

SUPER PLUSHIES



RULEBOOK

During a quiet afternoon, children discover 2 magical dice in their room, hidden in a small box. As they roll the dice, all their plushies come to life and express their greatest wish: becoming Superheroes... or better yet... Super Plushies!!



In this game, the players have to create the best Super Plushies team. To do so, they have to recruit 4 heroes by giving them the necessary equipment, such as gloves, boots, capes and masks they need for their outfit. The player who ends up with the most stars in their team at the end wins the game.

CONTENTS:

24 Super Plushie cards
(can you guess their powers?)

8 bonus cards



2 dice (be careful, they are magical!)

48 equipment discs:
12 gloves, 12 boots,
12 capes and 12 masks
(for your plushies' outfits)



1 first player token



4 room boards (to store your plushies' outfits).

SETUP:



1



2



5



3



4



1. Shuffle all the Super Plushie cards and the bonus cards into one deck, then place it face down on the table.

2. Draw 3 Super Plushie cards and place them face up next to the deck. If you draw a bonus card, shuffle it back into the deck and draw another card until you have 3 Super Plushie cards.

3. Place the equipment discs on the table.

4. Place the 2 dice on the table.

5. Each player takes a room board and places it in front of them.



HOW TO PLAY

The player who most recently helped someone takes the first player token and starts the game. You play clockwise, until the endgame condition is triggered (see «End of the Game»).

Overview of a turn

On their turn, a player can take 3 main actions in this specific order:

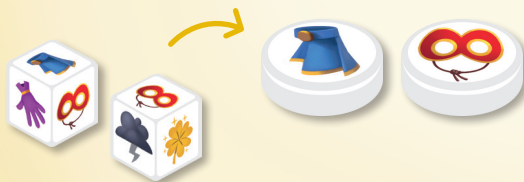
1. Roll the dice

The player rolls the 2 dice. If the **"black cloud"** side appears, the die is discarded for the player's turn and can't be used (it's the unlucky moment any Superhero can face during their career).

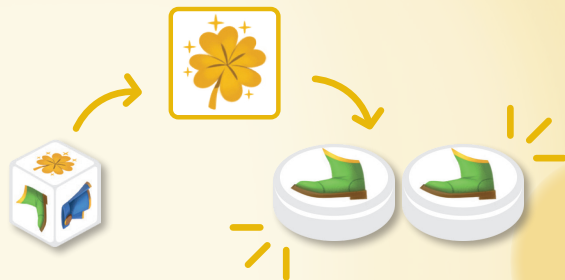


2. Gain equipment

The player takes the equipment discs shown on the dice (glove, boot, cape, or mask) and stores them on the corresponding spaces of their room board. The black cloud doesn't give any equipment. Nonetheless if **both dice show a black cloud**, the player gains an equipment disc of their choice.



For **each** die showing a **golden clover** (greatest of luck!), the player picks the equipment of their choice and gets **2 of them!** Then, all other players receive **1 of the same disc** (That's Superhero solidarity!).



The player can re-roll 1 or 2 dice before gaining equipment if they want to. However a dice with the black cloud face can't be rolled again.



Example: The first player rolls the dice and has a result of 1 boot and 1 glove. They can roll them one more time. The player decides to keep the boot, and roll the other die again, obtaining a cape. They could have re-rolled both dice instead of 1.

The equipment discs are stored on the corresponding spaces of the room board. There are **only 3** spaces for each kind of disc. If all places are already occupied, the equipment that can't fit is put back in the equipment pile.



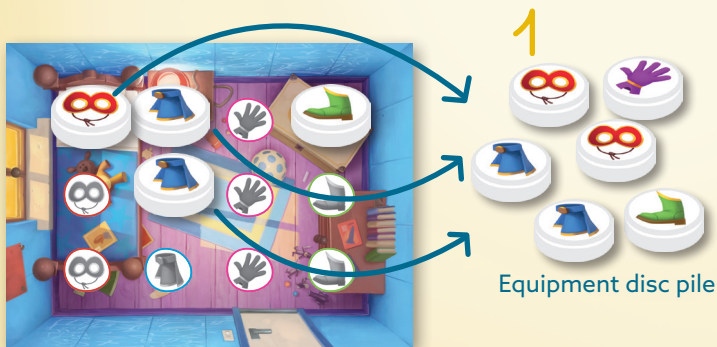
The stars of the card



The equipment discs your Super Plushie needs in order to be part of your superhero team.

3. Recruit a Super Plushie (optional action)

The player can recruit 1 Super Plushie card. To do so, they must **spend all of the required equipment discs** from their room board. Each plushie needs different discs for their outfit. Equipment discs are returned to the equipment disc pile, then the player can take the card and place it next to their room. Each Super Plushie gives the player 1, 2, or 3 stars at the end of the game. A player can only recruit **1 Super Plushie card each turn**.



Then, the player draws a **new Super Plushie card** from the deck so there will always be 3 available. If the new card is a bonus card, the player **instantly gains the equipment shown**. In this case they keep drawing cards until they get a Super Plushie card.

If more than one bonus card is drawn by this player, the further **bonuses are given to the other players**, in turn order priority.

All bonus cards are then returned to the game box.



END OF THE GAME

As soon as a player obtains their **4th Super Plushie card**, finish the round so everyone gets the same number of turns in the game. Each player then **counts all the stars they have** on their Super Plushie cards. The player who has the most stars in their team wins the game!

In case of a **tie**, the players count the number of equipment discs they still have in their room (glove, boot, cape, and mask). The tied player with **the most equipment discs wins**. If there is still a tie, the tied players share the victory.

Example: Moritz has 7 stars in his team. Emmy counts 8 stars in her team, and so does Capucine. Emmy and Capucine count the equipment discs they still have in their room. Capucine has the most, and wins the game.



SOLO MODE



You can also play this game when all your friends are napping!

In order to play alone, set the game up as usual. You play against an invisible player (that's a neat superpower!) named **Mona**. You use the first player token as a way to play her. She starts the game.

On your turn, **the usual rules apply** as explained before in this rulebook (rolling dice, gaining equipment discs, and recruiting Super Plushies). **Mona doesn't get anything if you get a golden clover** as a result of a dice roll.

Whenever it's her turn, Mona draws a card from the deck and keeps it secret, face down next to the first player token. Once you recruit a Super Plushie, Mona discards the top card of all the cards she has gathered until now and reveals the remaining cards. She keeps the card with the **highest number of stars**, setting it aside, and discards the others. If she only has bonus cards, she discards them all without getting anything.

The game ends when you have four Super Plushie cards (and Mona had her final chance to recruit a Super Plushie as well). You win the game if your team counts more stars than Mona's team. In case of a tie, you win.

You may also adjust the difficulty of the solo mode as you see fit:

On **easy difficulty**, Mona discards 2 cards after you have recruited a Super Plushie.

On **hard difficulty**, Mona doesn't discard any cards after you have recruited a Super Plushie.



CREDITS

Designer: Moritz Schuster

Illustrator: Mathieu Leyssenne

Project manager: Grégory Oliver

Graphic designer: Jeanne Hervé-Maley
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