

GAME MANUAL



MARINE SUPERHEROES

HOW TO PLAY



TURNS

1. Choose your Active Card:

Each player selects one card from their hand to play that round.

2. Choose the game skill for the round from:

- Attack, Defence, Stealth or Cunning.
- The first player chooses the skill (going round in turns).

3. Compare the skills chart:

- The Superhero with the most stars in the chosen skill...wins the round!
- In the event of a tie, the round has to be repeated.

4. Result of the round:

1 point is awarded for each round won.

SPECIAL CARDS:

- **Villains:** Automatically defeat any **superhero**. Their only rival is the **Wildcard**!
- **Wildcard:** Automatically defeats any superhero or villain.

GAME END

The winner is the player who wins the most points from the rounds!

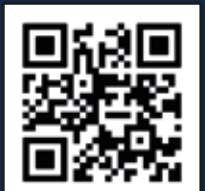
WIN DIFFERENT CARDS EACH TIME
YOU COME BACK TO PALMA AQUARIUM!



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AIM OF THE GAME | SUPERHEROES BY SQUAD

You and your friends take on the roles of marine **superheroes** and compete against one another, recreating the natural balance of ocean ecosystems while trying not to be defeated by environmental threats (represented by the villains). Collect the **cards** to discover each animal's natural abilities and learn how to **protect the sea** while you play.

SPECIAL CARDS

VILLAINS

They represent real threats such as pollution, overfishing, or climate change.

BLUE SQUAD

Top-level predators that combine direct attack with advanced sensory abilities.

INVISIBLE SQUAD

Noted especially for their stealth and outstanding capacity to adapt to dangerous situations.

RESILIENT SQUAD

Designed to provide protection from predators, with active defence techniques against attacks.



THE SUPERHEROES' SKILLS



ATTACK:

The ability to inflict damage or capture prey through physical strength.



STEALTH:

The capacity to remain undetected through camouflage or sensory awareness.



CUNNING:

Reflects cognitive complexity, learning ability, and problem-solving skills.



DEFENCE:

Includes anti-predator mechanisms such as venom or spines.