

- Pens\Pencils
- Paper
- Deck of playing cards with jokers removed

Remove face cards from the deck and deal out remaining cards to players.

In a row, draw a small box for each ♣ [Physical] dealt you, a new row of [Social] boxes for each ♥ dealt you, and a final row of [Mental] boxes for each ♦ dealt you.

♠ cards can be divided up between the attributes as you see fit.

Name your hero and assign a power suite "Energy powers, Budgie control, etc).

Shuffle a regular deck of cards before all actions. Declare the type of action taken and draw a card for each marked box in that action track.

Every card that matches suit is a success, each ♠ drawn generates Danger. You may discard a non-face ♠ by also discarding a “matching suit” card.

Face cards trump other cards. “Matching suit” face cards discard all regular ♠s. Face cards that are ♠s discard all non-face cards of the “matching suit”.

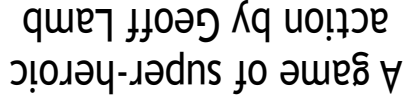
Players narrate the action taken, GM narrates all Danger generated.

Captain Justice is trying to stop Dr Thermal from turning off the sun. He tries some fist-based persuasion, drawing:

J♣#♣#♣#♥Q♠

Since the Queen of spades cancels out the # clubs, the GM marks off a box from both the Success and Danger tracks.

Captain Justice manages to land a glancing blow on Dr Thermal (J♣), but his follow-through punches a hole in the wall (Q♠).



***"BEWARE THE PORCINE
FURY OF MY NUCLEAR
POWERED STEAM PIG!"***

With these words, the evil Dr. Keeton pronounces doom upon the city.

Your heroes must band together and thwart his evil scheme before it is too late. You must become a

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Heroes must pass a Mental test to determine Dr. Keeton's lair in time.
Success [] [] []
Danger [] [] [Mark Danger in final]
Heroes must stop the villainous Doctor Keeton atop his Nuclear Powered Steam Pig.
Success [] [] [] [] [] []
Danger [] [] [] [] [] [] [Porcine Fury]

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ADVENTURE