

NUMBERS LEAGUE



Rules

Contents: 120 CARDS

75 HERO CARDS - 25 Heads, 25 Bodies, 25 Legs

21 DEVICE CARDS - Thunder Hammer X5 (1), Power Glove X4 (2), Atomic Mace X3 (3), Robot Pal X2 (3), Zap Gun +15 (1), Jump Boots +10 (2), Jet Pack +5 (3), Hypnohelm -10 (2), Utility Belt -5 (3)

24 VILLAIN CARDS - Two Sided.

Background :

A Plague Of Villains Has Descended On Infinity City. In Numbers League, You Are The Leader Of A Team Of Superheroes In A Quest To Rid The Streets Of Villainy. Do You Have The Skill It Takes To Use The Sum Of Your Team's Powers To Save The Day?

Cards:

Figure 1 Has Examples Of All Three Types Of Cards In Numbers League. All The Important Icons Are Labeled Here And Will Be Referenced Later In The Rules.



FIGURE 1 -

A.VILLAIN CARD, 1.VILLAIN ICON, 2.VILLAIN'S POINTS, 3.LEVEL INDICATOR 4.VILLAIN'S WEAKNESS

C.HERO CARD, 8.HEAD ICON, 9.HERO PART VALUE, 10.LEVEL INDICATOR

Prepare Your Deck - Separate Out All The Double Sided Villain Cards From The Rest Of The Deck.

To Play At Hero Level : Set Aside Hero And Device Cards With A Green Level Indicator. Use Only The Side Of The Villain Cards With The Yellow Level Indicator. (See Figure 1)

To Play At Superhero Level : Use All The Cards. Villains May Show Either Color Dot.

Setup :

The Game Can Be Played At Two Different Levels Of Difficulty, Hero Level And Superhero Level. In Both Levels, Game Play Is The Same. Only The Cards Used Are Different. Regardless Of Which Version You Play, A Fairly Large Playing Surface Is Needed.

PLAY DECK - There Are Two Types Of Cards In The Play Deck: Hero Cards And Device Cards. From This Deck, You Will Deal Out Each Player's Starting Hand, Setup The Sidekick, And Make The Hall Of Heroes.

ROGUES GALLERY - These Are The Villains You'll Attempt To Capture. At The Start Of The Game, Lay Down The Villain Cards In Four Rows Of Six Cards. (See Figure 2). Putting Them In Sequential Order Works Best. HINT: For A Quicker Game, Use Fewer Villains (12 Or 18).

SIDEKICK - The Sidekick Is Made Up Of Three Face-Up Cards That Sit Next To The Rogues Gallery (See Figure 2). These May Be Either Hero Cards Or Device Cards. Rules For Using The Sidekick Will Be Discussed Under Game Play.

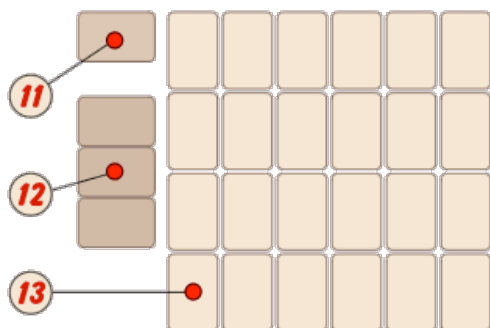


FIGURE 2 -

11. HALL OF HEROES, 12. SIDEKICK, 13. ROGUES GALLERY

Game Play :

To Begin The Game, Each Player Takes 3 Cards From The Play Deck And Adds Their Numbers Together. The Player With The Highest Total Is The Dealer And Plays First. Play Proceeds Clockwise. The Player With The Lowest Total Fills The Rogues Gallery (As Described In The Setup).

DEALING THE CARDS - After Reshuffling The Deck, The Dealer Gives 7 Cards To Each Player And Lays Down The Sidekick (As Described In Setup). The Rest Of The Deck Is Placed Face Down Above The Sidekick And Is Called The Hall Of Heroes (See Figure 2).

PLAYER TURNS - Each Player's Turn Has Three Phases: Action Phase, Capture Phase, And Energize Phase. At The End Of The Energize Phase, Play Moves Clockwise To The Next Player.

Action Phase :

During The Action Phase You Can Either Play Up To Two Cards From Your Hand, Or Return To Headquarters.

RETURN TO HEADQUARTERS - On Your Turn, Instead Of Playing Any Cards, You May Choose To Return To Headquarters. To Do So, Take As Many Unwanted Cards From Your Hand As You Wish, Place Them On Top Of The Hall Of Heroes, And Reshuffle. If You Return To Headquarters, You May Not Capture A Villain On That Turn.

PLAYING CARDS - Each Card That You Place On The Table From Your Hand Is A Card Played. These Cards Can Be Either Hero Cards Or Device Cards.

Hero Cards Are Placed Face Up In Front Of You To Build Superheroes. A Superhero Can Be Made Of Any 1 Head, 1 Chest, And 1 Leg Card. You May Only Build One Superhero At

A Time, So Any Partially Built Superhero Must Be Completed Before Starting A New One. Once Complete, A Superhero Cannot Be Changed.

Device Cards Can Be Placed On Your Completed Superheroes To Help Them Capture Villains. Only One Device Can Be Placed On A Superhero At A Time. If A Superhero Has A Device, It Must Be Used Before Another Device Can Be Played On That Superhero.

Both Hero And Device Cards From Your Hand Can Be Traded For Cards In The Sidekick (See Active Sidekick). Even Though You Get A Card Back When Trading One With The Sidekick, Each Trade Counts As Playing A Card.

Capture Phase :

In The Capture Phase You Can Try To Capture One Villain From The Rogues Gallery. Each Villain Card Has A Weakness Number You Must Match In Order To Capture It. Use Any Or All Of Your Completed Superheroes, With Or Without Devices, And Possibly The Sidekick (See Below) To Match A Villain's Weakness. The First Step In Doing This Is Determining The Values Of Your Completed Superheroes.

SUPERHERO VALUES - A Completed Superhero's Numbers Are Added To Find His Or Her Value. For Example, A Superhero Whose Head Number Is 1, Chest Number Is 2, And Legs Number Is 4 Has A Value Of 7 ($1+2+4=7$). Any Device Placed On A Superhero Can Also Be Used. If The Superhero In Our Example Has The Jump Boots (+10), His Or Her Value Could Be Either 7 Or 17. If A Device Is Used To Capture A Villain, It Is Put In Your Trophy Pile (See Trophy Pile).

TROPHY PILE - When You Succeed In Capturing A Villain, Remove It From The Rogues Gallery And Put It In A Stack Next To You Along With Any Device Used To Capture It. This Stack Is Your Trophy Pile.

ACTIVE SIDEKICK - If At Any Time The Sidekick Has A Head, Chest And, Leg Card, They May Be Arranged To Assemble An Active Sidekick. If Active, The Sidekick's Value May Be Used By Any Player During Their Turn. Like A Superhero, The Value Of An Active Sidekick Is Determined By Adding Up The Numbers On Its Body Parts. Like A Superhero, An Active Sidekick Can Capture Villains Alone Or With Other Superheroes. Unlike Superheroes, A Sidekick Cannot Use A Device. However A Device Card May Be Traded Into The Sidekick During The Action Phase. Any Trade Into The Sidekick That Leaves It Without A Head, Chest, And Legs Makes The Sidekick Inactive.

Energize Phase :

End Your Turn By Drawing Enough Cards From The Hall Of Heroes To Bring Your Hand Back To 7 Cards.

Winning The Game :

When All The Villains In The Rogues Gallery Have Been Captured, The Game Is Over. Each Player Adds The Points Of The Villains In Their Trophy Pile. A Villain's Points Are Not The Same As Its Weakness. The Points Are Shown As A Small Number In The Top Left Corner Of Each Villain Card. Point Values Are 1, 2, Or 3. After Adding The Villain Points, Add 1 Point For Each Device In Your Trophy Pile To Find Your Total Score. The Player With The Highest Total Is The Winner. In The Case Of A Tie, The Player With The Most Villains Wins.

Examples:

You Have Two Completed Superheroes (A And B) And There Is An Active Sidekick (C).

Superhero A Has A Value Of 7 And Jump Boots (+10). Superhero B Has A Value Of 5 And A Jet Pack (+5). The Active Sidekick Has A Value Of 3.

Superhero A Working Alone Can Capture Either The Villain Whose Weakness Is 7 Or 17. If You Capture The 17, Both The Villain And The Jump Boots Go Into Your Trophy Pile. If Superhero A And The Sidekick Worked Together They Could Capture The 10 Or The 20 Villains. If You Captured The 20, Both The Villain And The Jump Boots Would Go Into Your Trophy Pile.

If All Three Worked Together They Could Capture The 15, 20, 25 Or The 30 Villains. If You Capture The 20, Both The Villain And The Jet Pack Would Go Into Your Trophy Pile. If You Capture The 25, Villain, Jet Pack And The Jump Boots Would Go Into Your Trophy Pile.

In This Example Various Combinations Of A, B, And C Would Make It Possible For You To Capture The 3, 5, 7, 8, 10, 12, 13, 15, 17, 20, 22, 25, 27, Or 30 Villain.

Hints :

You Don't Automatically Draw 2 Cards During The Energize Phase. If You Choose To Swap A Card Into The Sidekick, Or Return To Headquarters It Will Affect How Many Cards You Draw.

Remember That A Completed Superhero Needs A Head, Chest, And Leg Card To Be Complete, But That Doesn't Mean Those Parts Have To Be From The Same Hero. Numbers League Was Designed To Mix Up Its Heroes, So Have Fun Making As Many Strange And Unlikely Combinations As You Can.

If Players Need Them, Note Pads And Pencils Have Been Provided To Help Keep Track Of All Those Numbers.

Solitaire Numbers League :

Play As Normal But Keep Track Of How Many Rounds It Takes You To Save The City.