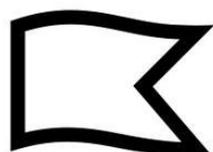


Superheroes

Game manual



PRACOWNIA
NAUKI i PRZYGODY

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The game was developed as part of the Erasmus+ project "Game it out!" hosted by Manufacture of Science and Adventure (Pracownia Nauki i Przygody, Poland). This game is one of the results of the dissemination strategy and can be used as an open access educational tool under CC0 license.

Game Description

What is it about:

We are great superheroes. Who wants and needs to fight the evil villains on the dark cold night and get out of the city by using our strength and superpowers.

Learning goals:

Cooperation, coordination, communication, decision making.

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Number of players:

3-6

Time for the game (without debriefing):

~ 25 minutes

List of components:

- 12 monster cards (file resources.pdf, orange and pink cards)
- 18 superpowers cards (file resources.pdf, white cards)
- 1 six sided dice
- 6 pawns in different colours
- 1 game board (file resources.pdf, first page)
- 18 strength tokens

Game Manual

Gameplay

Game starts in the centre of the board. Everybody takes X random superpower cards and 3 strength tokens. The X depends on the number of players:

- 3 players: 5 cards;
- 4 players: 4 cards;
- 5 players: 3 cards;
- 6 players: 2 cards;

Turn sequence:

1. We go one room after another.
2. We decide who and how many people are entering the room.
3. After decision is made, nobody can join us unless they have a mobility card.
4. After entering the room people inside draw a card from the villain's deck. Orange Cards are easy villains and the red ones are the difficult villains. If the villain has a special ability then only the ones who are in the room are affected by the ability. The abilities can be: Everyone loses one strength or someone loses a superpower card.
 - a. To fight the villain you either use strength points or you mimic your superpower card and you use it after the rest of the team will guess it (discard the card to the discarded superpowers pile).
 - b. In a special recharge room, you also fight a villain but you can regenerate one strength point (in the recharge strength room) or a random superpower from the used superpower pile.
5. After beating the villain, the rest of the team can join the room.
 - a. If anyone in the team is reduced to 0 strength, the team loses the game.
6. Start the process again with next room.

Special rule

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If you want to see what's inside the room without entering the room you can use a vision superpower card. In this case draw the villain card before entering the room and then plan your actions.

Game end

You win the game when you survive till the end as a whole team otherwise you lose.

Debriefing

Discuss with players the aspects of their cooperation:

- How did they plan their actions?
- How did they react to the unexpected events?
- What were their discussions about?
- Did everyone participate in the planning? If not, then why?
- What could be improved in the team's actions?