

Poptropica



**COMPLETE
GAME KIT!**

Created by the
Poptropica fandom
hero, Invisible Ring!



MIGHTY

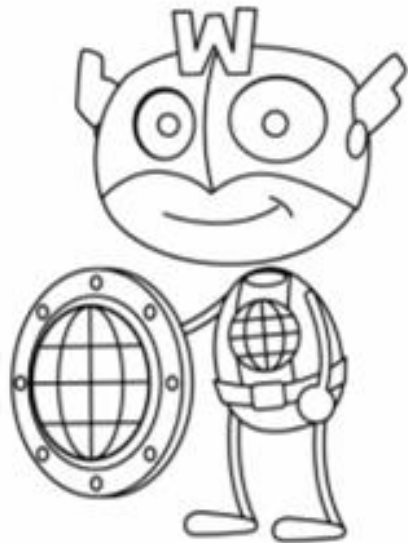
ACTION FORCE



GOLDFACE



ELF ARCHER



WORLD GUY

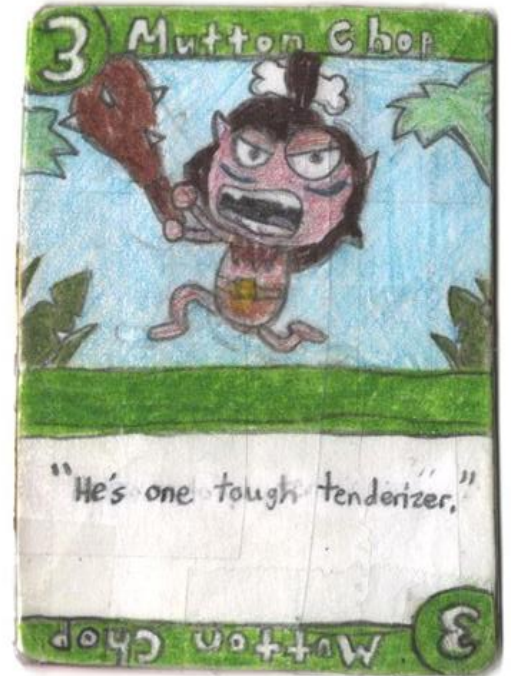
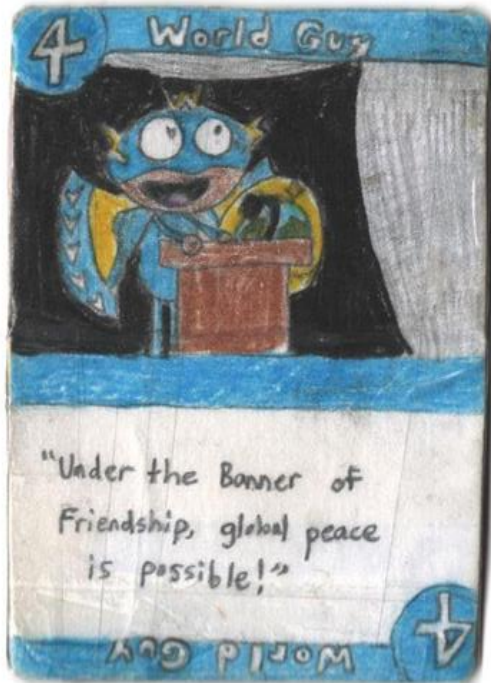
Create your own Mighty Action Force game to play with your friends and family!

CONTENTS:

- 22 Starter Deck Cards
- 6 bonus cards
- 5 create-your-own cards
- 33 card backings
- Reusable Game Board
- Gem-Counters (assembly required)
- Rulebook/Bonus Game critiques

*Glue stick, tape, scissors, and creative superpowers required

STARTER DECK 1

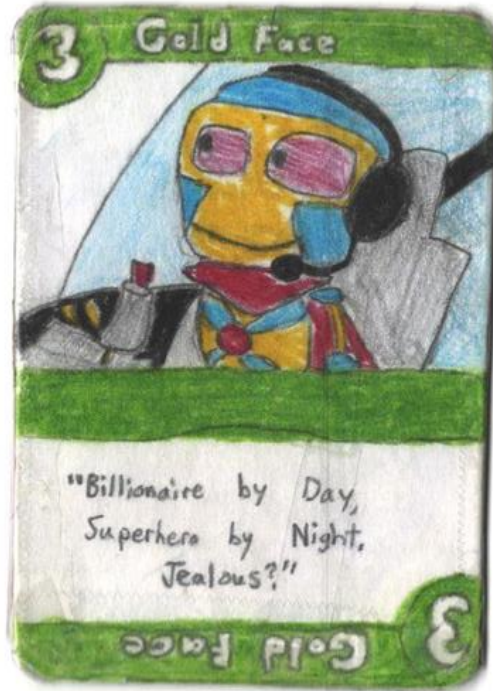
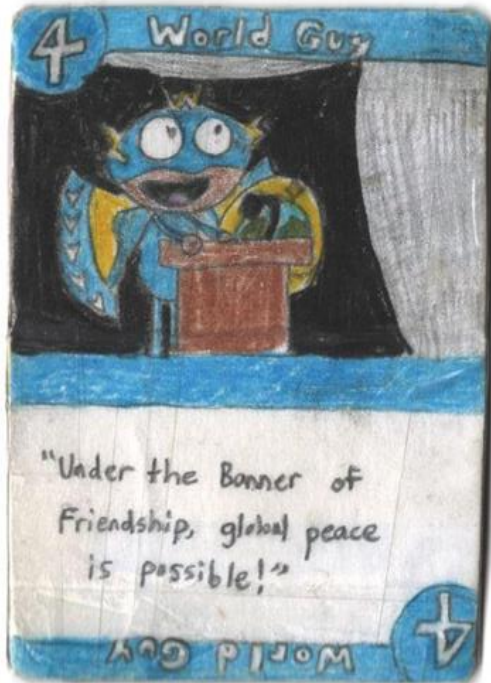








STARTER DECK 2









BONUS CARDS- Take one each time you win!

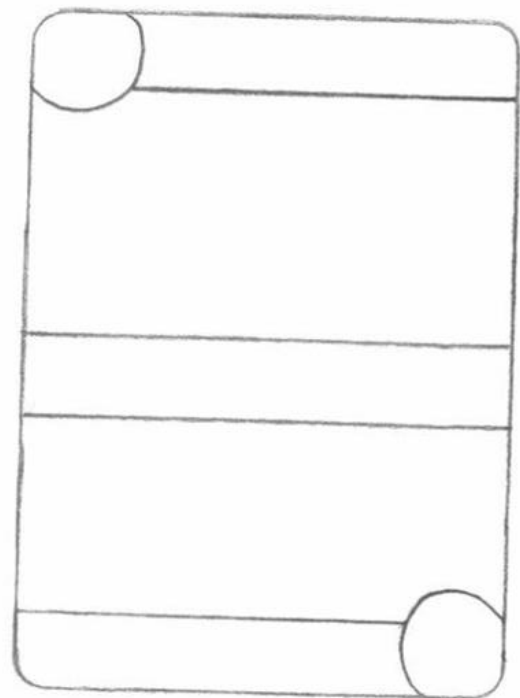
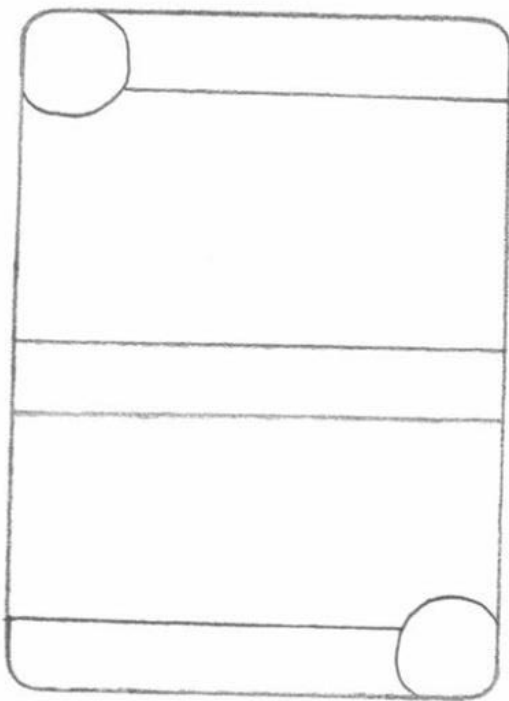
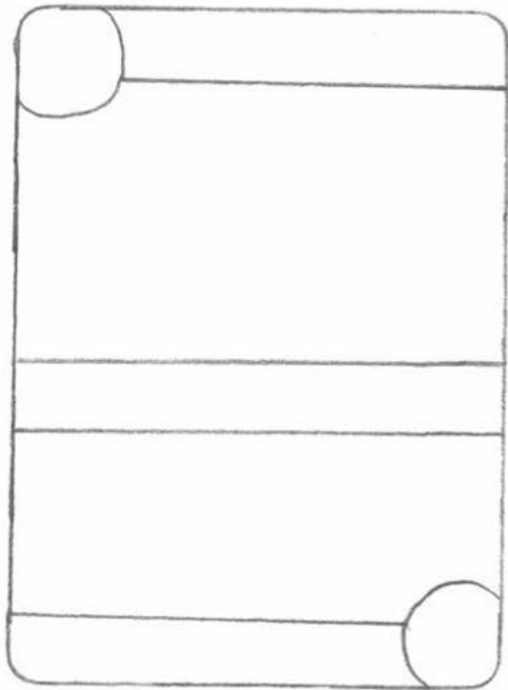
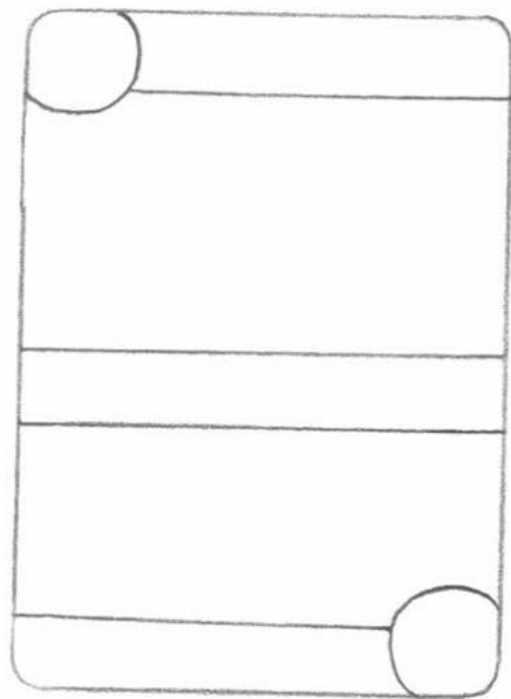
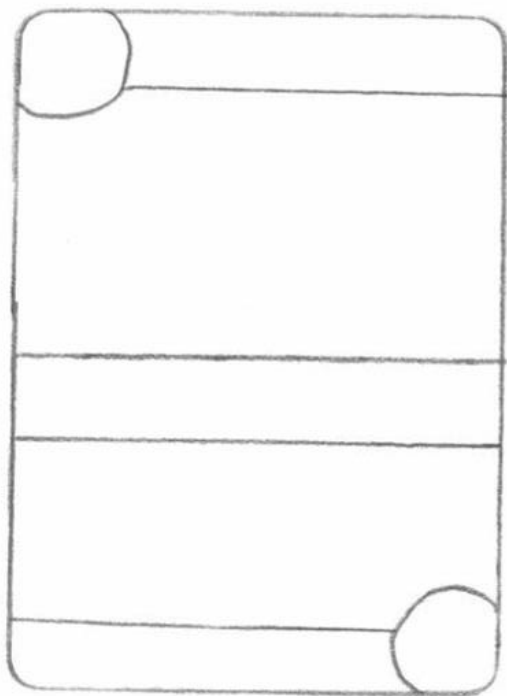




Name your card and add a power level, such as 1, 2, 3, 4, 6... What if it's level 5?

Draw a hero or villain. You can even draw YOU!

If your card's a special card, write a superpower in the power bar and describe it down below. If it's a normal card, keep the bar blank and instead write a nifty catchphrase!








ATTACK
OPPONENT



COLLECT
GEMS




TEAM
YELLOW

ATTACK
OPPONENT



COLLECT
GEMS



TEAM
RED

GEM-COUNTER ASSEMBLY INSTRUCTIONS



Cut out all components (this includes the gem holes). Align the gem holder over the yellow bar and **carefully tape the ends together. (refer to the arrows!)** **IMPORTANT!** Do not tape over any of the holes of the gem holder! This will stop the gem slide from going all the way into your gem counter.



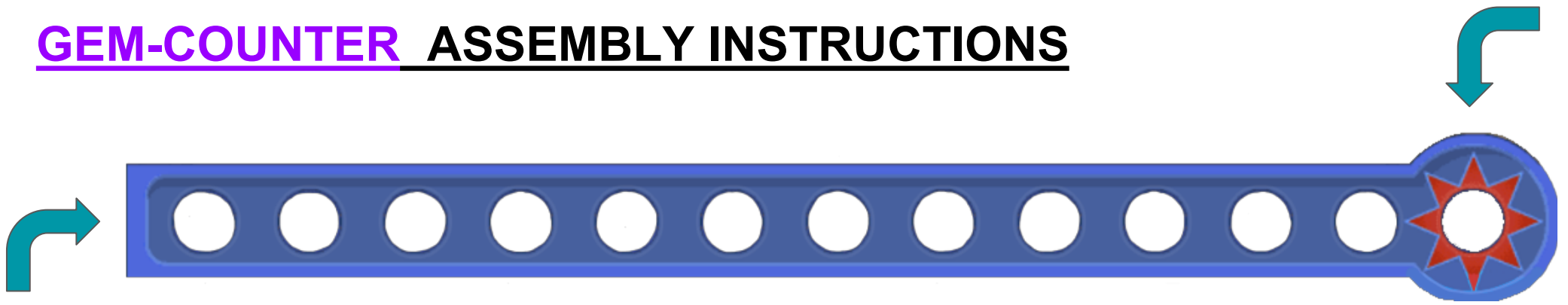
After the assemblies, Attach this blue edge to the blue edge of TEAM YELLOW's side of the board!



GEM SLIDE INSTRUCTIONS:

Cut out the blue strips and tape them together into one long strip. Then slide the strip in the open end of your gem counter. This will be your gem slide.

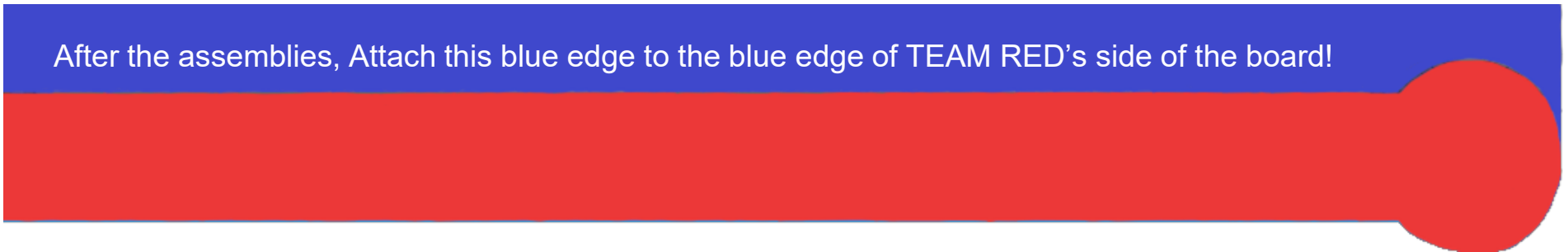
GEM-COUNTER ASSEMBLY INSTRUCTIONS



Cut out all components (this includes the gem holes). Align the gem holder over the yellow bar and **carefully tape the ends together. (refer to the arrows!)** **IMPORTANT!** Do not tape over any of the holes of the gem holder! This will stop the gem slide from going all the way into your gem counter.



After the assemblies, Attach this blue edge to the blue edge of TEAM RED's side of the board!



GEM SLIDE INSTRUCTIONS:

Cut out the blue strips and tape them together into one long strip. Then slide the strip in the open end of your gem counter. This will be your gem slide.

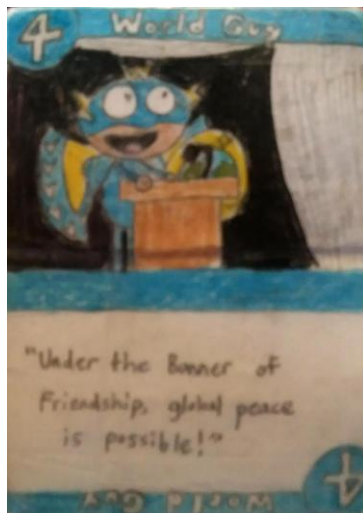
MIGHTY ACTION FORCE THE CARD GAME

2 Players
Ages 6 to Adult
10-15 minutes

RULEBOOK

STARTING THE GAME: The first time you play, each player must cut out and assemble all of their starter deck cards and shuffle them into a starter deck. (This will provide each player with an 11-card starter deck, but if you'd rather have 10-card decks instead, follow the example below.)

World Guy x1



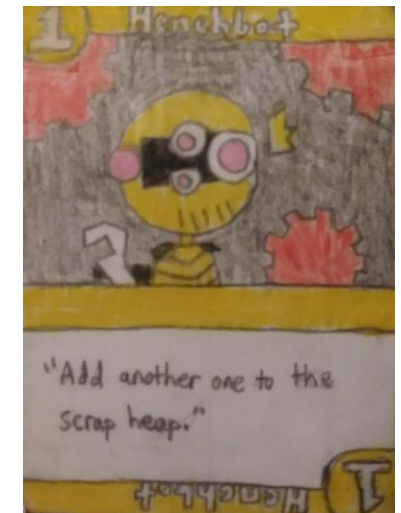
Mutton Chop x2



Meow-Bot x3



Henchbot x4



NOTE: If you don't want World Guy, You can use Elf Archer, and if you don't have a 2nd Mutton Chop, you can add Gold Face. In other words, 10-card decks are allowed 1 of any blue card, and 2 of any green card.



-After assembly, each player must choose which side of the board to play; **Team Red** or **Team Yellow**. Then both players shuffle their decks and place them next to their side of the board. But remember! ...Whether you play with a 10-card deck or 11-card deck, the other player must have the same size deck as you.

Each player draws 3 cards from their deck to use as their hand and plays rock-paper-scissors to decide who goes first and who goes second. ...And now, we are ready to begin the game.



PLAYING THE GAME: To collect gems, you simply play your cards in the Collect Gems slot to raise your gem score. But if you want your opponent's gem score to go down, then you can play cards in the Attack Opponent slot instead. (The number on each card shows how many gems you can collect or attack.)

NOTE: Unless your card's in the middle slot, you can't change which slot your card goes after you take your hand off of it!

- ***PLAYER GOING FIRST*** draws a new card and chooses a card to play, either in the collect gems slot, or the attack opponent slot.
- ***PLAYER GOING SECOND*** draws a new card and chooses a card to play, either in the collect gems slot, or the attack opponent slot. Then, both players tally how many gems they lost or collected on their **gem counters**.

NOTE: The player who goes first, also scores first.

-Lastly, both players discard their cards and repeat the rules above.
Do not shuffle any cards back into your deck!

GAME
TIP!



AT THE START OF THE GAME YOU USUALLY WANT TO COLLECT AS MANY GEMS AS YOU CAN.

When you attack your opponent, you don't get any gems for yourself. And it won't do you any good if your opponent doesn't have enough gems for you to attack with, either.

ENDING THE GAME: The game goes on until both players run out of cards (in both their deck and their hand), or when someone reaches 13 gems.



REMEMBER, TO WIN YOU NEED EXACTLY 13 GEMS. IF YOU GO OVER 13 YOU'LL LOSE THE GEMS YOU JUST COLLECTED.

NOTE: You don't pay a penalty for too high a score. The card in question just doesn't count that turn if it's to collect gems.

If by the end of the turn your opponent has exactly 13 gems and you don't...



...You also lose if you and your opponent are both out of cards and your opponent has more gems than you do.

If by the end of the turn you and your opponent BOTH have exactly 13 gems, then the game ends in a...



...It's also a draw if you and your opponent are both out of cards and you both ended the turn with the same amount of gems.

If by the end of the turn you have exactly 13 gems and your opponent doesn't...

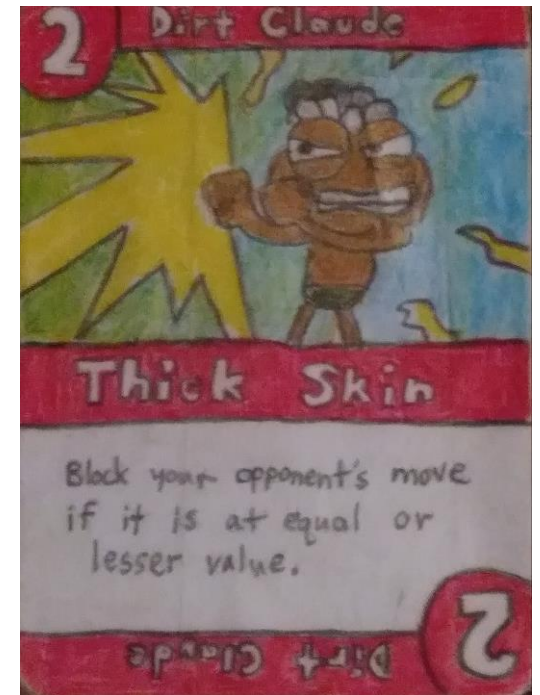


...You also win if you and your opponent are both out of cards and you have more gems than your opponent does.

TAKING IT FURTHER: Every time someone wins, the winner gets to choose a special card to add to their deck. As you win new cards, re-organize your 10-11 card deck and make it stronger for the next time you play! ...Here's a little more information about the special cards to help you choose which ones you want.

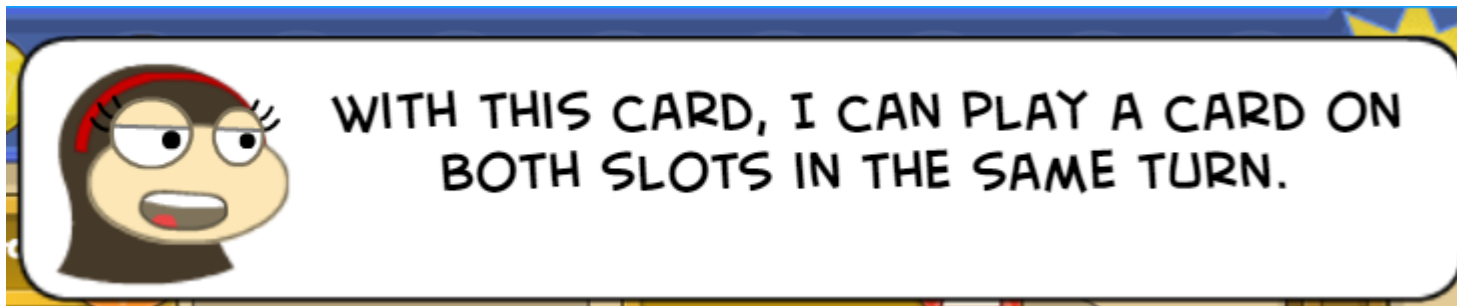


NOTE: This card blocks all actions of said value, plus the powers of every special card except trash collector and another dirt claude. If another card worth 2 gems or less is played with trash collector, then both cards are rendered useless. ...And when both players play a dirt claude, they cancel each other out and nobody gets any points that round.



"Trying to block me, eh? ...No, we shan't be doing that."

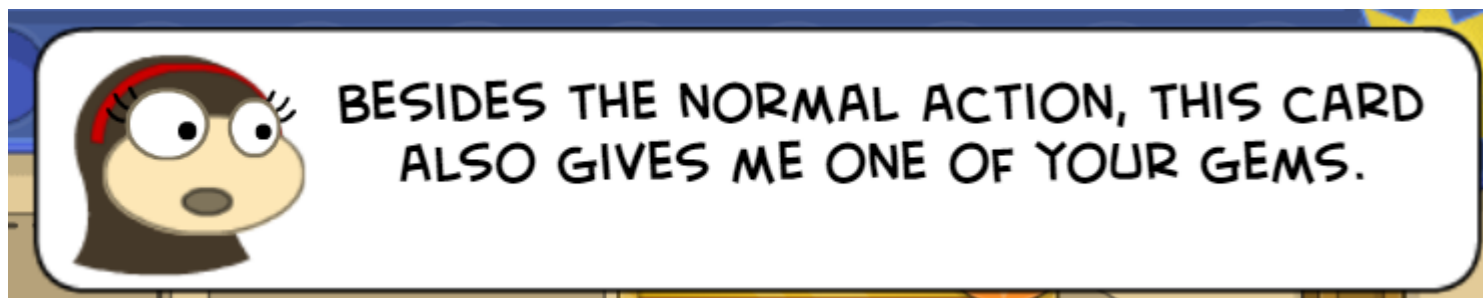
"If playing one card is good, playing 2 cards must be great. Double Your Pleasure!"



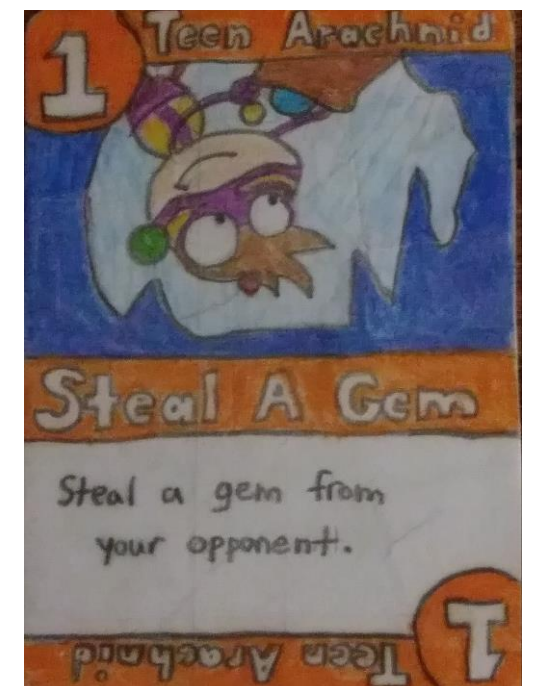
"Double Bubble Boiling Trouble."



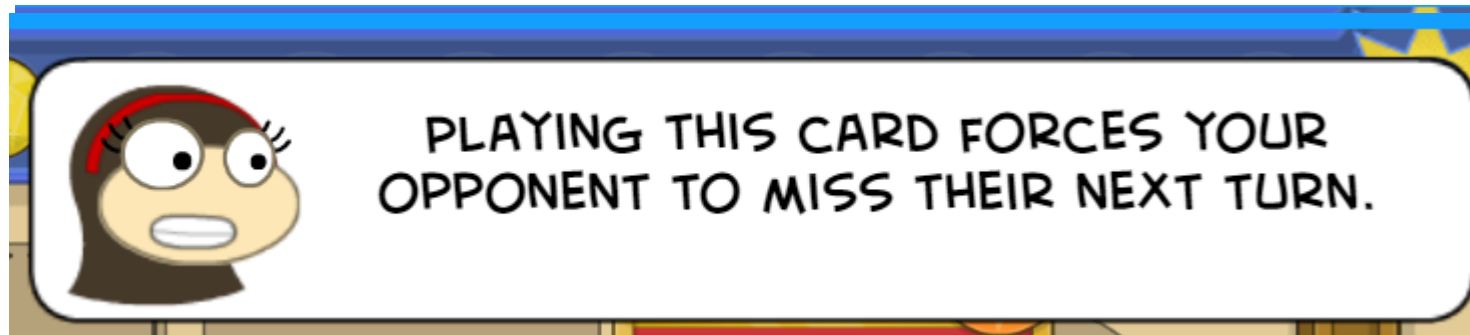
"What's mine is mine, and what's yours is also mine. ...Yoink! I'll take one of those!"



"Hey! That was mine!"



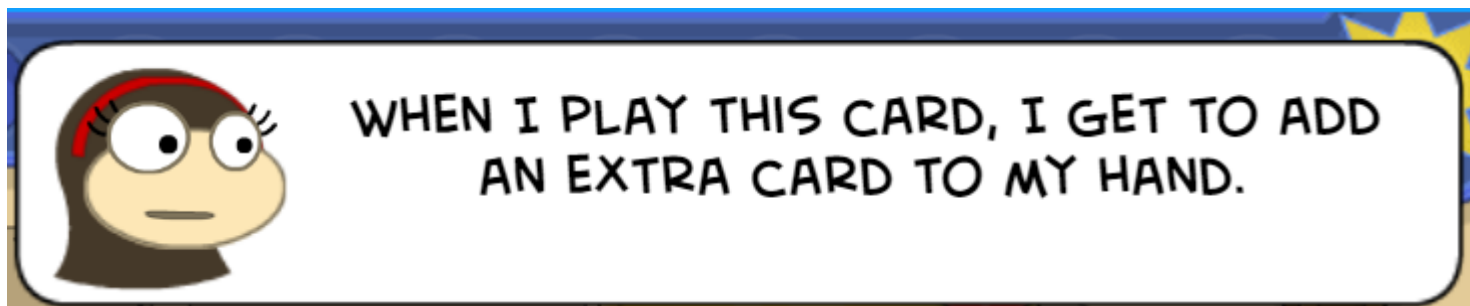
"Hate to say it, but I'm going to be skipping your next turn."



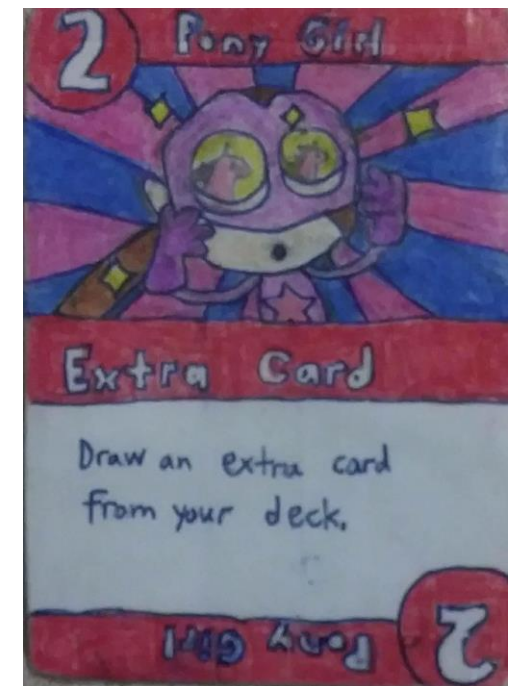
"Grrr, I'll get you for that!"



"Take a card, why don't ya. ...Take another card, why don't ya!"



NOTE: You still get to draw a card every turn as normal. Your hand just holds an extra card afterward.





CARD GAME CRITIQUES



THE ONLY THING THAT MAKES ME HAPPIER THAN PLAYING THE MIGHTY ACTION FORCE CARD GAME IS WINNING IT.



I'VE NEVER LOST A MATCH, AND I DON'T INTEND TO START NOW.



THIS IS SO EXCITING! NO OFFENSE.



VICTORY IS IN SIGHT. YAWN.



YOU SHOULD KNOW BETTER THAN TO COME AT ME WITH THAT WEAK STUFF.



I COULD USE A GOOD CHALLENGE. ARE YOU UP TO THE TASK?



ALL OUT OF CARDS. I GUESS THIS IS WHERE I PLAY THE WAITING GAME NOW.



DARN I'M ALL OUT OF CARDS! MY FATE IS OUT OF MY HANDS NOW.



I ALREADY PLAYED MY LAST CARD. I NEVER WOULD HAVE THOUGHT IT WOULD COME DOWN TO THIS.



YOU'RE DOING GOOD, BUT I'VE COME BACK FROM WORSE.



YOU'RE DOING A GREAT JOB. BUT IT'S NOT OVER YET!



I'M LULLING YOU INTO A FALSE SENSE OF SECURITY.





EVERYONE WHO PLAYS THIS GAME IS A WINNER. I'M JUST MORE OF A WINNER THAN YOU.



NOT BAD! WITH THE RIGHT DECK YOU COULD PROBABLY BEAT ANYONE.



I CAN'T BELIEVE I LOST! THERE'S ONLY ONE THING TO DO NOW: RETURN TO MY LUCRATIVE HIGH-TECH JOB.



YOU MAY HAVE WON LAST TIME, BUT THIS TIME YOU WON'T BE SO LUCKY!



ALMOST THERE!

FINIS!

I created the starter deck cards and bonus cards myself back in the summer of 2016, and I made dozens of custom cards for myself since! So, if I can create my own cards, so can you!



...Have fun, heroes!
Oh, and if you're looking for a box to keep all your new game equipment in, I recommend a recycled tissue box or a cereal box.. Or whatever box works for you!