



MISSION



MISSION



MISSION



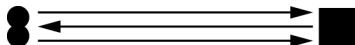
MISSION



SUPERVINE LEGBOUND RACE

THE MUTANT PLANT PESTICIDE SPAT SUPERVINES AT EACH PAIR THAT BOUND THE HEROES TOGETHER BY THEIR LEGS. TO BREAK THE SUPERVINE AND BUILD UP THE STRENGTH TO UPROOT PESTICIDE, EACH PAIR MUST RACE DOWN TO THE STADIUM WITH THEIR LEGS TIED TOGETHER, BACK TO BASE, THEN TO THE STADIUM AGAIN.

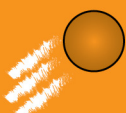
EACH PAIR WILL ALSO HAVE TO GO AROUND A PIECE OF SUPERVINE THAT FELL ON THEIR WAY.



ULTIMATA HERO WHEELBARROW

THE SOLAR ALIEN ULTIMATA HAS DIRECTED A RADIOACTIVE SUN RAY AT THE EARTH. ONE HERO IN EACH PAIR HAS LOST POWER IN THE LOWER BODY, AND ONE IN THE UPPER BODY. TO WIN THIS CHALLENGE AND REPEL THE SUN RAY BACK INTO SPACE, ONE HERO MUST GET DOWN ON HANDS & KNEES, THE SECOND HERO MUST HOLD ON TO THE FIRST HERO'S ANKLES, AND EACH PAIR MUST RACE DOWN TO THE SUPERHERO STADIUM, BACK TO YOUR BASE, THEN TO THE STADIUM AGAIN.

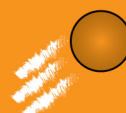
EACH PAIR WILL ALSO HAVE TO GO AROUND A PIECE OF METEOR THAT FELL ON THEIR WAY.



DREAMSTALKER BLINFOLDED TOSS

THE DERANGED MAGICIAN DREAMSTALKER HAS CAST A SPELL OVER EACH SUPERHERO PAIR TO LULL THEM INTO AN UNENDING SLEEP.

TO WAKE FROM THIS HORRIBLE DREAM, YOU MUST THROW A BALL FROM YOUR BASE INTO THE BOX IN THE STADIUM. ONLY ONE PARTNER HAS THE POWER TO THROW IN THE DREAM, BUT THAT PARTNER IS BLINDFOLDED AND STUCK TO THE BASE THE WHOLE TIME. THE OTHER PARTNER CAN MOVE FREELY BUT CANNOT THROW OR SPEAK. TAKING TURNS, EVERY PAIR THAT GETS 1 THROW IN HELPED TO DEFEAT THE DREAMSTALKER.



GENERAL MAYHEM BLINFOLDED DISARMING

GENERAL MAYHEM, THE REBEL MILITARY LEADER, HAS RELEASED STUN GRENADES INTO THE SUPERHERO STADIUM. WHILE TRYING TO ESCAPE, ONE HERO IN EACH PAIR WAS BLINDED, AND THE OTHER HERO WAS PARALYZED.

TO DISARM THE GRENADES AND WIN THE CHALLENGE, THE BLINDED HERO HAS 3 TURNS TO ROLL A BALL CLOSEST TO THE STADIUM WITHOUT LANDING IN THE STADIUM. THE PARALYZED HERO CAN DIRECT WITH WORDS BUT CANNOT MOVE. ANY PAIR WITH A BALL THAT TOUCHES THE STADIUM WINS THE CHALLENGE. IF NO BALL IS TOUCHING, THEN THE PAIR WITH THE CLOSEST BALL WINS.



MISSION



MISSION



IDENTITY



IDENTITY



MECHA 3.X WELDED-ARM FLAGS

THE DEMENTED ROBOT MECHA 3.X HAS USED ITS BODY WELDER TO BIND EACH PAIR OF SUPERHEROES TOGETHER.

YOU & YOUR PARTNER MUST INTERLOCK YOUR ARMS WHILE YOU TRY TO ACQUIRE THE PARTS TO REPROGRAM THE BODY WELDER. UNFORTUNATELY, THOSE PARTS ARE THE FLAGS THAT ARE ATTACHED TO EVERY OTHER PAIR. TO WIN THE CHALLENGE AND FIX THE BODY WELDER, YOU MUST BE THE FIRST PAIR TO GET 5 FLAGS. IF YOU'VE ALREADY LOST ALL YOUR FLAGS, YOU AND YOUR PARTNER KNEEL IN THE GRASS, WHERE YOU CAN CONTINUE TO STEAL FLAGS.



SILAS MCBLIZZARD FROZEN ELBOW TAG

ESCAPED CONVICT SILAS MCBLIZZARD HAS POISONED THE WATER SUPPLY WITH A CHEMICAL THAT FREEZES EVERYONE WHO DRINKS IT - WHILE SUPERHEROES AREN'T AFFECTED AS MUCH AS NORMAL PEOPLE, EACH PAIR HAS BEEN FROZEN TOGETHER AT THE ELBOWS. EACH PAIR MUST TRY TO GET 3 BALLS FROM THE SUPERHERO STADIUM BACK TO YOUR HOME BASE IN ORDER TO CREATE THE ANTIDOTE. TO SLOW DOWN OTHER TEAMS, IF YOU TAG SOMEONE THEY HAVE TO FREEZE AND COUNT OUT LOUD TO 5--SUPERHERO (AND VICE VERSA IF THEY TAG YOU). WHILE ONE PARTNER IS FROZEN, THE OTHER CAN TAG OTHERS BUT CAN'T MOVE.

IDENTITY

WHAT IS YOUR ORIGIN STORY?

*HOW DID YOU GAIN YOUR
POWERS?*

*HOW DID YOU CHOOSE TO USE
THEM FOR GOOD?*

IDENTITY

*WHAT IS THE GREATEST
CHALLENGE YOU'VE EVER
FACED?*

*WHAT WAS THE MOST DIFFICULT
OBSTACLE?*

HOW DID YOU TRIUMPH?



IDENTITY



IDENTITY



IDENTITY



IDENTITY

IDENTITY

WHO IS YOUR ARCH-NEMESIS

WHAT POWERS DOES S/HE HAVE?

*HOW DID YOU BECOME
ENEMIES?*

IDENTITY

WHO IS YOUR SIDEKICK?

HOW DID YOU MEET?

*WHAT ARE HER/HIS MOST
IMPORTANT QUALITIES?*

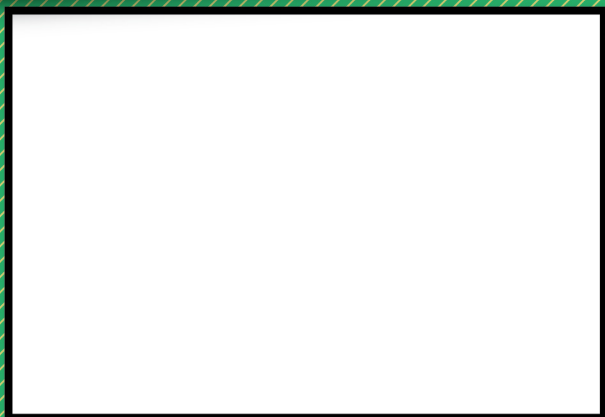
IDENTITY

*WHAT SUPERHERO LEAGUE DO
YOU BELONG TO?*

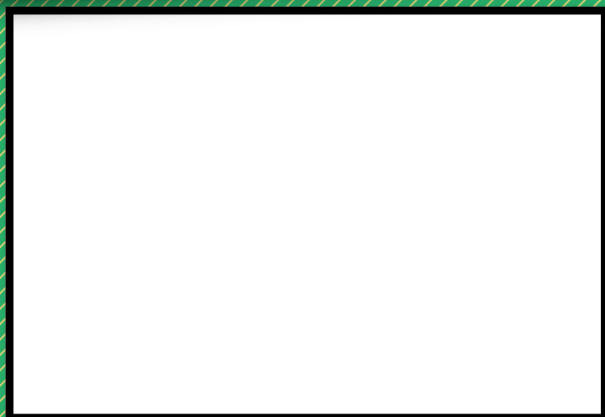
*WHAT UNITES THE DIFFERENT
MEMBERS?*

WHAT IS ITS GOAL?

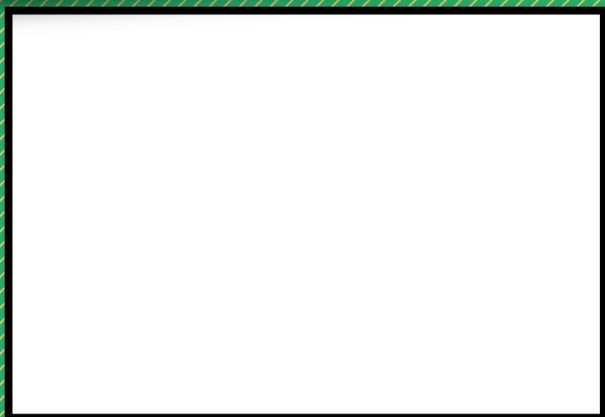
MIND CONTROL



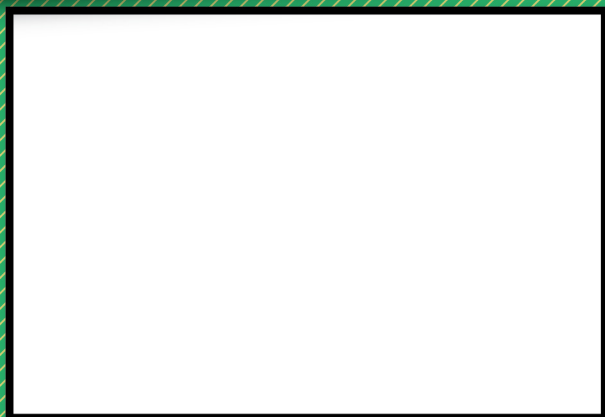
TIME TRAVEL



BODY MORPH



FLIGHT



TIME TRAVEL

**GOT IT WRONG?
GO BACK IN TIME
AND TRY AGAIN!**



YELL: REWIND!
EVERYONE ELSE REWINDS THEIR MOVES FOR 2 SECONDS WHILE YOU GO ON. (1 PER GAME)



**YOU ALWAYS THROW TWICE.
ONLY THE SECOND THROW COUNTS.**



OH! NO!
YOUR POWER DOESN'T WORK HERE!

MIND CONTROL

**NOT ENOUGH CONTROL
FOR YOU?
JUST IMPOSE SOME MORE!**



**HAVE SOMEONE GIVE YOU THEIR FLAG
OR STOP THEM FROM FREEZING YOU
(1 PER GAME)**



**SWITCH ROLES WITH YOUR PARTNER
(1 TURN PER GAME).**



OH! NO!
YOUR POWER DOESN'T WORK HERE!

FLIGHT

**SOMETHING HOLDING YOU
DOWN?
JUST FLY AWAY!**



**RELEASE FROM YOUR PARTNER FOR
2 SECONDS. YOUR PARTNER STANDS STILL.
(1 PER GAME)**



**YOU HAVE TO JUMP AS YOU THROW.
EVERY TIME!**



OH! NO!
YOUR POWER DOESN'T WORK HERE!

BODY MORPH

**IS SOMETHING NOT IDEAL?
ADAPT YOUR BODY TO THE
SITUATION.**



OH! NO!
YOUR POWER DOESN'T WORK HERE!

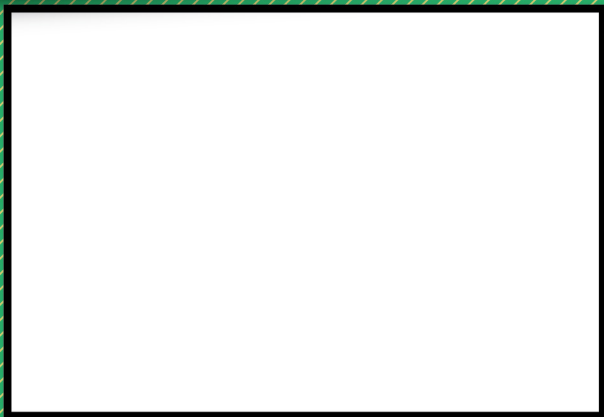


**YOU HAVE TO USE YOUR PARTNER'S
POWER FOR ONE TURN.**

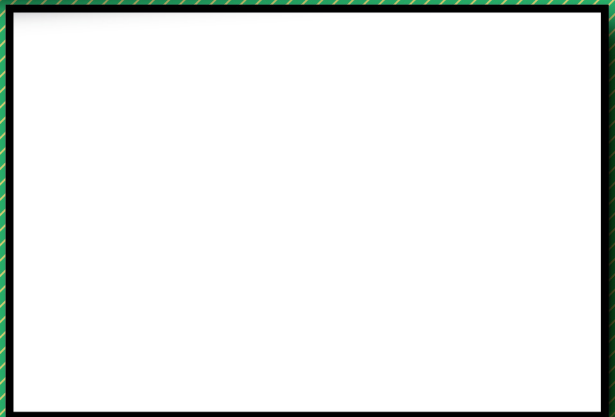


**YOU CAN CHANGE YOUR BODY AND BE BOUND
BY A DIFFERENT BODY PART.**

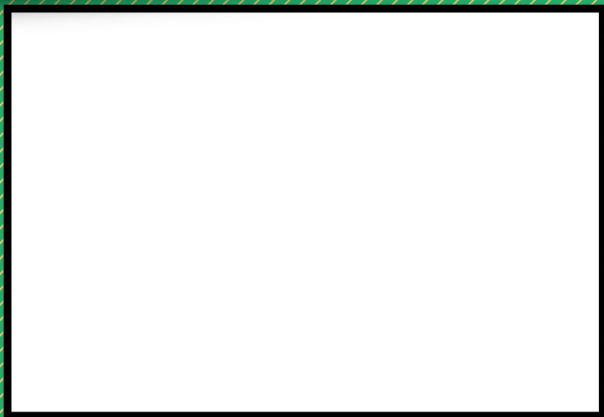
SUPER STRENGTH



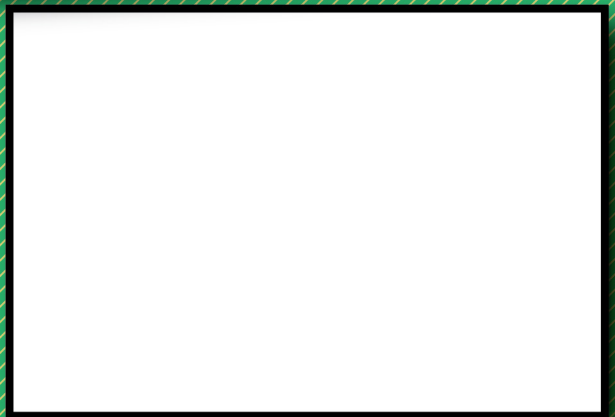
INVISIBILITY



BODY EXTENSION



BODY EXTENSION



INVISIBILITY

BECAUSE SOMETIMES IT'S
BETTER TO BE UNSEEN.



OTHERS HAVE TO USE BOTH HANDS TO FREEZE
YOU OR STEEL YOUR FLAG.



YOU STAND BETWEEN THE THROWER AND
THE TARGET AND DEFLECT THE BALL.



OH! NO!
YOUR POWER DOESN'T WORK HERE!

SUPER STRENGTH

WHAT'S AN OBSTACLE WHEN
YOU CAN SMASH IT AWAY?



OH! NO!
YOUR POWER DOESN'T WORK HERE!



YOUR THROW ALWAYS GETS MOVED
ONE FOOT FORWARD FROM WHERE IT LANDS.



TAKE OUT ALL THE OBSTACLES ON YOUR WAY!

BODY EXTENSION

CAN'T REACH SOMETHING?
THAT IS NOT A PROBLEM
FOR YOU!



HOLD YOUR PARTNER BY THE HAND,
NOT THE ELBOW.



YOU HAVE TO EXTEND ONE FEET AS FAR AS
YOU CAN FROM THE HEADQUARTERS TOWARDS
THE STADIUM WHEN YOU THROW



OH! NO!
YOUR POWER DOESN'T WORK HERE!