



Step #1

Pick a character, from the ones provided.



VICTORY

Victory was the first, and is still the greatest, super-hero of his age. Never listen to the naysayers who say that the time of simple morality has passed! In these complicated times, more than ever people need a symbol to remind them that America stands for Justice, and Justice leads... to Victory!

Style: Golden-Age two-fisted heroism plus patriotic slogans



Step #2

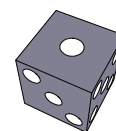
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



CONVERT A VILLAIN TO THE CAUSE OF RIGHTEOUSNESS



If this side ends with the highest total, choose a villain who will now use their powers for good and not for evil.



If this side ends with the highest total, the villains scoff at lawfulness and continue their lives of crime and degradation.



Step #2

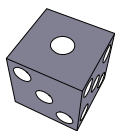
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



SHOW THAT ONLY A MAN CAN DO A MAN'S JOB



If this side ends with the highest total, manly macho masculinity is proven to be a virtue that can never be matched by any non-man.



If this side ends with the highest total, machismo is shown to be a mere sexist remnant of a past best forgotten, and men are no better than women.



Step #2

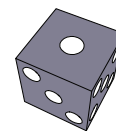
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



DEFEAT ALL VILLAINS IN COMBAT



If this side ends with the highest total, justice DOES lead to Victory, and all villains are soundly thrashed by the forces of good.



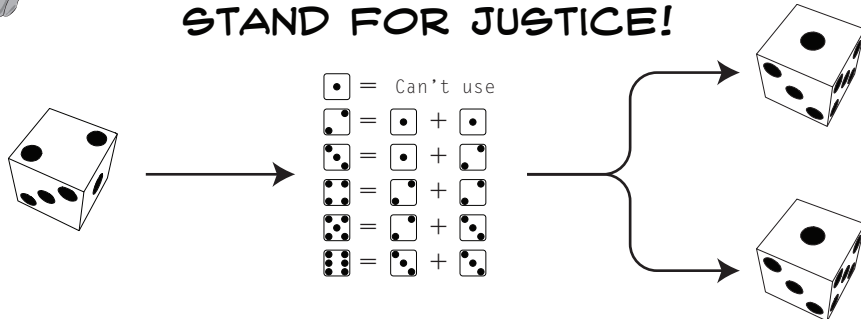
If this side ends with the highest total, villainy wins the day, and the strength of the good cannot prevail, in combat at least.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

STAND FOR JUSTICE!



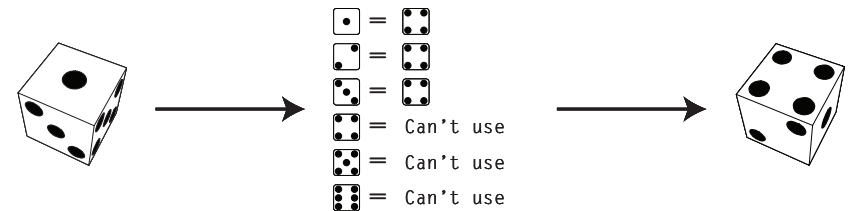
When a conflict is a chance to prove the importance of Justice, attach this card to replace one die on that conflict with two, replacing as above.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

HERO OF THE YEAR, 2006



When your award makes it easier for you to succeed, discard this card and change the value of one die, turning the old value to new as listed above.

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



**I WON'T GIVE UP ...
I CAN'T GIVE UP!**

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



**THERE'S ONLY ONE
CHANCE ... IT'S SO CRAZY
IT JUST MIGHT WORK!**



Step #1

Pick a character, from the ones provided.



QUANTUM LASS

Mom and dad's divorce only got *really* messy when mom returned to her previous career as a murderous supervillain. Now Quantum Lass feels obliged, for the first time, to use her star-powers to fight crime. Signing up as Victory's sidekick was easy, but it's not turning out exactly as she planned.

Style: Innocent exuberance and boundless cosmic power



Step #2

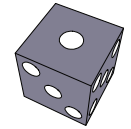
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



BREAK THROUGH A VILLAIN'S HARD-ASS EXTERIOR



If this side ends with the highest total, choose a villain. You make human contact with that villain, showing the tender feelings under the bluster.



If this side ends with the highest total, The villains are bad through and through, heartless to the very core.



Step #2

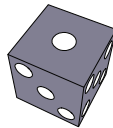
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



QUANTUM OUTPERFORMS ALL THE OLD FOGEYS



If this side ends with the highest total, youth and energy are shown to be more important than age and experience, at least in this situation.



If this side ends with the highest total, Quantum Lass can't keep up with the decades of raw experience of her elders.



Step #2

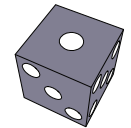
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



RESCUE DAD (MAYOR WEAKELEY)



If this side ends with the highest total, you save your dad (flawed as he is) from being harmed by the villains (particularly your mother).



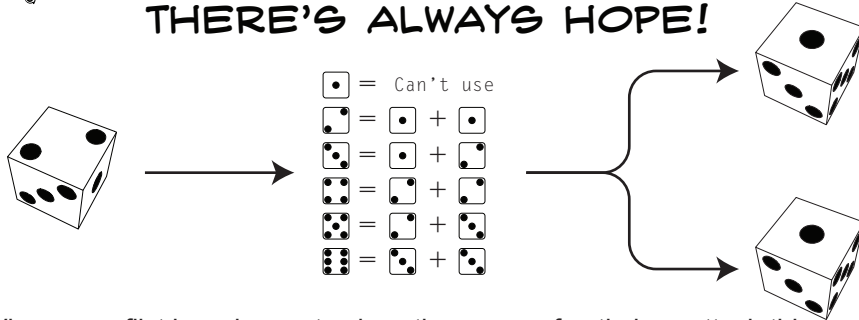
If this side ends with the highest total, the situation devolves, and Mayor Weakeley dies like a dog, whimpering and begging.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

THERE'S ALWAYS HOPE!



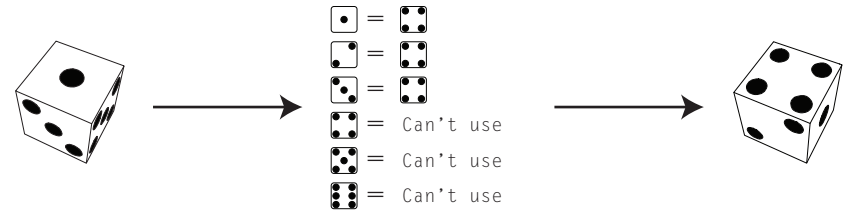
When a conflict is a chance to show the power of optimism, attach this card to replace one die on that conflict with two, replacing as above.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

DIVERTED AN INCOMING METEOR



When past success makes it easier to succeed again, discard this card and change the value of one die, turning the old value to new as listed above.

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



NEVER TRIED ANYTHING LIKE THIS ... BUT THERE'S NO STOPPING NOW!

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



I'M THE ONLY ONE WHO CAN DO THIS!



Step #1

Pick a character, from the ones provided.



IRON BRAIN

The Ravager was one of the great villains of the Golden Age: An eerily persuasive madman whose nefarious cunning was feared the world over. Suave, handsome, sophisticated. Then he had one too many brushes with "Nobody could possibly have survived that!" Now he's a brain in a cyber attack-jar.

Style: Bitter, powerful, egotistical brain in a jar.



Step #2

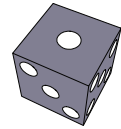
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



HUMILIATE THAT SNIDE DO-GOODER, VICTORY



If this side ends with the highest total, subject Victory to abject and very public humiliation in the manner of your choosing.



If this side ends with the highest total, that accursed avatar of virtue has too much dignity for you to even make a dent.



Step #2

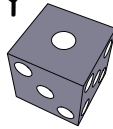
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



MAKE PEOPLE FEAR YOU JUST AS MUCH AS THEY DID WHEN YOU HAD A BODY



If this side ends with the highest total, your tragic, embittering loss has only made you a more formidable and terrible villain.



If this side ends with the highest total, then you just can't hack it any more as a villain, since losing everything that made you you.



Step #2

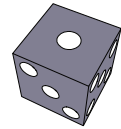
Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



DETONATE THE NECRO-BOMB



If this side ends with the highest total, then your diabolical device detonates, turning everyone outside of shelters into half-living zombies.



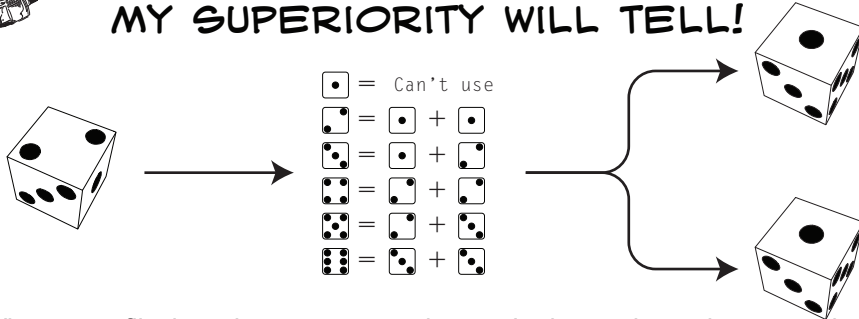
If this side ends with the highest total, your master plan is thwarted, and Millennium City is saved from a zombie apocalypse.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

MY SUPERIORITY WILL TELL!



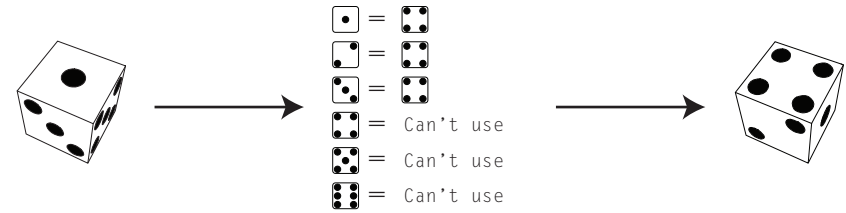
When a conflict is a chance to prove that you're better than others, attach this card to replace one die on that conflict with two, replacing as above.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

THIS COLD, LIFELESS SHELL



When your bitterness drives you to succeed, discard this card and change the value of one die, turning the old value to new as listed above.

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



**YOU FOOLS! NOBODY
CAN POSSIBLY
SAVE YOU NOW!**

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



**HAH! YOU'VE FALLEN RIGHT
INTO MY TRAP, AS I KNEW
YOU WOULD!**



Step #1

Pick a character, from the ones provided.



TESLA

Sure, settle down, put aside your evil ways, raise a family, live the American dream. All well and good until your scum-bag husband gets caught banging his secretary, and your ungrateful daughter uses her super-powers to try to keep you from your deserved revenge. A woman can only take so much.

Style: Bitter divorcée with mastery of all magnetism

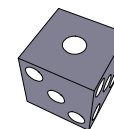


Step #2

Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



BLAME VICTORY FOR TAKING QUANTUM LASS FROM HER FAMILY



If this side ends with the highest total, Victory is to blame for the heart-breaking way you and your daughter have been separated.

If this side ends with the highest total, then the breakdown of your family is, it turns out, because you turned to crime. Who knew?

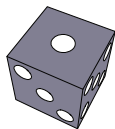


Step #2

Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



CONVINCE QUANTUM LASS TO HELP THE VILLAINS ESCAPE



If this side ends with the highest total, your daughter knows where her loyalties lie, no matter how much she disagrees with you.

If this side ends with the highest total, then your own flesh and blood turns on you when the chips are down, just like everyone else.

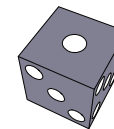


Step #2

Pick one of your character's three possible CONFLICTS, and place it on the table, with dice



COMANDEER HOSTAGE SITUATION FOR PERSONAL VENGEANCE



If this side ends with the highest total, you turn a boring "hold the city captive" plan into a thrilling opportunity to terrorize those you despise.

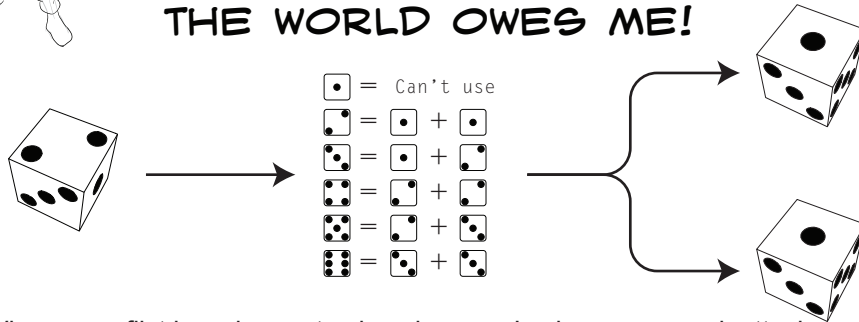
If this side ends with the highest total, then you're reined in by your domineering partner and circumstances, and have to stick to the plan.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

THE WORLD OWES ME!



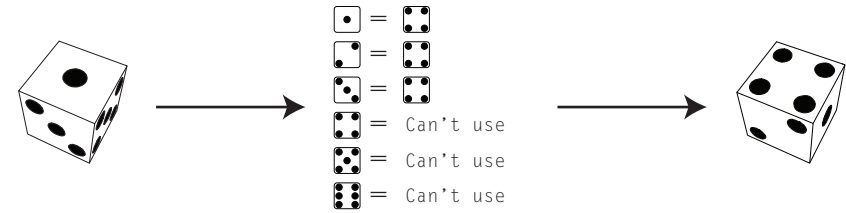
When a conflict is a chance to show how you've been wronged, attach this card to replace one die on that conflict with two, replacing as above.



Step #3

When it's your turn, you may play cards before and/or after rolling one die on a conflict.

YEARS OF SHAM MARRIAGE



When memories of humiliation drive you to succeed, discard this card and change the value of one die, turning the old value to new as listed above.

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



I WON'T LET THAT BASTARD HAVE THE LAST WORD!

Step #4

After everyone has had a turn, you may spend this card to have another turn, just for you. Return to Step #3, as before.



I AM MAD AS HELL AND I'M NOT GOING TO TAKE IT ANYMORE!