

POW!



Setup

Shuffle all tiles and place them in two rows: one for the **superheroes** and one for the **supervillains**.

Playing the Game

1. Roll the Dice

- » Roll five dice up to three times, setting aside at least **one** die after each roll.

2. Take one Tile

- » a. **Roll at least 1 blue shield:** Take a tile from the **superhero** row. The number of shields shown indicates exactly which tile you must take (starting from left to right).
- » b. **Roll at least 1 orange skull:** Take a tile from the **supervillain** row. The number of skulls shown indicates exactly which tile you must take (starting from left to right).
- » c. **Steal another player's tile:**
 - » **Roll 3 speech bubbles of the same color:** You steal the top tile of another player's stack of the same color (**blue** for **superhero** and **orange** for **supervillain**).
 - » **Roll 4 or 5 speech bubbles of the same color:** You can steal any single tile from another player's stack of the same color. Announce the player you wish to steal from and then call out the position of the tile you want (You are unable to look through the stack).
- » d. If you can't take anything, you must take the tile with the **lowest score** from the supply.

End of the Game

The game ends once all the tiles have been claimed. If a player has more **superhero** tiles than **supervillain** tiles, they must discard tiles from their **superhero** stack until the two stacks are of the same height. Each player then adds up the value of all their remaining tiles and the player with the most points wins. In case of a tie, the tied players share the victory.