

ONE NIGHT ULTIMATE SUPER HEROES™

GET THE APP!

Super Heroes is even better when you use the free *One Night Ultimate Super Heroes* app to play. Go to beziergames.com to get the app for your iOS or Android device.

GETTING STARTED GUIDE

In *One Night Ultimate Super Heroes™*, you play as a villain, a hero, a mad scientist, or even an innocent bystander. You don't choose your role—you play the hand you're dealt.

Heroes win if they can catch just one villain. Villains win if no villains get caught.

(Don't worry. This will all make sense real soon.)

Your role gives you secret information about other players' identities. Once everyone has had a chance to learn something, you'll talk among yourselves to try to decide who's a villain and who's a hero. Then you'll all point at the player you want to catch!

It's a quick, addictive game, so you'll have time for several rounds in just one evening. Every time you play, you'll learn more for the next time: what to say, what not to say, when to be honest, and when to... *not* be honest.

Pay attention to what other people are saying, and who's not talking at all.

Don't worry if a game doesn't go your way. You'll have another chance in just a few minutes!

Now turn the page and get started with setup.



FIRST GAME SETUP

While one person reads the rest of this section, have someone else download the free *One Night Ultimate Super Villains* app from beziergames.com onto an Android or iOS device. If you won't be using an app, go to beziergames.com to download the narration script that will walk you through the different roles.

Setup differs based on the number of players. For your first game, try a 4-player game to get a quick sense of gameplay. If you have more players, don't worry—the game is very quick and everyone else will enjoy watching.

Include the following cards:

Dr. Pecker Henchman #7 Annoying Lad Detector
Role Retriever Switcheroo Mad Scientist

Shuffle these cards facedown and deal one to each player. Put the other three cards facedown in the center of the table, and place tokens for all of the cards in play nearby so everyone can reach them.

Finally, each player secretly views their card, and places it facedown near the three cards in the center of the table. All players should be able to reach all cards easily, as shown above.

THE FREE APP

To get the most out of *Super Heroes*, download the free *One Night Ultimate Super Heroes* app, available at beziergames.com.

To use the app, simply select the roles that are in the game and press the Play button... the app will do the rest for you.

NIGHT

The Night Phase begins when the app tells all players to close their eyes.

After a short pause for everyone to close their eyes, the app calls each role to wake, explains what the role may do while awake, and then puts the role back to sleep.

All the villains will wake together and do their actions in front of each other, but any cards they view are only for the player who views them, not for all of the villains.

At the end of the Night Phase, the app then tells all players to wake up for the new day!

DAY

During the Day Phase, all players discuss who they believe the villains are. Any player may say anything. But no one may show their card to anyone (even themselves). Villains usually claim to have a different role so that they don't get caught.

Because certain roles (like Role Retriever and Switcheroo) can change other players' cards, some players might believe they are one role, when they are actually a different one. Remember, your role is determined by the card in front of you, which may be different than your original role. *No one may look at any cards after the Night Phase.*

After a few minutes of discussion, the app will tell players to point. This is done by each player pointing at another player (players may never point at themselves or away from all players, and each player must point).

The player with the most players pointing at them is caught and reveals their card. In case of a tie, all players tied with the most players pointing at them are caught and reveal their cards. If each player is pointed at by only one other player, no one is caught. One way the players might achieve this is if everyone points in the same direction around the table, with each player being pointed at once (you might decide this as a group before you point if you all feel sure that no player has a villain card).

All players should then reveal their cards, to see what team they are on and if they've won. Remember that the card in front of you at the end of the game indicates the team you are on, not the card you started with.

GAME END

After just one night and one day...

The hero team wins if:

- 1) at least one villain is caught. Even if a player who is not a villain is also caught, as long as one villain is caught, the hero team wins.
- 2) no one is a villain and no one is caught. This happens if all villain cards are in the center.

The villain team wins if no villains are caught.

The Mad Scientist wins and all other teams lose if he is caught. The Mad Scientist loses if he is not caught at the end of the game.

Family Man wins if no one in his family is caught.

If your team does not meet the win conditions above, then your team loses.

TIPS

The length of time it takes for discussion during the Day Phase is up to you. Change the time limit in the app by pressing and holding the Game Timer button until the controls appear. For your first few games, set the timer to one minute less than the number of players. Keeping the time short adds a sense of urgency to the discussions.

For the roles that wake and look for each other, you can also stick out your thumb when waking; this makes it easier for everyone who wakes to spot each other.

Heroes may need to bluff and misdirect during the game, just like villains, in order to be successful. For instance, if Switcheroo claims to have switched two players that he didn't really switch, it might cause a villain to reveal their identity, thinking their role card has been moved to another player. When Switcheroo later explains his initial story was just a ruse, the heroes might be able to catch that villain!

USING OTHER ROLES

To use additional roles in subsequent games, just take out a card and its token and replace it with a different card and token prior to shuffling and dealing. You may use virtually any combination of cards, though you probably don't want to introduce more than one or two new roles at a time, so players can easily understand them.

Regardless of which roles are present, always have three more cards than players.

WAKE ORDER

Below is a list of all roles that wake at night in the order they wake.

- 1 Villains—Dr. Peeker, Rapsallion, & Henchman #7
- 2 Evilometer
- 3 Mad Scientist
- 4 Intern
- 5 Annoying Lad
- 6 Detector
- 7 Role Retriever
- 8 Voodoo Lou
- 9 Switcheroo
- 10 Self-Awareness Girl
- 11 Family Man
- 12 Flipper

Ricochet Rhino and the Innocent Bystander do not wake at night.

ONE NIGHT U L T I M A T E SUPER HEROES™

A battle brews in the night, while the citizens of Shady Grove, USA slumber. The world's greatest heroes team up to stop an onslaught of supervillainy! However, these nefarious no-goodniks are hidden in plain sight... as residents of Shady Grove. The heroes must find their secret identities before it's too late!

In *One Night Ultimate Super Heroes™*, players take on the roles of heroes or villains, each with amazing superpowers. The vile team of Dr. Pecker, Rapscaillon, and Henchman #7 are intent on getting away with their crimes, while the members of the Super Club Of Overt Powers (SCOOP), are all out to stop them. Throw in the crazy Mad Scientist and his Intern, who have their own agenda, and Shady Grove... maybe even the world... will never be the same.

CONTENTS



SETUP

Place one role card for each player in a deck, and then add three more role cards to that deck. You can use any number of villains, but we recommend two for best results.

Shuffle the cards. Then deal one to each player, facedown. Place the three extra cards facedown in the center of the table. A player may look at their own card.

ONE NIGHT ULTIMATE SUPER HEROES APP

In *One Night Ultimate Super Heroes*, the app will run the game for you, announcing roles and providing a timer. Download the free app by going to beziegames.com on your iOS or Android device.

You can play *Super Heroes* without an app if you'd like; see beziegames.com for a guide on how to do so.

ROLES

This section describes all of the roles in *One Night Ultimate Super Heroes*.

For the roles below, "villains" include Dr. Peeker, RapsCALLION, and HENCHMAN #7.



DR. PEEKER

Dr. Peeker wakes with the other villains. While awake, Dr. Peeker may look at one other player's card.

Dr. Peeker is on the villain team.



RAPSCALLION

RapsCALLION wakes with the other villains. While awake, RapsCALLION may look at one of the center cards.

RapsCALLION is on the villain team.



HENCHMAN #7

Henchman #7 wakes with the other villains.

Henchman #7 is on the villain team.



EVILOMETER

Evilometer sticks out her fist while the villains are awake. If any villain is sitting next to the Evilometer, one villain must tap her anywhere on her fist.

Evilometer is on the hero team.



MAD SCIENTIST

The Mad Scientist does not open his eyes during the night. Because of something that the Mad Scientist did, he discovers that he will only win if he gets caught at the end of the game. If he is caught and no villains are caught, the Mad Scientist wins, and the villain team does *not* win. If the Mad Scientist is caught and a villain is also caught, he wins and the hero team does *not* win.

The Mad Scientist is on the mad team, and not on the villain or hero team.



INTERN

The Intern wakes, and the Mad Scientist puts out his thumb so she knows who the Mad Scientist is.

The Intern wins if the Mad Scientist gets caught (in which case the Mad Scientist wins too).

If no player is a Mad Scientist, the Intern is responsible for his terrible experiments. She wins exactly like the Mad Scientist would win if he were in the game.

The Intern is on the mad team.



ANNOYING LAD

Annoying Lad wakes and must tap the nearest shoulder of either the player on his left or the player on his right repeatedly (just enough to be annoying).

Annoying Lad is on the hero team.



DETECTOR

Detector wakes and may look at either one other player's card or two of the center cards.

Detector is on the hero team.



ROLE RETRIEVER

Role Retriever wakes and may switch his card with another player's card. The player who switches away Role Retriever looks at his new card. He does not do the action of the new card.

Since the other player doesn't know that they have been switched, they still take the action of the card they started the night with. But otherwise, they are now their new role.

Role Retriever is on the hero team. If the original Role Retriever player switched away his card to another player, he is on the team of the new card.



VOODOO LOU

Voodoo Lou wakes and may look at one center card. If he does, he must switch that card with any player's card (including his own).

He places the player's card in the same location as the center card he looked at. He may not look at the card he puts there.

If Voodoo Lou switched his own card, he does *not* do the action of his new role if it is called later that night.

Since another player doesn't know that they have been switched, they still take the action of the card they started the night with. But otherwise,

they are now their new role.

Voodoo Lou is on the hero team. If the Voodoo Lou player switched away his card to the center, he is on the team of the new card.



SWITCHEROO

Switcheroo wakes and may switch the cards of two other players without looking at those cards. A player who receives a new role card is on the team of their new card. Since they don't

know that they have been switched, they still take the action of the card they started the night with. But otherwise, they are now their new role.

Switcheroo is on the hero team.



SELF-AWARENESS GIRL

Self-Awareness Girl wakes and looks at her card (to see if it has changed).

Self-Awareness Girl is on the hero team.



FAMILY MAN

Family Man doesn't wake up, but is told which and how many players adjacent to him are now members of his family. Family Man wins as long as none of the players who are part of Family Man (including the Family Man player) are caught. Family Man wins in addition to any other teams that might win.

The players Family Man must keep alive are always relative to the location of the Family Man card at the end of the game.

Family Man is on his own team.



FLIPPER

Flipper wakes and may flip any other player's card faceup. If the card is not on the hero team, she must flip it back face down. (This includes an Innocent Bystander, who wins with the hero team, but is not on the hero team).

Flipper is on the hero team.



INNOCENT BYSTANDER

The Innocent Bystander has no special action. He wins with the hero team even though he is not a hero. Players may often claim to be "just an Innocent Bystander."

The Innocent Bystander is not on any team, but he wins if the hero team wins.



RICOCHET RHINO

If Ricochet Rhino has the most players pointing at him, the player he is pointing at is caught instead of him (regardless of how many votes his target receives).

Ricochet Rhino is on the hero team.

THANKS PLAYTESTERS

Toni Alspach, Taylor Bogle, Jason Boles, Tony Grappin, Alex Hanna, Sean Holmes, Andrea Lyons, Ryan Moore, Matt Ryan, Whitney Ryan, Stephen Shedden, "Evil" Elizabeth Weaver, and many more.

ABOUT THE DESIGNERS

Ted Alspach is the designer of several games including *Silver*, *Werewords*, *One Night Ultimate Werewolf*, *Castles of Mad King Ludwig*, *Ultimate Werewolf*, and *Suburbia*. He lives in on a secret island lair somewhere in North America, awaiting an eventual showdown with other super-powered beings.

Akihisa Okui is the designer of Japan's *One Night Werewolf*.

ABOUT THE ARTIST

Brazilian artist **Gus Batts** has illustrated more than 50 children's books, and is the artist for the original *One Night Ultimate Werewolf*, *Daybreak*, *Vampire*, and *Alien*. See more of his fantastic artwork at www.gusbatts.com.



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