

SUPERFIGHT TOURNAMENT

The game is designed for 16 players, but can easily be adjusted for a different number. Pairings are selected at random (using a die, names out of a hat, or you choice of method).

Rules:

- 1) Each player receives (draws) one character and receives (draws) one “power” card per pair in the round.
- 2) The players choose to place one card on one character per pairing, but it does not have to be placed on their own character.
- 3) When all players have placed their cards for the round, the winner of each pairing moves into the next bracket (using the chart below) with their existing “powers”.
- 4) All of the original players will again receive (draw) one “power” card per pair in the round. Play continues in this manner until a there is a Champion.

When using Locations, Scenarios, or other expansions which provide a setting you would place only one of each per pairing. These cards are removed when advancing to the next bracket.

When using Hero Machine, the players in the pairing decide if the pair will have cards applied. Then, each character in the pair receives one. These cards are removed when advancing to the next bracket.

