



You're all normal people. You're here, in this normal place, doing whatever normal thing you're doing. If you're at a convention, you're at a convention. If you're in a bar, you're in a bar. Everyone around you is getting on with their lives – they're perfectly normal, just like you.

Except that you weren't normal before. You were superheroes, the saviours of Herotopia, though you don't remember it. No one does. The whole world was changed, and the history that you used to know no longer exists, and never existed. But it's trying to reassert itself.

What happens if it does? Why did everything change in the first place? You're the only ones with the answers.

# ABOUT UNHEROES

Unheroes is a game for 5-9 players, that runs in 2 hours. It benefits from having a facilitator, but the facilitator can easily take part as a player.

## THE STORY

Unheroes is about a group of superheroes from Herotopia who tried to save the world and messed up big time. Panicking, they changed reality so supers never existed, heroes or villains, and ended up living in our world with almost no memory of who they used to be. But they do remember something, and when their powers begin to return they realise something's wrong. They need to figure out what happened, and ultimately decide if they want to leave things as they are now, or go back were and try to deal with the fallout of their mistake.

The game is about hard choices, consequences, and taking responsibility for our actions. Also superpowers.

## GAME OVERVIEW

You'll do setup to establish everyone's characters and their relationships to one another, as well as what they initially remember about how the world used to be. After setup, everyone synchronises watches, then starts playing in character.

Different people will have events on their setup cards that take place at specific times over an hour of play, and the last one tells the group that it's time to decide what to do: make the change in reality permanent, or set things back to how they used to be and deal with the what happened. Everyone comes back together to vote on it, and then you close out the game with an epilogue for each character and a quick debrief.

## PLAYING IN PUBLIC SPACES

Unheroes is designed to allow play in public spaces, which can be noisy, crowded, or full of curious onlookers. It uses a pre-game huddle to explain things and do the setup, but players should take away everything they need to know with them in the cards and quick rules wallet so there's a second chance for them to catch anything they couldn't hear properly.

That does mean a little more manual prep up-front to make the cards and wallets. As well as them, you'll need the rest of this document either printed out or on an electronic device, 5-9 players, a pen for each of them, and some kind of identifying markers for the players, such as a name sticker or a lanyard with a badge holder to put the cards in.

You'll need to find 2 hours for the game, plus a space to play where you won't be getting in anyone's way.

## GAME STYLE

Excluding the setup and places where it's necessary to narrate or explain things like super powers, Unheroes is fully live – each person plays a single character and there are no scene changes.

The game is meant to be played fairly straight and has some potentially dark themes, but the players set the tone so a mindful group could happily include younger participants.

It's fully cooperative and encourages the sharing of information, though different facts start in the hands of different people.

Players should be ready to make things up on the fly, and willing to let their character take a fall for the benefit of the story as a whole.

# BEFORE THE GAME

There's no need to remember every instruction in this document before you get started playing Unheroes, but have a look through it in advance and make sure you understand how everything will work on the day. You should be able to run the game by reading through it in order, without having to skip back and forth.

## THINGS TO DO

- Read this document through
- Print out pages 4 to 14 if you don't want to run the game from the PDF
- Decide where and when you're going to play
- Organise between 5 and 9 players – remember, you can be one of them
- Get hold of some sticky labels or badge-holding lanyards for name tags
- Find a working pen for each player
- Print out pages 16 to 18 once each onto stiff paper or card
- Cut out the cards and organise them into decks by type
- Print pages 19 and 20 back to back, five times over
- Cut and fold the card wallets

# GETTING STARTED

It can help to turn up at your venue a little before the start time on the day of the game, but there isn't much on-site prep needed so it's no trouble if you need to be present at pitches or sign-ups first.

## WELCOME

As your players arrive in the game area, be around to answer questions. Unheroes is designed to run in a two hour slot with some wiggle room, but if you have a hard stop make sure you get started no more than 10 minutes late.

Start off by getting everyone to introduce themselves and tell each other who their favourite superhero is, and what their favorite superhero comic, movie, or TV show is.

Reiterate the story and themes of Unheroes – chances are even the people who heard or read about the game in advance have forgotten some of it. Don't be secretive about what's going on: the players are meant to know. Read this section out verbatim, if you like.

Back in Herotopia, you guys were heroes. Real heroes. You had the powers, you wore the capes, you worked as a team to protect the world and everyone in it.

Sure, things were complicated. Sometimes you didn't get along. But when times got tough, you came together and did whatever it took to win the day.

Except, this time, you didn't. When Herotopia needed you most, you screwed up. You were too busy stroking your egos and fighting amongst yourselves, and something went terribly, horribly wrong.

It got so bad that you decided it would be better to change the entire history of the world and erase all superheroes and villains from existence than try to repair what you did.

So now you're here, in this ordinary world, where no one's in danger and everything is exactly what it seems.

The problem is, bits of your old lives are leaking in around the edges. You're starting to realise you need to work out the truth of what happened.

Then you'll have to make a choice: will you put things back the way they were and try to fix the mistake you made, or will you leave things secure and calm and boring like they are now, always knowing that you failed to save the world?

## SAFETY AND PRACTICALITY

Establish any particular needs any of your players have. This can be anything from disabilities to having to leave a little early. Both of these are covered in the Facilitator Tips section at the end of the rules.

Invite anyone to share with the group any particular subject matter they want the game to avoid, or to tell you privately during the setup so you can let the rest of the group know and help steer events away from it, using Freeze and Pause to support that player if necessary.

Hand out the lanyards, stickers, or whatever else you've chosen to act as identifiers for people participating in the game. Ask everyone to make sure they're wearing them prominently to avoid any confusion. Give each player a card wallet so they have the rules summary to refer to, as well.

Set the area the game should be played in and make sure everyone's clear on it. Every part of the area should be in line of sight, and it should be small enough that you can yell from one side to the other if necessary.

If you're in an area where members of the public might be around, remind everyone to be careful and respectful of others using the space. Don't be too physically boisterous or loud, and mind your language if there are kids about. It's always okay to come out of character to explain what's going on, and it's always a good idea to respond politely to requests from police or other authority figures.

Even if you're asked to move along during the game, you can still stay in character and find a way to incorporate the move into the story – it doesn't need to be a big interruption.

# TECHNIQUES

A few simple techniques keep everything in Unheroes running smoothly, so spend a couple of minutes making sure all of the players understand all of them. Give examples or even quick demonstrations of how they work to help cement them in the minds of the players.

## PRINCIPLES

The three principles of Unheroes govern how the game should be played and are things everyone should keep in mind when they contribute to the story you're telling, which will be pretty much everything you do. If everyone follows them it will help to make sure that all the players are on the same page, and that you're helping each other get the most out of the game.

### **Play for the whole story**

The aim is to tell a combined story about a group of characters. Think about how you can set things up for other people, or tie your actions into things they've said or done to create one big, interwoven narrative. Don't shy away from adding drama, but do check with people using Pause if what you say might affect their characters in a big way.

### **There are no winners or losers**

If your character falls out with everyone, makes a fool of themselves, disagrees with the majority, or even dies, it doesn't mean you've played the game badly or lost as long as you contributed to the story. Sometimes a character falling foul of their flaws can be the most satisfying plot arc to be a part of.

### **Keep information flowing**

There will be some details about the story that you know and others don't, and it's your job to share those details as much as you can, even if it's against your character's best interests or judgement. Consider making a character who isn't overly secretive or who is prone to let things slip if you think that might be tricky.

## COMBAT

It's entirely possible that characters in this game might come to blows! If you want to launch an attack on someone, do it in super slow motion and announce what you're doing at the same time to make sure everyone's clear – "I punch you" and "I blast you with my explosive powers" might look the same in person but are very different in character.

It's always up to the person on the receiving end of the attack to decide what happens – do they take the blow or dodge out of the way? Are there any unexpected consequences? React in super slow motion too, and describe what's happening as you do.

## KEY PHRASES AND GESTURES

Unheroes has two key phrases with gestures that both you and the other players can use to change how the game is going. Often, using the phrase will be clearer, but using the gesture alone can be less obtrusive if the intention isn't to stop the flow of the story. If you want to be unambiguous and get everyone's attention with a key phrase, use the words and the gesture together.

**Freeze** *[hold a hand up in the air, palm out, in a 'stop' gesture]*

All players should stop what they're doing immediately, go quiet, and not move from the spot they're standing in. This can be used by the facilitator to call attention to something important, but is also useful for players if someone gets hurt or drops their glasses, or if anyone is feeling uncomfortable in the game, for example.

**Pause** *[hold your hand in front of you with your fingers crossed]*

Players in the immediate vicinity or involved in the conversation should stop talking and responding in character for a moment. This can be used by anyone to give quick direction or description during a scene without interrupting the flow too much, to share what their character is thinking and ask for suggestions on what to do, to ask what other people are thinking and how they want to progress, to tell people that you want to back away from an uncomfortable topic that the scene is approaching, or anything else that might be useful to communicate out of character.



# CHARACTER SETUP

Once the rules are clear, it's time to get started on creating the characters and their shared backstory. Make sure everyone's together and can hear you, then follow these instructions to find out who our heroes are and how they got here.

## POWERS

First we'll establish what our heroes could do back in Herotopia. Grab a number of Power cards equal to the amount of players you have, making sure you start with number 1 and going up in order, then shuffle them and deal them out randomly, one to each player.

Get every player to read the Power they were given aloud to the group, but tell them not to read the events that are also printed on the cards. We'll come back to those in a minute.

Remind the players that they can't use their powers now: that was part of who they used to be, but they've erased all superpowers from existence.

## MEMORIES

Now we'll generate is a shared mental picture of what the world of Herotopia used to be like, and what went wrong. Grab the Memory cards and make sure they're stacked up in number order so number 1 is first, then 2, and so on.

Tell the players you're going to read out some questions and that everyone's going to answer one each. Encourage them to answer the first one they find interesting, rather than holding out for the "perfect" question. Remind them to build on each other's creativity and try to use things that have been established already, including the powers that the heroes have. Also remind them that they can use Pause to trigger a quick discussion if something gets established that they're not comfortable with.

Read out the question on the first card, and find a volunteer from among the players to answer it. Ask little additional questions to get to more story details if you want to get the creative juices flowing and encourage the answers that follow to go a little deeper as well. There are no wrong answers: you're working together to build a fictional world and set of events from scratch, and as long as everyone likes what's being created, you're doing it right.

Hand the card to the player who answered and ask them to write down what they came up with. Tell them their character will remember that piece of information at the beginning of the game, even though it won't seem to make sense alongside all their other memories of having a normal life.

Then read out the question on the second card. Anyone who hasn't got a Memory card already can answer it. When someone does, hand them the card, ask them to write the answer down, and carry on until everyone has one Memory card each.

Recap the answers so all the players have a good idea of what things used to be like, but remind them that their characters can only remember the fact written on their own card. That memory might be hazy, or might be clear enough that they question their sanity for vividly remembering something so clearly impossible.

## RELATIONSHIPS

Finally, we'll work out who's connected to who and what unresolved tension there is between them. Shuffle up all the Relationship cards and deal one at random to each player. Ask everyone to read the card to themselves quickly, then check if anyone is particularly uncomfortable with what they have. Help anyone who speaks up to swap their card with an unused one, or with a card that was dealt to another willing player if there aren't my spares.

Then, ask for a volunteer to read out their relationship card. Get everyone else to pay attention and to raise a hand if they're interested in being either A or B described. If people speak up, continue around the group until everyone has their relationships filled in. If people are hesitant about volunteering, ask some other people to read out their relationships as well and get the group involved in offering suggestions to fit all of the relationships together like a jigsaw.

The characters' relationships are one thing that didn't change when the whole of reality got turned inside out, so aside from a few details they should still be the same group of people they always were, with the same set of complex interdependencies. If you need to, spend a minute or two translating the relationships for the real world, but don't try and normalise them: the characters should remain a sprawling, dysfunctional pseudo-family struggling to come to terms with what happened and stay together even though they aren't a superhero team here.

## NAME

Everyone should now have a character with a superpower they used to have access to back in Herotopia, a single memory they can recall from how things used to be, and connections to several other characters. Now, finally, they need to be defined as individuals: they need names.

Give everyone a sticker (or a name card if you're using lanyards) and ask them to write down a name for their character. Get them to provide a distinguishing personality trait, too: something simple to hang a character idea off, like, "the fearless leader", "the nice one", "the dark and broody stranger". Hopefully people have a fairly strong idea of who they want to play by this point, but if anyone's struggling then help them aim for a character space that no one else is occupying yet. Maybe define them by what they're good at, how they interact with others, or what their role used to be in the superhero team.

# PLAYING THE GAME

Get everyone together for one last chat before the game kicks off, and run them through how things are going to work. Once you begin, everyone will stop acting like themselves and start acting like their characters – former superheroes living in the real world, with memories that changed along with everything else, except for one niggling recollection of things being different from how they are now.

## STARTING POINTS

The Relationships you've generated between you should give you some meaty prompts for places to start playing. Hopefully some of you have come up with ideas for conversations that you'd love your characters to have, and you should jump right into those. Unheroes has an hour of playing time, so don't wait around or try to build up to big ideas – get to the heart of things straight away.

But that's not the only thing you have to go on. Eating at the back of each character's mind is a Memory that doesn't fit with the rest of their understanding of the world, something that's just one piece of a much larger puzzle that none of them can explain on their own.

Lastly, each Power card has a time and an event on it. The times are measured in minutes from the start of the game, with the first at 5 minutes and the last at 60 minutes. When the time on your card comes up, the event should happen. It's up to you exactly how it occurs or what that looks like, but you should make sure the people around you know what's going on – remember, keep information flowing. This is an opportunity for you to take the spotlight if you want it, so go as big with it as you like within the boundaries of the tone of the game you're playing. If you're not sure whether what you want to suggest might be pushing things a bit too far, use Pause to check with the other players.

## SYNCHRONISE WATCHES

Do one final check around to see if anyone has any questions, and then synchronise watches. Players who have countdown timers should set them to the number of minutes on your event; otherwise, set an alarm for that amount of minutes from now. If anyone doesn't have any way of setting an alarm, get someone else to set theirs as well and let them know when it goes off.

## PLAY THE GAME

Then, go! Let everyone know that it's time to get into character, to talk to each other as their characters, have the conversations they've been thinking about during setup creation. The timed events will kick in soon, and after an hour it'll be time to make the big decision – keep things as they are now, or go back to how the world used to be?

# THE FINALE

After an hour in character, the character whose Power caused the change in reality will call everyone back together and demand that they choose whether to keep the world as it is now, or go back to how things were and deal with the fallout of their actions.

## THE BIG VOTE

The player with the reality warping Power has the instruction on their card to let the characters debate their choice for a while, but to force them to vote after ten minutes even if they're resisting coming to a decision. You can help reinforce this time limit in order to keep things moving.

You should also make sure that the decision is made using a vote so everyone's opinion is counted, even if not everyone wants to get involved in the debate.

If a natural voting structure doesn't present itself, here are a few possible options:

- Have the leader of the 'change things back' and 'keep things as they are' camps face one another as they give their arguments, and ask players to move to stand with the character they support
- Ask everyone to close their eyes then raise their hands if they would like to go back to how things were, then get everyone to open their eyes again so everyone can see the result
- Simply ask whether to change things back and get people to raise their hands for yes, then no, and count the results

If there's a tie, the character with the reality warping Power has the deciding vote, as they're the one who will actually make the change.

## THE AFTERMATH

Use Freeze to bring everyone out of character one last time. Explain that whatever the outcome of the vote, it happens – the chosen reality becomes the only reality. Take a moment to describe the feeling of the two warring states of being settling back into just a single strand of existence, or invite the player with the reality warping Power to do so.

Regardless of what decision was made, tell the players that this time, their characters have retained all their memories of what happened from both realities, but that they're the only ones alive who are aware that any of this happened.

If anyone in the group has questions about the story, come to a consensus on what the answer might be, focussing on what's interesting for the story rather than comic book logic or pseudo-science. Don't linger too long on this, though, since these questions may be good material for Epilogues.

## EPILOGUES

Invite each player to describe a short scene with their character sometime after the vote, showing what happened to them after reality settled back down again. It can be moments, months, or years later, and they don't have to be described in order.

Ask players to show something that's important to their characters. You want to demonstrate what effect the decisions the group made had on them, and provide some closure to each character's story.

Keep an eye on the time here, and encourage players to expand their narration or keep it brief to suit how long you have left until the game needs to end.

## DEBRIEF

Spend a few minutes on a debrief to wrap up the events of the game, let everyone wind down or share their excitement, and clear the air of any misunderstandings.

Ask if anyone wants to share a particularly cool event that took place, talk about something they found difficult to deal with, or apologise for anything that happened in character that they feel might have given a bad impression of them as a person.

Make sure everyone has a chance to speak, but don't force anyone if they'd rather stay quiet. Once everyone's said what they want to, collect up any lanyards or pens you handed out and want to get back at the end of the game.

Finally, thank everyone for playing – hopefully you made an awesome story together!

# FACILITATOR TIPS

## FINDING PLAYERS

If you need a pitch or poster to rustle up some players at convention or similar event, you can use the first page of this document. Write your name on the page so people know who's running it. Then, add the numbers from one to five, or one to nine, or however many players you want to recruit, so people can add their names against the empty slots.

## REMEMBERING HEROTOPIA

Especially when you're not the only people in the space you're using to play, don't worry if facts about Herotopia get muddled between players or even become contradictory in the retelling – the reality warp left everyone's memories broken and confused and it's entirely possible that one or both versions of the “truth” is being misremembered.

## INCORPORATING THE REAL WORLD

Use what's going on in your surroundings within the game, if you like. Even a disruption like being asked to move along can provide momentum to the game. Call a Freeze, explain what's going on, and give it a fiction-appropriate spin. You can then carry on in character as you're searching for somewhere else to play.

## ACCESSIBILITY

If you have a player with hearing difficulties, make sure they stand near you so you can monitor the sound levels near them, and recap anything that's even a little unclear to you. Remind everyone to speak up.

If you know in advance that you'll have a player who might have trouble reading the small text on the cards, grab the large font version of the handouts from here <http://goo.gl/OejGhs>. Print those out as well, and whenever you would deal a card to that player, replace it with the larger version.

If you have a player with mobility difficulties, make sure you choose a location where they will be able to sit down and still be able to participate. As much as possible, get other people sitting down as well. Consider choosing a smaller game space if you're in a public area to make sure other players don't spread out too much and leave out the person who can't easily follow them.

## PLAYERS NEED TO LEAVE EARLY

That's fine. Give them higher numbered cards if possible, and if they leave before the event on their Power card happens, give that card to someone else as well as their own – they now have two powers!

# BEHIND THE SCENES

## ACKNOWLEDGEMENTS

This game owes its existence to many things.

38% to the great games that hare gone before it and taught me so much, especially M vs M by John Stavropoulos and Terry Romeo, which I have pillaged remorselessly in these pages

35% to the Marvel comics, cartoons, and movies, which spawned and sustained a love of flawed heroes in me

26% to the Golden Cobra competition which made me start writing, and more importantly forced me to stop when I could have carried on tweaking the text forever

7% to Wikimedia Commons user Vegas Bleeds Neon, who not only drew the superheroes on the front cover but released them under a CC BY-SA 3.0 license so I could use them here

4% to unexpected tequila

1% to terrible arithmetic

## FEEDBACK

If you have any feedback or played Unheroes and want to tell me how it went, I'd be extremely happy to hear it! Find me on Google +. I'm pretty certain I'm the only Joanna Piancastelli there.

### POWER: REALITY WARPING

You could alter the very essence of the world

**60 mins** – You become aware of two realities trying to exist at once, and it's tearing you apart. Bring the group together to vote on which reality should become real and which should be lost forever, except in your memories. If there's a tie you have the deciding vote, but you must choose quickly: in ten minutes your power will implode and both realities will be utterly destroyed.

1

### POWER: WILDHEART

You had feral strength and animal instincts

**5 mins** – Something's wrong. Very wrong. You don't know how you know, but you can feel it in your bones. Something big is coming, and somehow the only people who can deal with it are the people here with you. Something binds you together as a pack. Start trying to see if you can sniff out what the problem is, and what needs to be done about it.

2

### POWER: READER

You could read and influence the thoughts of others

**20 mins** – you suddenly know the Memory of someone you're talking to from their point of view, exactly as they remember it. Share this strangeness with others to keep information flowing. Slowly uncover the others' Memories in the same way as you talk to them for the remainder of the game, so that you have them all by the 60 minute mark.

3

### POWER: TACTICS

You could read and manipulate the flow of battle

**30 mins** – You start thinking about how you would neutralise everyone in the room, if it became necessary, and the violence of some of your plans shocks you. Find an in character way of sharing what's suddenly going on in your head with the others to keep information flowing.

4

### POWER: MIGHT

You were the strongest, toughest person alive

**40 mins** – Things you touch start breaking. Pull out a chair and use Pause to describe it being torn apart, or perhaps open a door and describe it being torn off its hinges. Touch another person, and accidentally send them flying across the room. For the rest of the game, you don't know your own strength and must concentrate to avoid imparting far too much force on anything you touch.

5

### POWER: VERITY

You could always get to the truth at the heart of any situation

**45 mins** – Ask someone a searching question their character doesn't want to answer when someone they have a relationship with is in hearing. Use Pause to tell the player that their character must answer truthfully. You can keep doing this for the rest of the game.

6

### POWER: FLIGHT

You could soar through the skies with effortless grace

**50 mins** – You feel suddenly vulnerable and claustrophobic, like you're being held prisoner and can't escape. You develop a pure, sweet longing for the sky and you know in your heart that you should be able to reach up for it, but even though people around you are developing all sorts of strange abilities, you just can't manage to take off. Don't hide the feeling – keep information flowing.

7

### POWER: DESTRUCTION

You could make things explode with your mind

**10 mins** - something near you suddenly explodes, leaving a tennis-ball-sized hole in it. Use Pause to describe this to the other players. For the rest of the game, if ever you are emotionally fraught, the same thing happens again. You don't necessarily know it's you doing it at first, but sooner or later someone's going to figure out that you're dangerous.

8

### POWER: HEALING

You can feel and repair the suffering of others

**Not timed** – The first time someone in the group is hurt, react as if the same pain was inflicted on you. If you seek out the person who was hurt and touch them, you can remove their pain, but you'll still feel it. Use Pause to describe what the healing feels like for them and for you. It's up to you whether your character realises what they're doing.

9



## MEMORY

You're the one who first uncovered the threat that faced Herotopia. What was it, and how did you find out about it? Who blames you for the whole thing?

1

## MEMORY

Your powers were instrumental in the plan to fight the threat. What were you expected to do, and why didn't it work? What do you wish you could have done differently?

2

## MEMORY

You're the one who gave the order that led to the catastrophe. What was the fallout of the call you made? Did you have any other options?

3

## MEMORY

You're the one who had a plan to try and fix everything after it all went wrong. What did you try? Why didn't it work?

4

## MEMORY

You're the one who didn't want to change reality. Why did the rest of the group vote against you? Why did you go along with them anyway?

5

## MEMORY

You're the one who was closest to the dear friend the group lost in the tragedy. Who were they to you? Whose fault do you think it is?

6

## MEMORY

You had an opportunity to stop this all early on. Why didn't you take it? When did you realise you'd made a terrible mistake?

7

## MEMORY

A part of you revelled in the carnage that your friends couldn't stop. What did you do that was beyond the pale? Who saw you?

8

## MEMORY

You have an escape route, another world or dimension that you could return to away from all this. Why haven't you gone back? Who would you take with you if you could?

9

### RELATIONSHIP

You're going steady with A[\_\_\_\_\_], but why can't you stop thinking about B[\_\_\_\_\_]?

1

### RELATIONSHIP

You and A[\_\_\_\_\_] have big plans, but why is B[\_\_\_\_\_] trying to put a stop to them?

2

### RELATIONSHIP

A[\_\_\_\_\_] is trying to help you earn B's[\_\_\_\_\_] forgiveness, but what did you do to cause this rift in the first place?

3

### RELATIONSHIP

A[\_\_\_\_\_] is family, but what connection do you have to B[\_\_\_\_\_] that might be even stronger than the blood tie?

4

### RELATIONSHIP

A[\_\_\_\_\_] has taught you so much, but why does B[\_\_\_\_\_] refuse to acknowledge that?

5

### RELATIONSHIP

A[\_\_\_\_\_] and B[\_\_\_\_\_] are constantly arguing and are both trying to get you to join their side. Are you close to choosing one?

6

### RELATIONSHIP

You, A[\_\_\_\_\_], and B[\_\_\_\_\_] were inseparable. What's happened to break that bond?

7

### RELATIONSHIP

You'd never admit it to A[\_\_\_\_\_], but you have a healthy respect for B[\_\_\_\_\_]. Why?

8

### RELATIONSHIP

You desperately want A[\_\_\_\_\_] to notice you. B[\_\_\_\_\_] is willing to help, but for what price?

9

Print this page five times, back to back with the next page as double-sided pages.

Cut along the solid lines to make strips of paper.

Fold along the dotted lines to make little folders to hold the cards.

## PRINCIPLES

Get to the heart of Unheroes using these principles:

### **Play for the whole story**

Think about others and include their contributions

### **There are no winners or losers**

Let your character take a fall if it would make things more interesting

### **Keep information flowing**

Share your secrets. The game isn't long enough to hold them back for a big reveal

## TECHNIQUES

Use these techniques with your fellow players:

Say **Freeze** and hold a hand up palm out to stop the game for safety or practical reasons

Say **Pause** or hold your hand up with crossed fingers to talk out of character

Act out **combat** in super slow motion. The person on the receiving end of any attack decides what happens

## PLAYING IN PUBLIC?

- Stay within the game area unless you need to duck out of play for some reason
- Be aware of who your fellow players are and what the facilitator has given you to identify yourselves
- Be respectful of other people present in the game area
- If any authorities make requests of you, comply politely
- If you're asked to move, the game can carry on even as you're looking for somewhere else to play

## PRINCIPLES

Get to the heart of Unheroes using these principles:

### **Play for the whole story**

Think about others and include their contributions

### **There are no winners or losers**

Let your character take a fall if it would make things more interesting

### **Keep information flowing**

Share your secrets. The game isn't long enough to hold them back for a big reveal

## TECHNIQUES

Use these techniques with your fellow players:

Say **Freeze** and hold a hand up palm out to stop the game for safety or practical reasons

Say **Pause** or hold your hand up with crossed fingers to talk out of character

Act out **combat** in super slow motion. The person on the receiving end of any attack decides what happens

## PLAYING IN PUBLIC?

- Stay within the game area unless you need to duck out of play for some reason
- Be aware of who your fellow players are and what the facilitator has given you to identify yourselves
- Be respectful of other people present in the game area
- If any authorities make requests of you, comply politely
- If you're asked to move, the game can carry on even as you're looking for somewhere else to play

Print this page five times, back to back with the previous page as double-sided pages.

Cut along the solid lines to make strips of paper.

Fold along the dotted lines to make little folders to hold the cards.

## THE STORY

Back in Herotopia, you guys were heroes. Real heroes. You had the powers, you wore the capes, you worked as a team to protect the world and everyone in it.

Sure, things were complicated. Sometimes you didn't get along. But when times got tough, you came together and did whatever it took to win the day.

Except, this time, you didn't. When Earth needed you most, you screwed up. You were too busy stroking your egos and fighting

## THE STORY (CONT.)

amongst yourselves, and something went terribly, horribly wrong.

It got so bad that you decided it would be better to change the entire history of the world and erase all superheroes and villains from existence than try to repair what you did.

So now you're here, in this ordinary world, where no one's in danger and everything is exactly what it seems.

## THE STORY (CONT.)

The problem is, bits of your old lives are starting to leak in around the edges. You're starting to realise you need to work out the truth of what happened.

Then you'll have to make a choice: will you put things back the way they were and try to fix the mistake you made, or will you leave things safe and calm and boring like they are now, always knowing that you failed to save the world?

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