



20-30 MIN 7+ 2-6 PLAYERS



- 1 × Rules booklet
- 1 × Poster
- 6 × Supervillains, worth 11
- 20 × Weapons, worth 2-5 or 14
- 32 × Superheroes, worth 6-13

CONTENTS

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IT'S TIME TO FIND OUT WHO THE GREATEST SUPERHERO IS - ONCE AND FOR ALL!
THIS BUNCH OF HALF-BAKED HEROES ARE ABOUT TO SLUG IT OUT IN A RIOTOUS MELEE OF ORGANIZED CHAOS. IT'S EVERY MAN, WOMAN AND THING FOR THEMSELVES - WITH A WHOLE HEAP OF WEAPONS THROWN IN TO MAKE THINGS MORE INTERESTING. AND A GANG OF SUPERVILLAINS WHO PLAY BY THEIR OWN RULES... LURKING IN THE WINGS...

HOW TO WIN



In **KAPOW!** you have to try to become **The Greatest Superhero in the Universe!** by overpowering your opponents' defenses and crushing their headquarters. The player with the highest total value of cards when no more attacks can be made is the winner.

GAME MODES

First up, choose one of the following game modes.

FALLEN HEROES (shorter play time)

Cards, when used, are placed face-up in a discard pile and not used again during the game. When the deck is used up, only one more round is played. If nobody manages to become **The Greatest Superhero in the Universe** during this round, play one final battle to decide the winner.

TO INFINITY! (longer playing time)

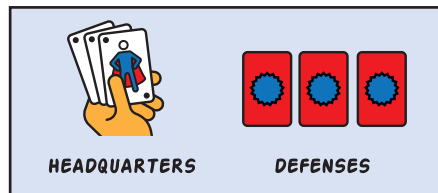
Used cards are placed face-up in a discard pile, but when the deck is used up the discard pile is shuffled to become a new deck. Then, the game continues until someone wins.

GET READY!

Shuffle the deck. Every player gets three cards in their hand, and three cards face-down on the table in front of them. Players are never allowed more than three cards in their hand at once.

The cards in your hand are your headquarters. With them, you can attack other players. The cards on the table are your defenses.

Place the rest of the deck in the middle of the table.



LET'S PLAY KAPOW!

The youngest player starts. Play moves clockwise round the table. When it's your turn, choose one of the following four actions:



1. ATTACK

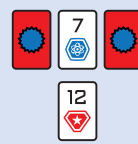
You can attack with either heroes or villains. Heroes can use weapons, but you cannot use a weapon on its own to attack. Put your attack (one or two cards: see **Combo attacks** for more details) face-up before any of an opponent's defense cards. The defense card is then flipped, and the card or combination of cards with the highest value wins. As attacker, you have the element of surprise on your side – so if it's a draw, you win. Unless, that is, you're dealing with a supervillain (see **Supervillains**). Bwahahaha!

WINNING AN ATTACK

After a successful attack, the defeated defense card is placed in the discard pile. The player you attacked loses that defense card. The attacker then draws cards from the deck until they have a full hand of three cards again.

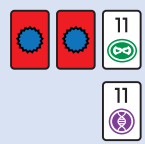
A SUCCESSFUL ATTACK: EXAMPLE

EXAMPLE 1



The attacker plays a card worth 12, the defense card is worth seven. It's a victory!

EXAMPLE 2

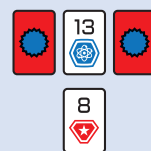


The attacker plays a card worth 11 – same as the defense card. Victory again!

DEFENDING SUCCESSFULLY

If the value of the defensive card is highest, just put the attacker's card or combination of cards in the discard pile. Their hand is therefore reduced by one or two cards. The defense card stays on the table, facing up. This card is now exposed and can be attacked (and beaten) by other cards with the same or higher value – and there is, unfortunately, nothing you can do about it. Any player who successfully defends themselves is rewarded with a new card from the deck – as long as they don't already have three cards in their hand.

A SUCCESSFUL DEFENSE: EXAMPLE



The attacker plays a card worth 8 against a defense card worth 13. The defense wins and the card stays on the table, face-up.

Successful attack = Draw cards until your hand is full
Successful defense = Draw 1 card (unless your hand is full)

TURN OVER FOR MORE! →

2. BARRICADE

Reinforce your defenses with a face-down card from your hand. Your defenses have become one card stronger – but your headquarters is a hero down! Your headquarters can be strengthened later on, though, with a successful attack or a successful defense, or via recruitment. **You can have up to five cards in your defenses.**

3. RECRUIT

Draw the top card from the deck. If you have a full hand, discard one of your cards and then draw a new card from the deck.

4. PASS

Can't do anything? Don't want to do anything? Too scared to move a muscle? You can always pass. Play goes round to the next player. But is that really the right thing to do – really really? **Oh: and you can't pass twice in a row.**

 **PLAY THEN CONTINUES ROUND THE TABLE CLOCKWISE.**

THE CARDS

SUPERHEROES

Superheroes are worth 6–13 points. There are eight heroes each of the following four types.



STARS

Powerful alien forces of good who have arrived on Earth from outer space to save the day.



TALENTS

Self-taught punishers of the criminal underworld – no superpowers apart from the cast-iron determination to do what's right.



MUTANTS

Miracles – or monsters? Whatever they are, they were born this way.



RESEARCHERS

Wayward geniuses who got their powers from meddling with forbidden scientific knowledge.

COMBO ATTACKS

This is where things really start to heat up! You can **combine two cards** to get an even more powerful attack. The value of the attack is the sum of the two cards played.

Two superheroes can be combined only if they are of the **same type** – as listed on the previous sheet. Superhero cards can also be combined with weapon cards (see **Weapons**).

Successful combo attacks are rewarded as normal, by players drawing cards until they have a full hand.

But – watch out! Lurking supervillains are ready to defeat any kind of attack – apart from other supervillains, that is.



WEAPONS

Weapons are worth 2–5 or 14.

A weapon can be combined with any superhero.



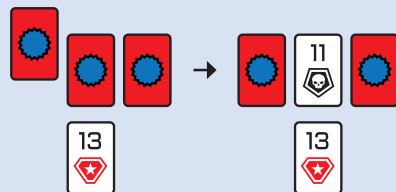
SUPERVILLAINS

Supervillains are worth 11 and cannot be used in combo attacks.

A hidden supervillain can withstand any attack from superheroes or weapons, no matter what the value of the attack is. After a successful defense, the supervillain is no longer hidden.

A revealed supervillain is worth 11, and can withstand any attack of the same or lower value. The only thing that can defeat a hidden supervillain is another supervillain. Exception: in the final battle (see **Game Over!**) a hidden supervillain also has a value of 11.

HIDDEN SUPERVILLAIN: EXAMPLE



The challenger attacks the middle card in their opponent's defenses, a hidden card. Uh oh – it's a supervillain. Bwahahahaha! The defender wins, even if the attacker's card has a higher value, because a hidden supervillain wins against everything apart from another supervillain.

SUPERVILLAINS ATTACK

A supervillain has a value of 11 when it attacks and is the only thing that can defeat a hidden supervillain.

ATTACKING AN OPPONENT'S HEADQUARTERS

When an opponent has no defense cards left, you can attack their headquarters (the cards they have in their hand). Put your attack on the table and then direct it at one of the cards in the opponent's hand. Attacks on headquarters work in the same way as attacks on defenses. In the case of a successful defense, the defender's card is put on the table, and stays there.

ONE ACTIVE PLAYER LEFT?

If all other players have barricaded themselves into being passive players, you as the last remaining active player can only attack or barricade, not recruit. After a successful attack, you will be rewarded like normal by drawing cards from the deck until you have a full hand, and you can keep going until an attack fails. When this happens, the defender is rewarded as normal with a card from the deck in their hand, and the play passes to that person.

GAME OVER!

KAPOW! can be won in two ways:

The player who manages to knock out all of their opponents' defenses AND headquarters wins – and becomes The Greatest Superhero in the Universe!

OR

If no players have any cards left in their headquarters, it's time for a FINAL BATTLE. All players count up the points on all of the cards they have in defense – the one with the highest total value wins and becomes The Greatest Superhero in the Universe!

DON'T JUST SIT THERE!
GET PLAYING!

