



Poptropica

MIGHTY ACTION FORCE **THE CARD GAME**



**MULTIPLAYER
MEGA-BOX!**

...New game created
by the Mighty Action
Force Master
Invisible Ring!



4-Player Edition- The Next Level of MIGHTY ACTION FORCE!

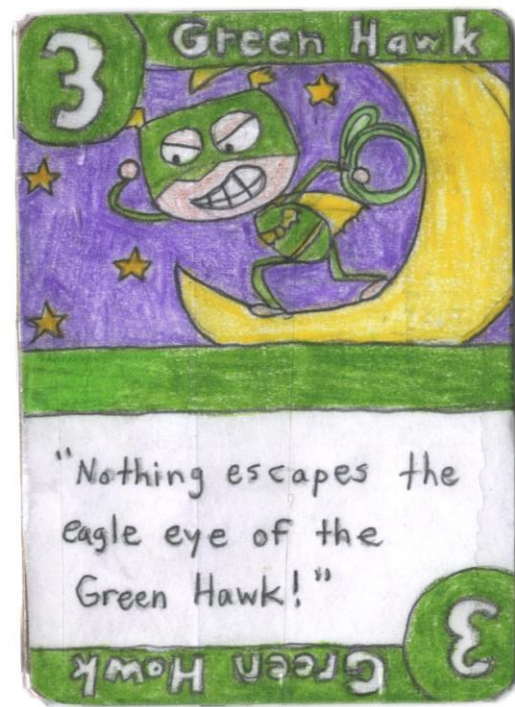
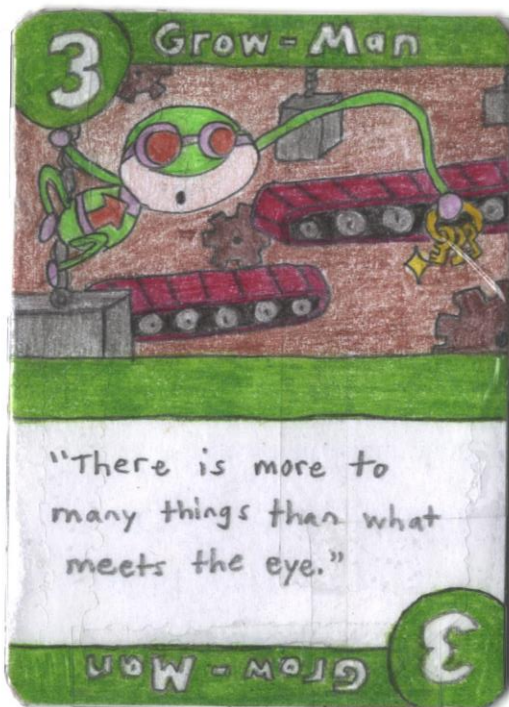
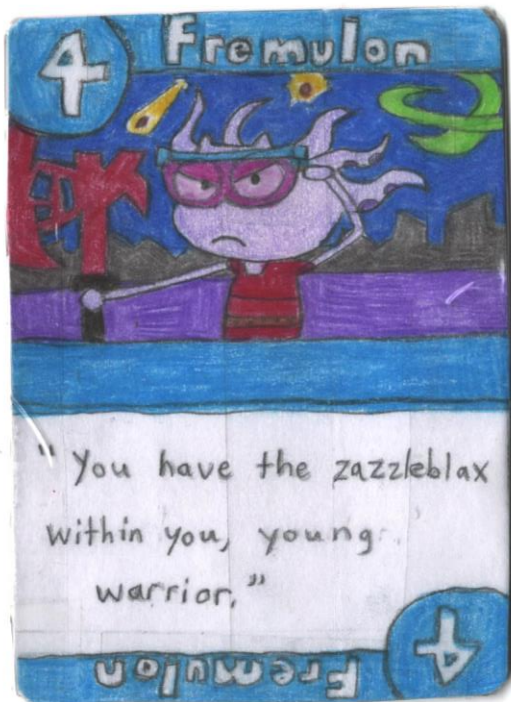
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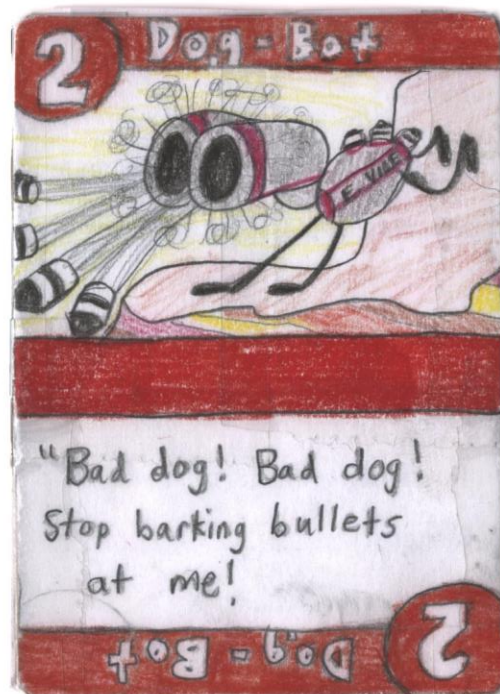
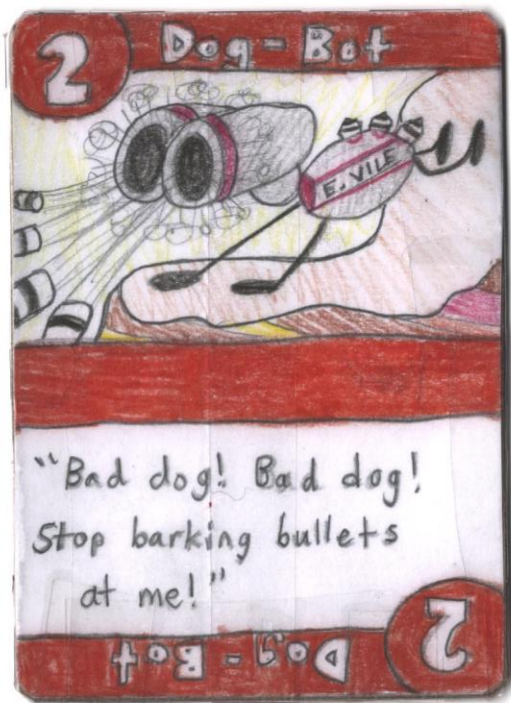
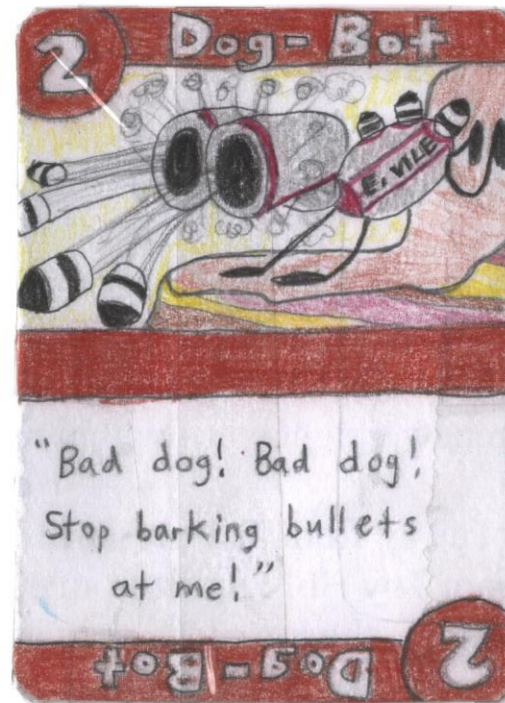
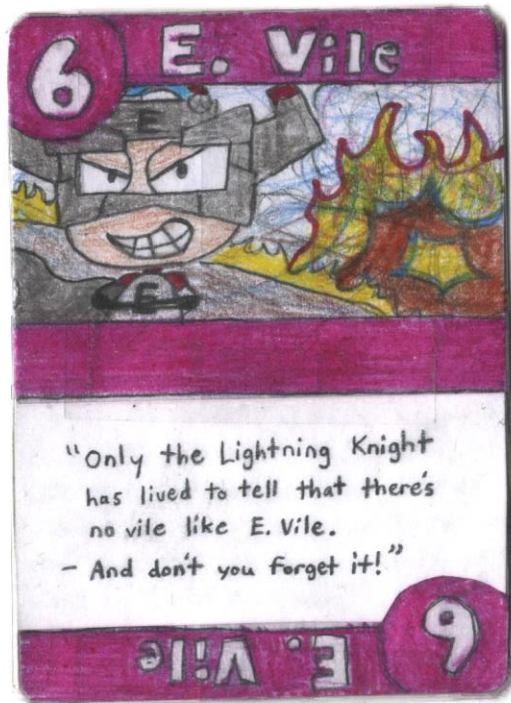
- 60 Starter Deck Cards
- 12 bonus cards
- 5 create-your-own cards
- 77 card backings
- Battle Royale Game Board Kit
- Rulebook/Bonus Game Variations

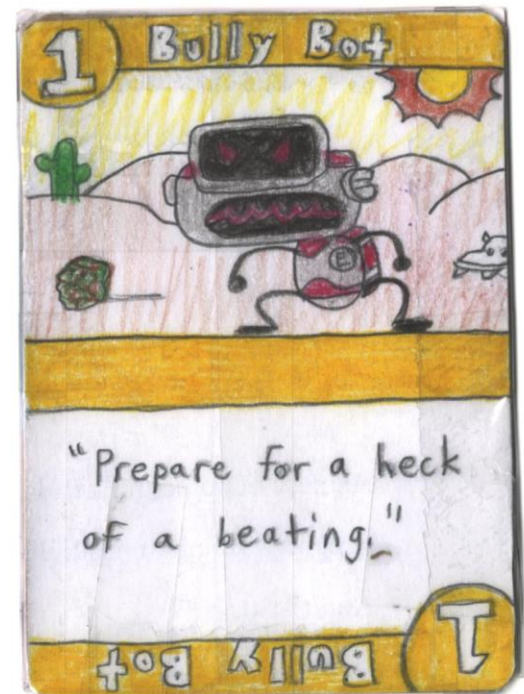
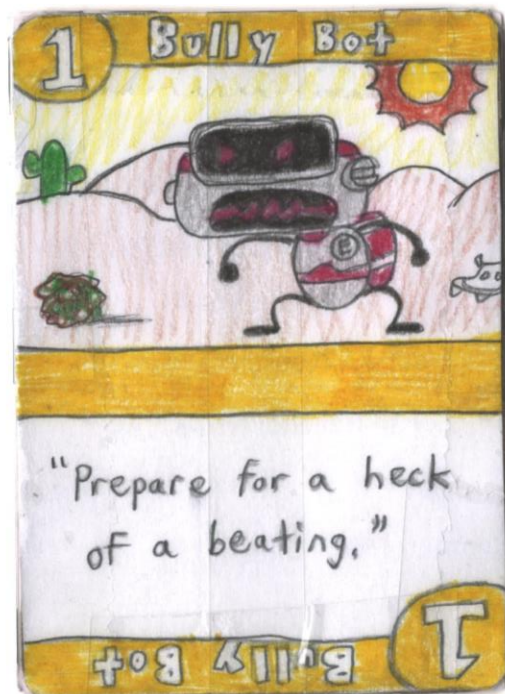
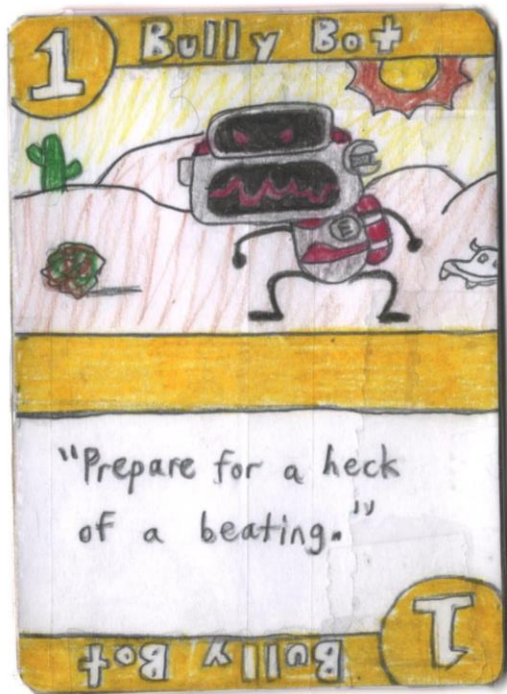
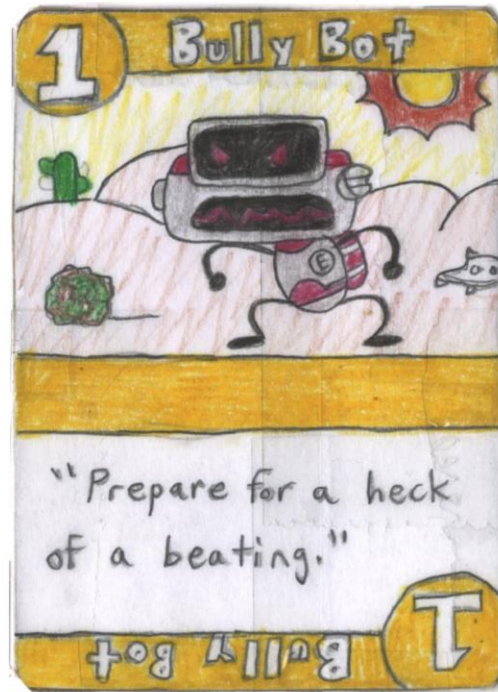
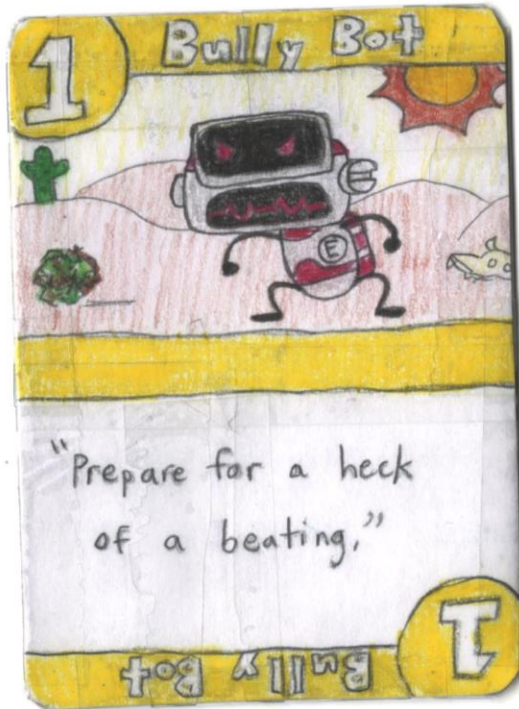
**Glue stick, tape, scissors, and
creative superpowers required*

***Had fun with the Mighty Action Force and Mighty Astro-Force?
...Well, 2-player playtime is OVER. THIS one's gonna be tough!***

STARTER DECK 1





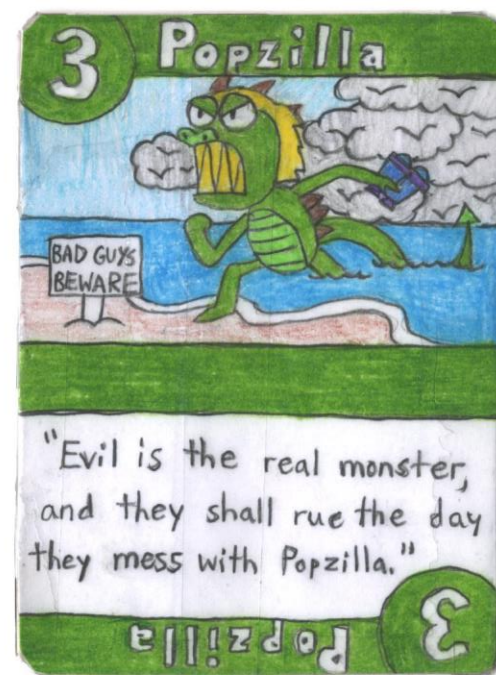
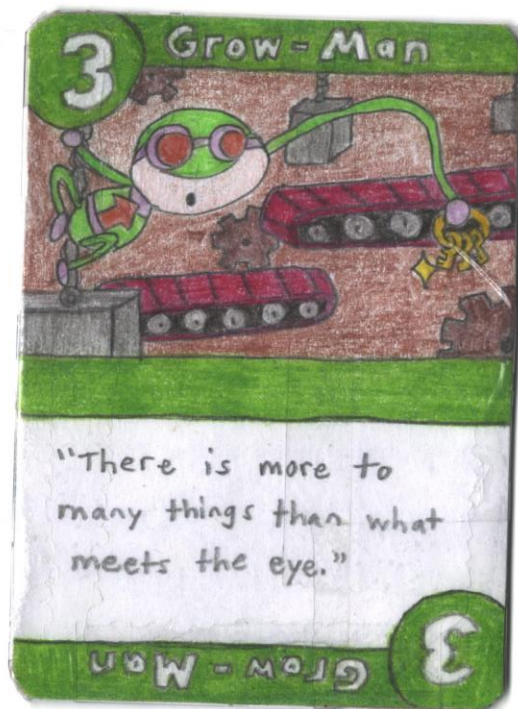
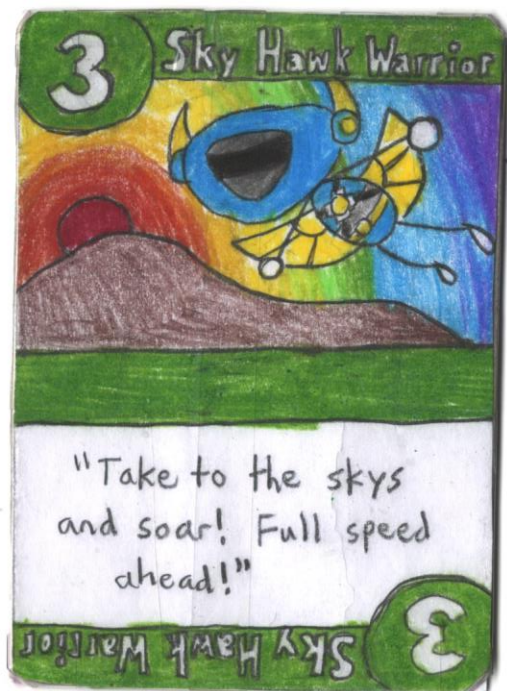
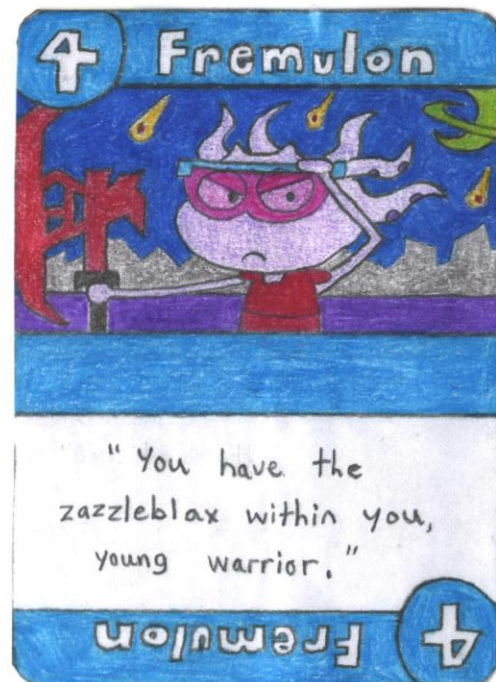
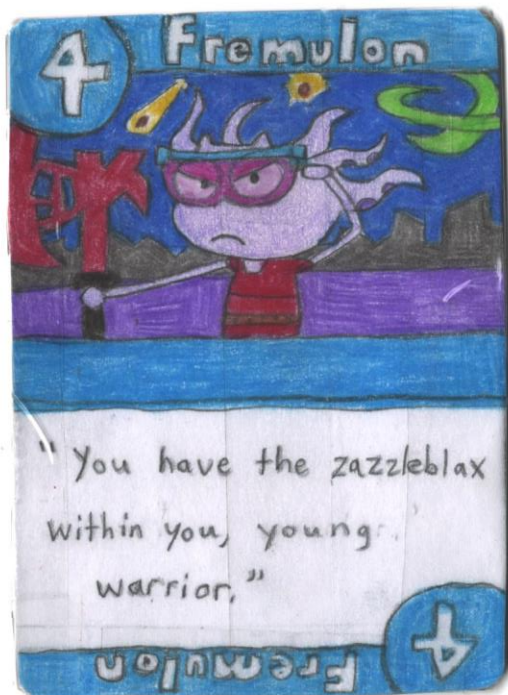


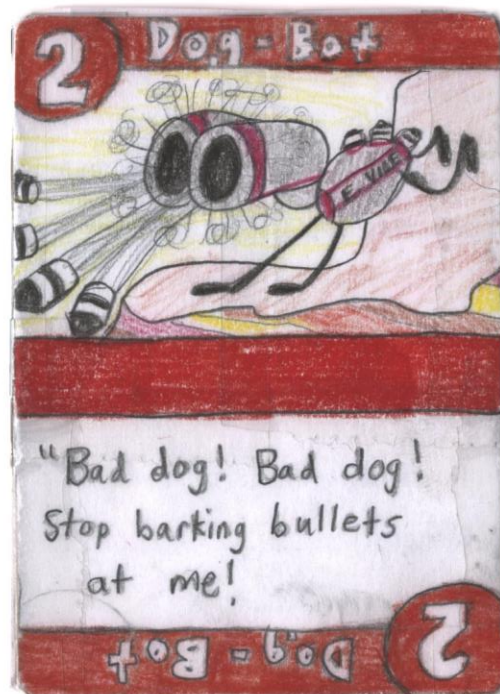
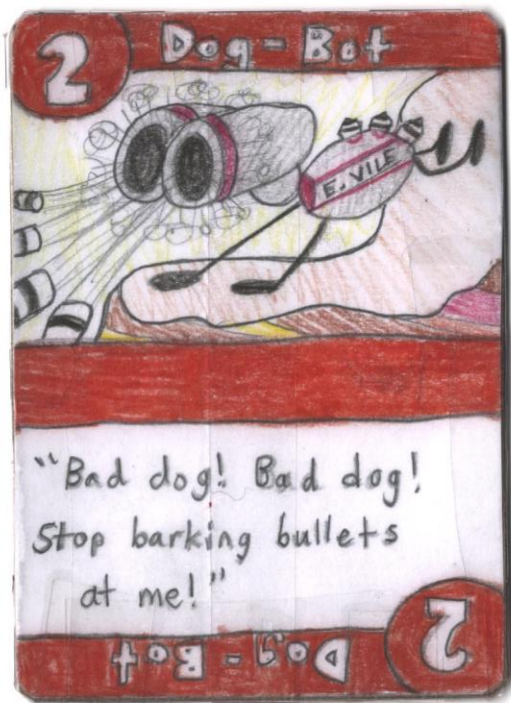
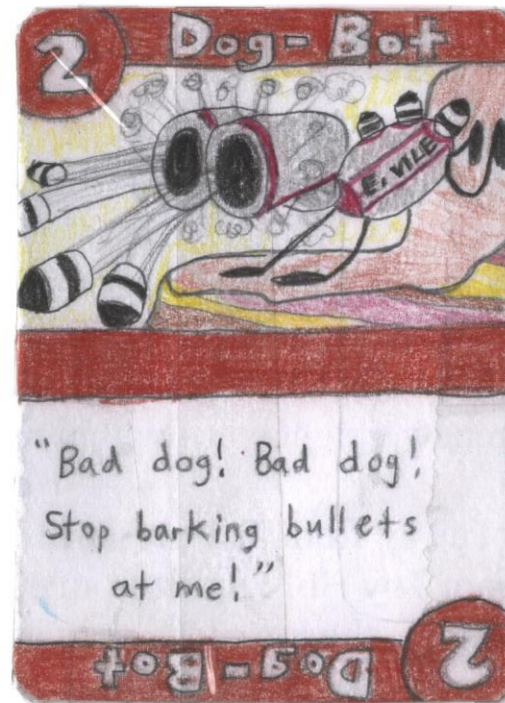
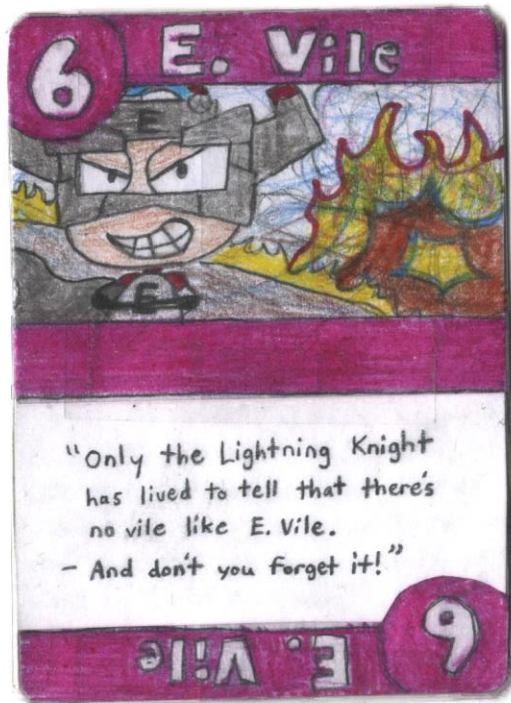


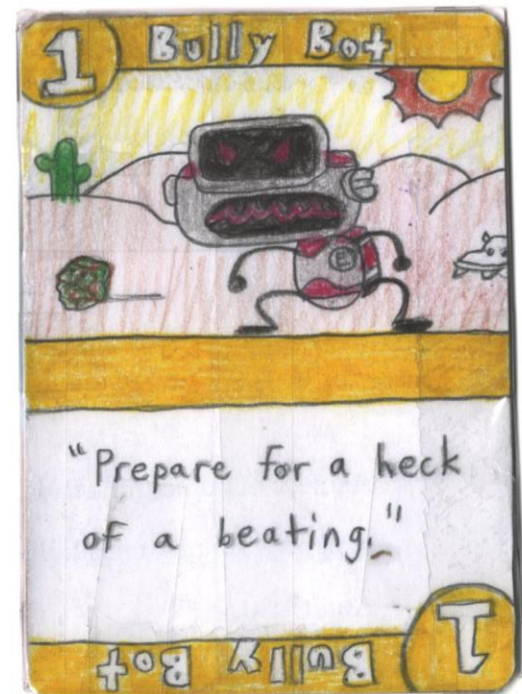
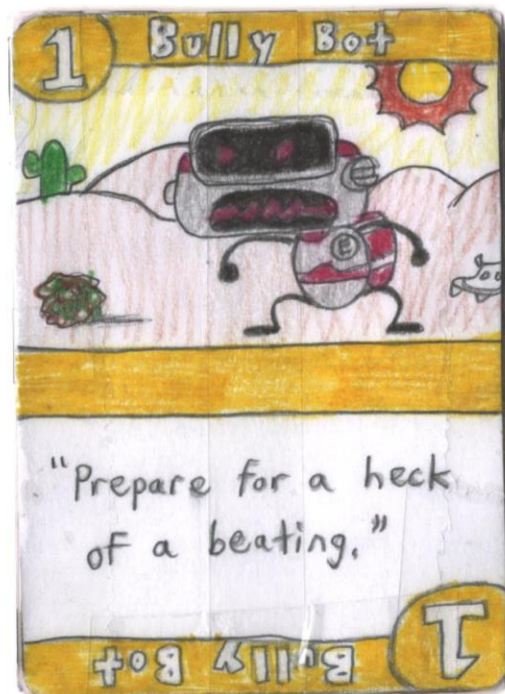
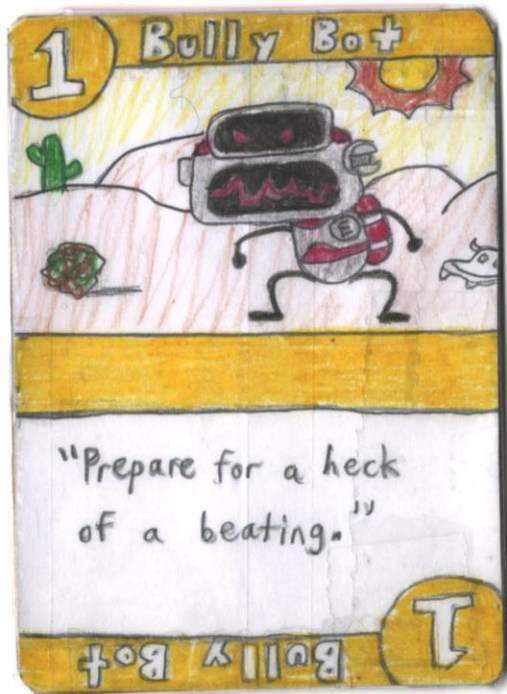
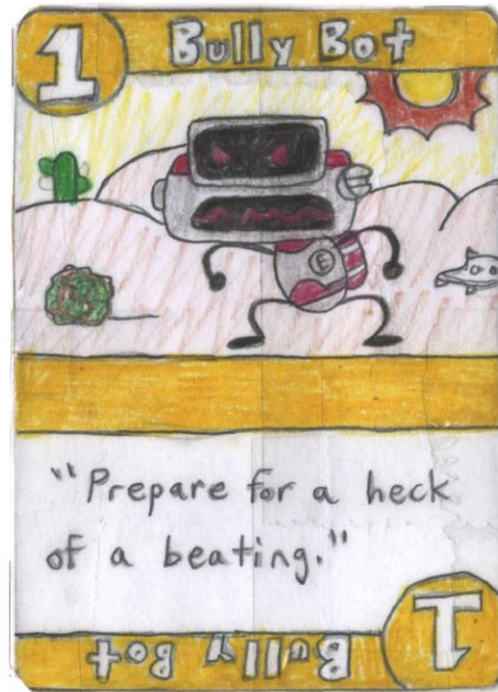
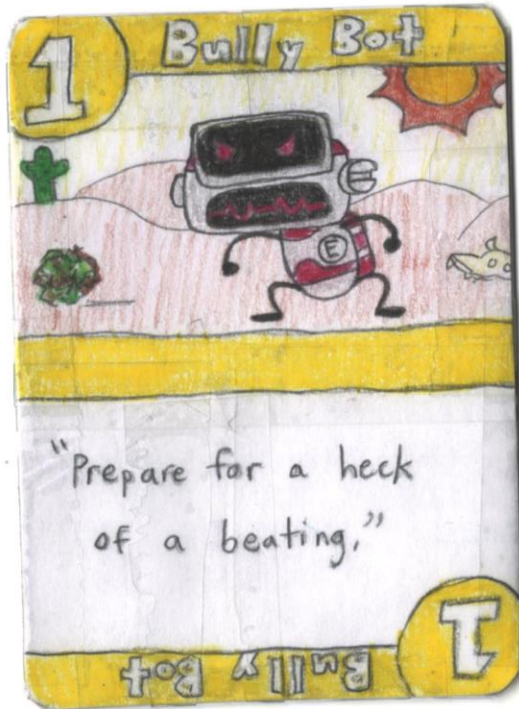




STARTER DECK 2





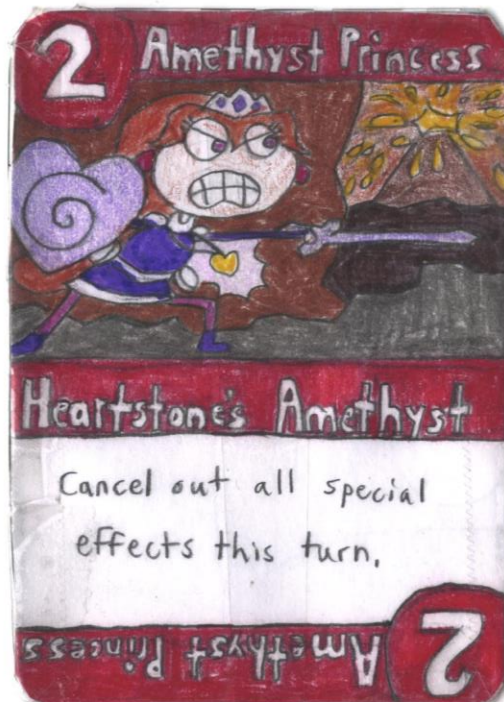
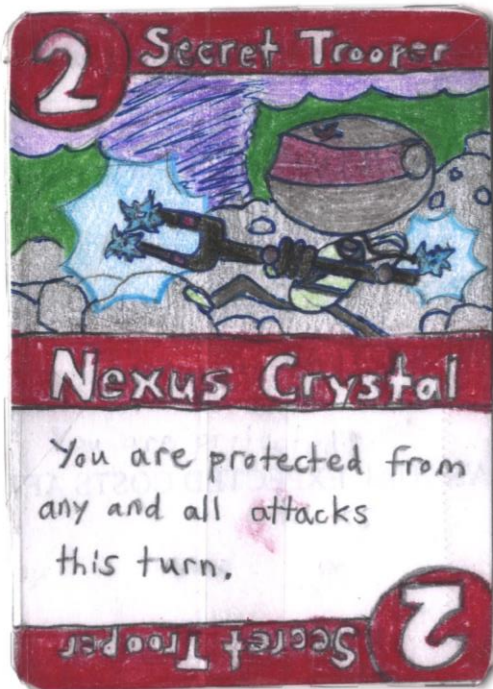
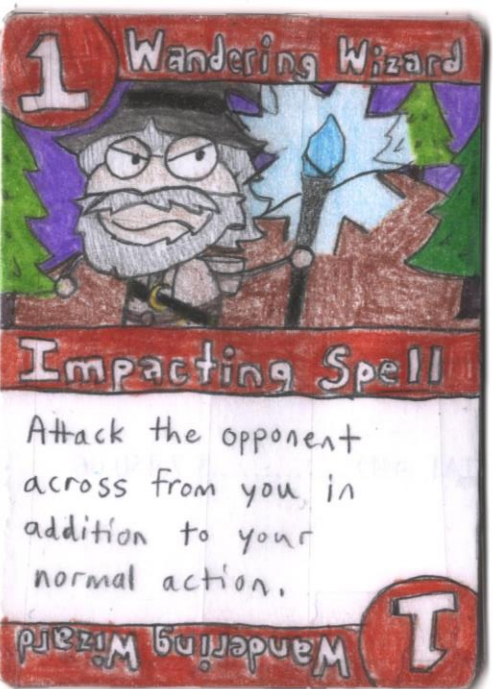






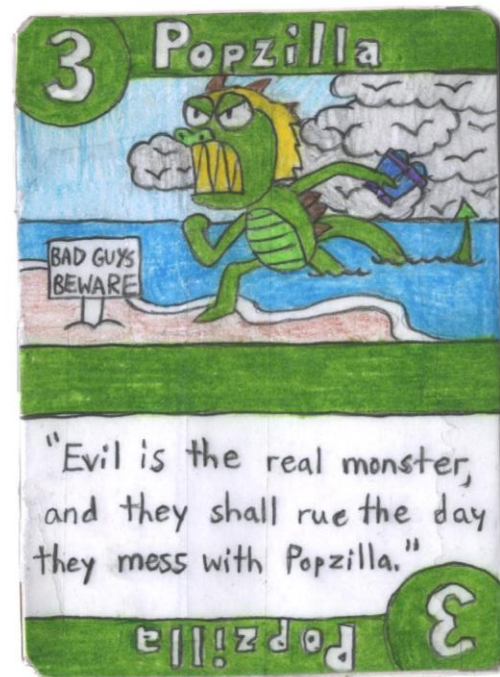
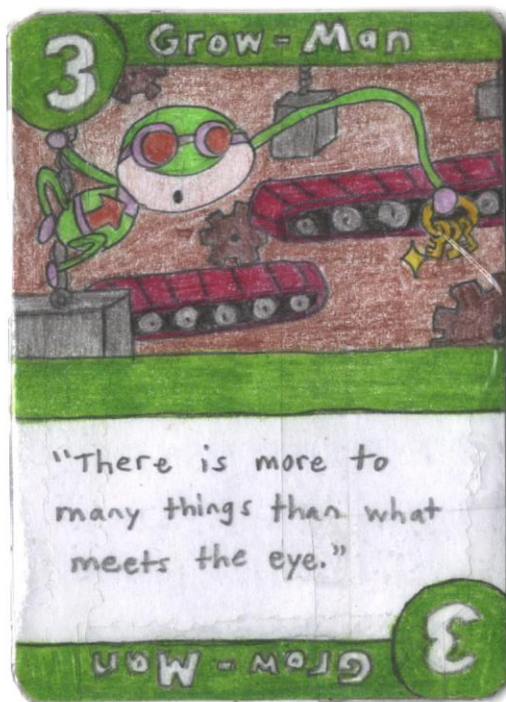
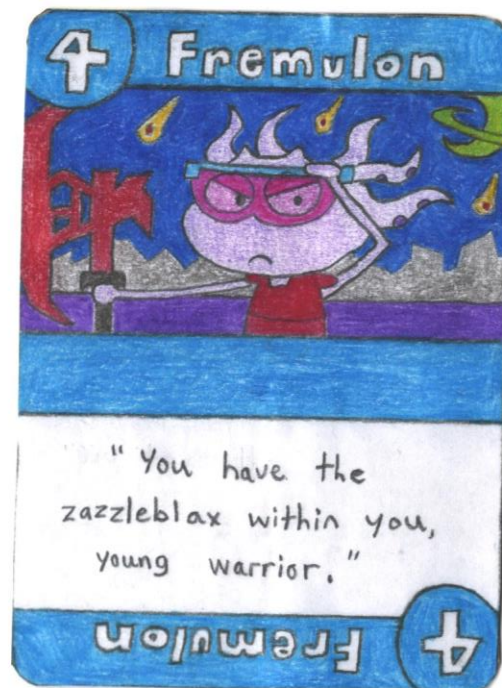


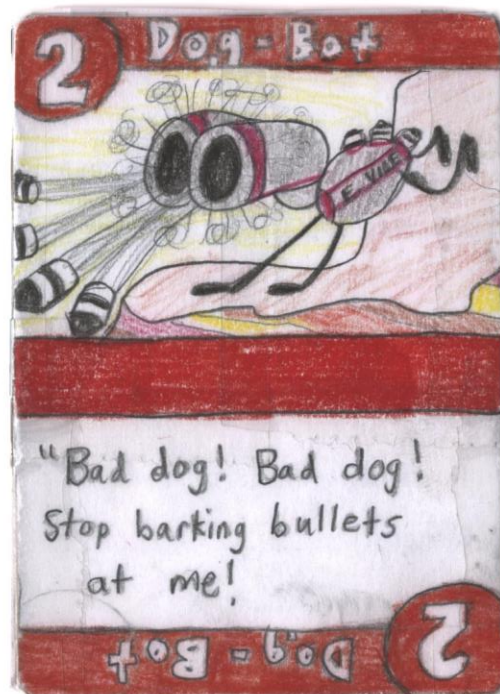
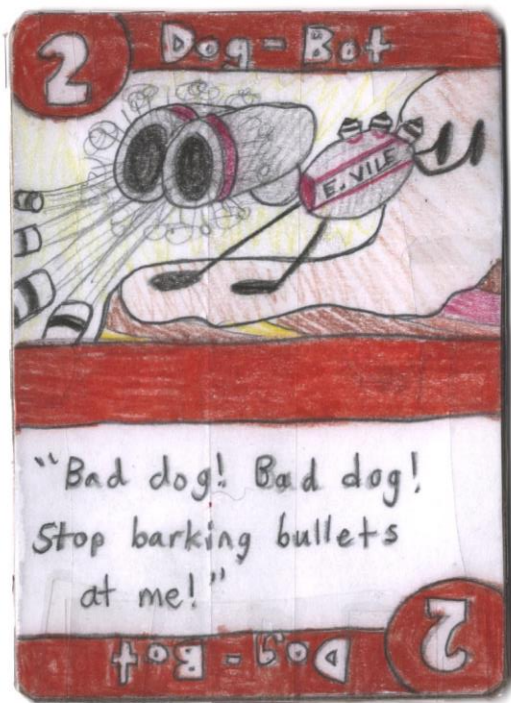
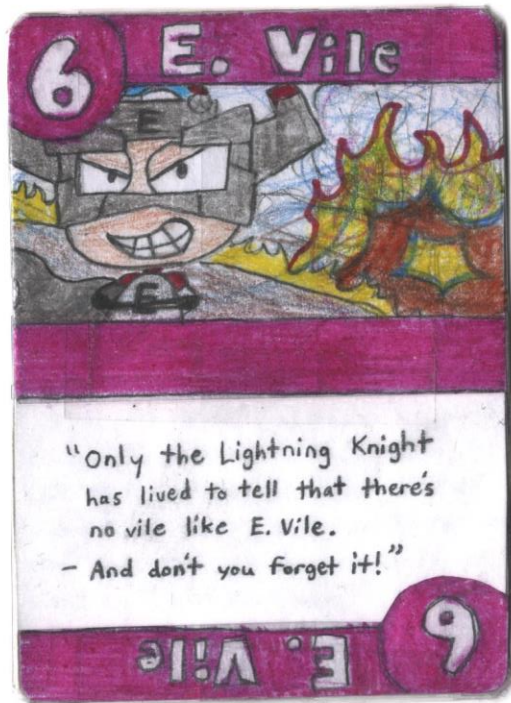
BONUS CARDS- Take one each time you win!

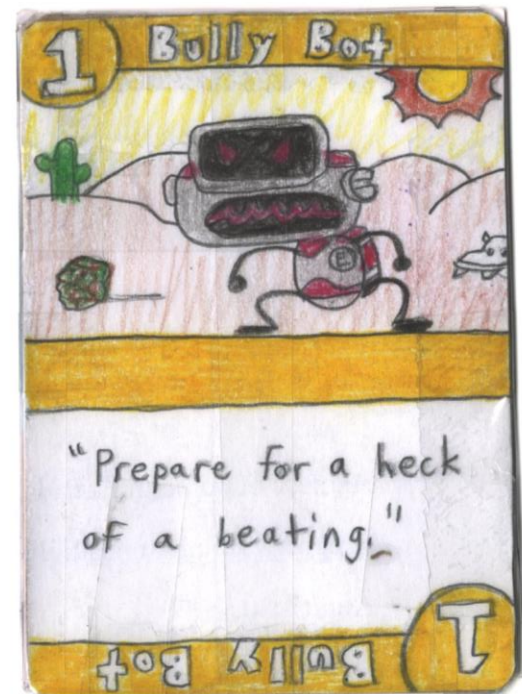
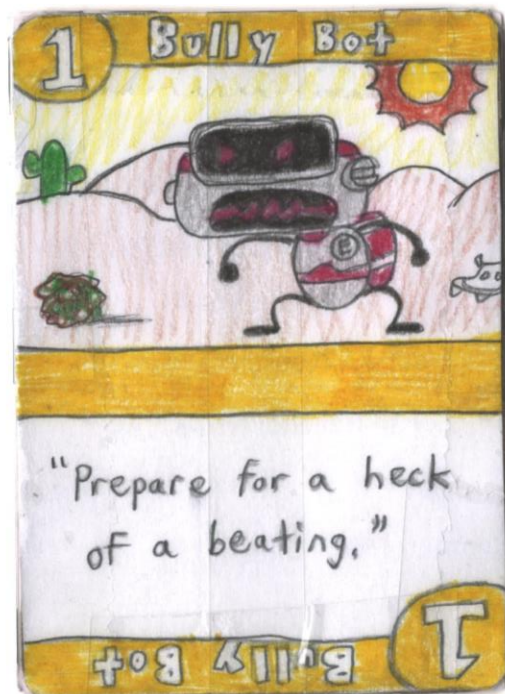
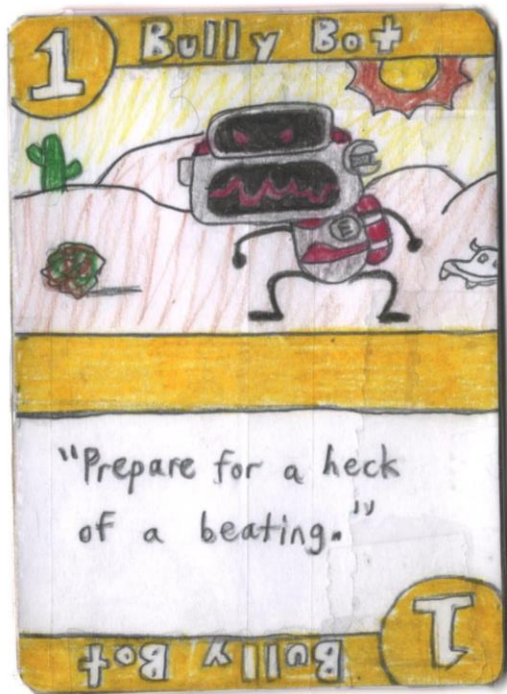
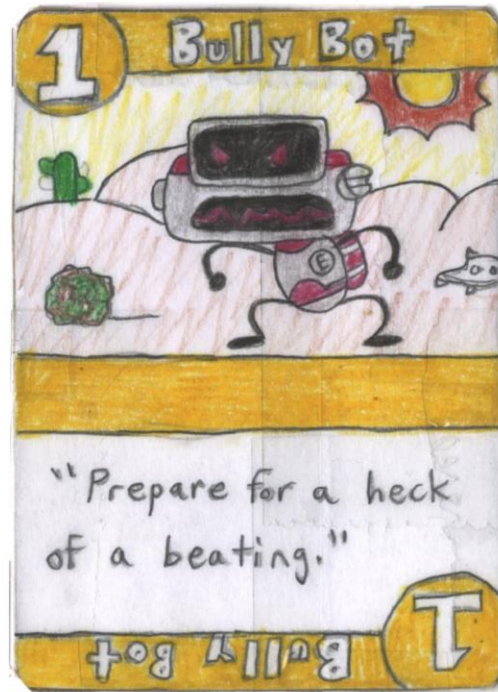
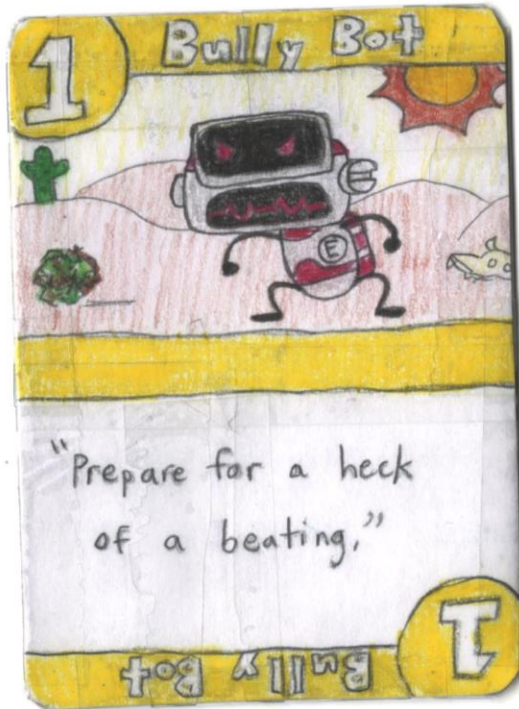




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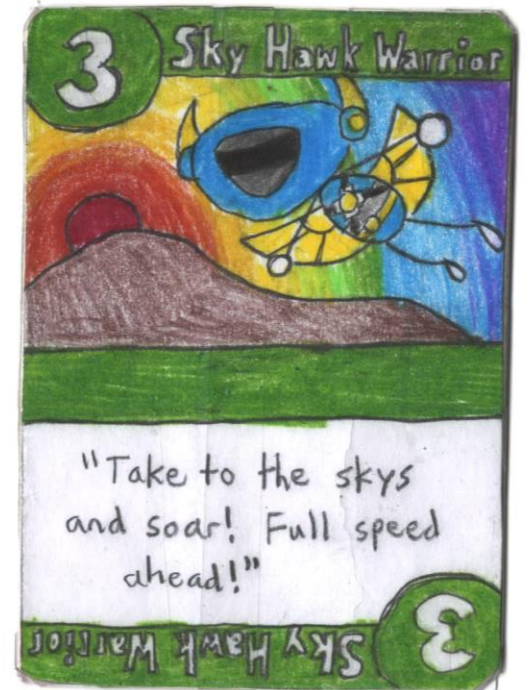
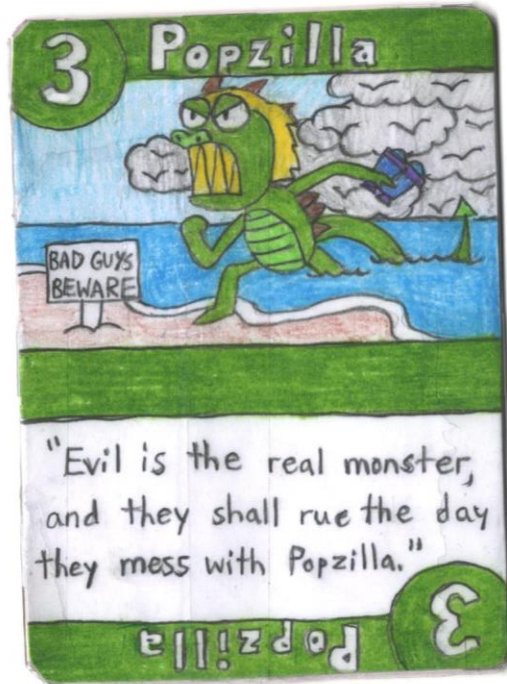
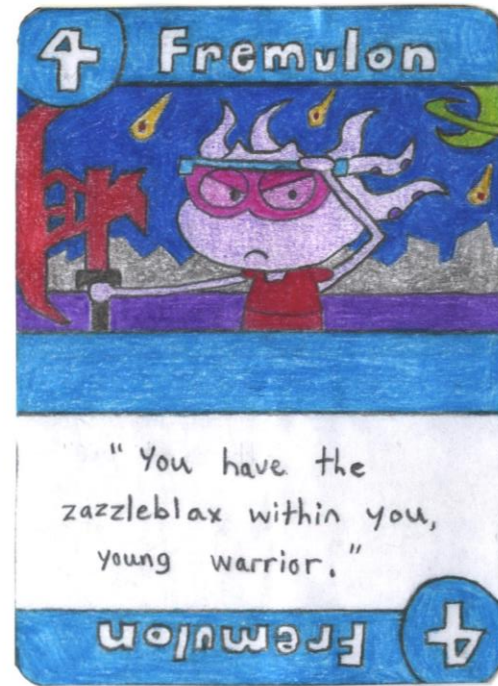
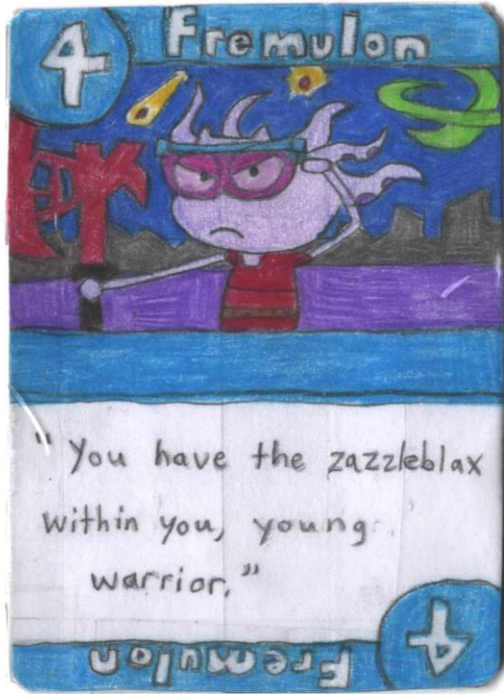


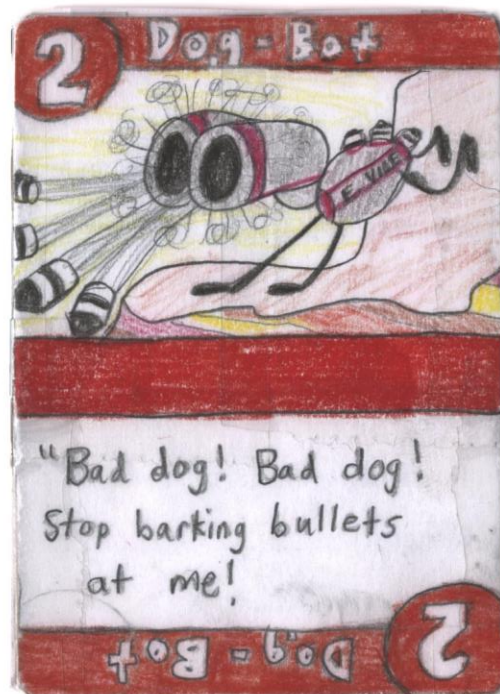
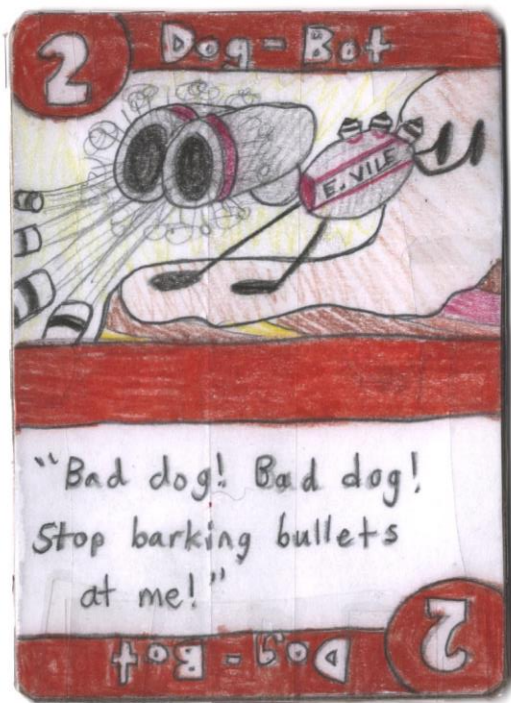
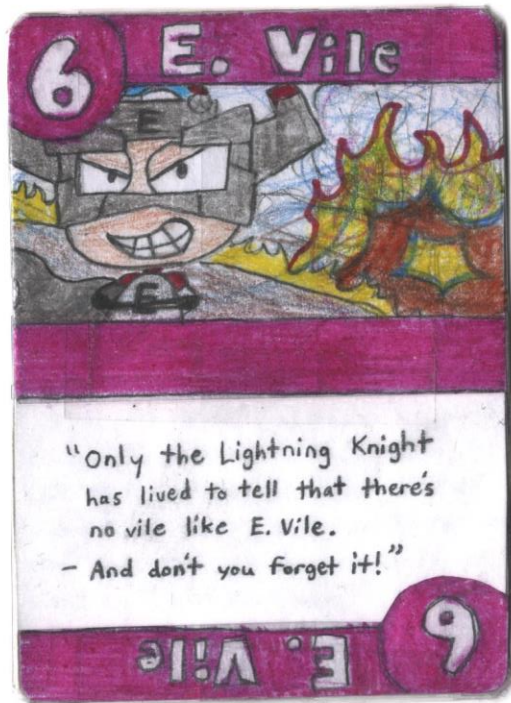


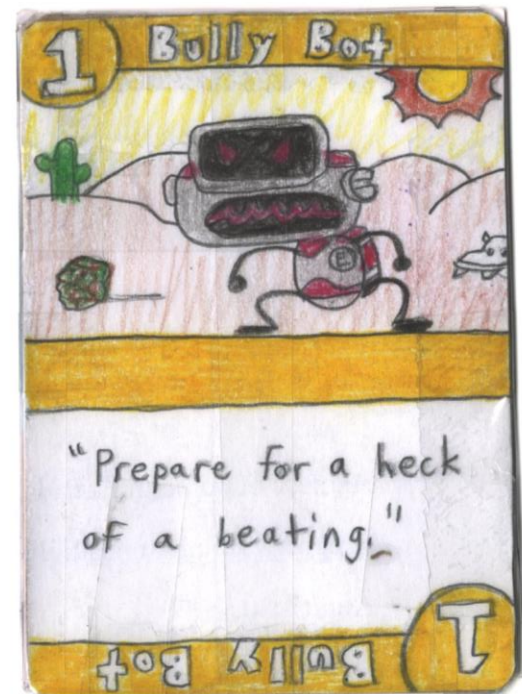
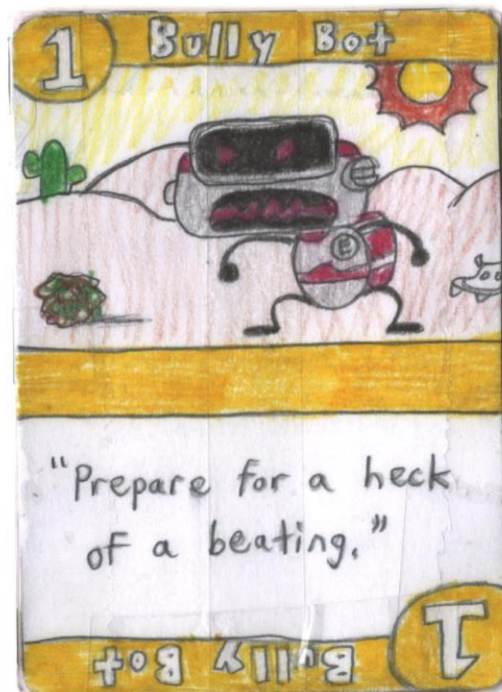
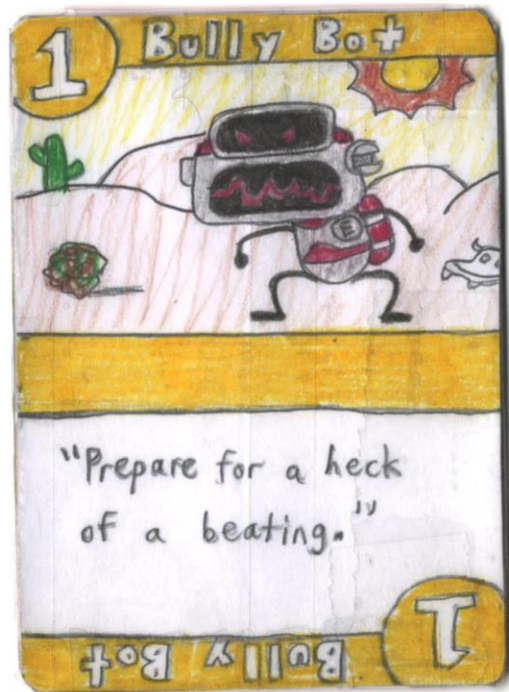
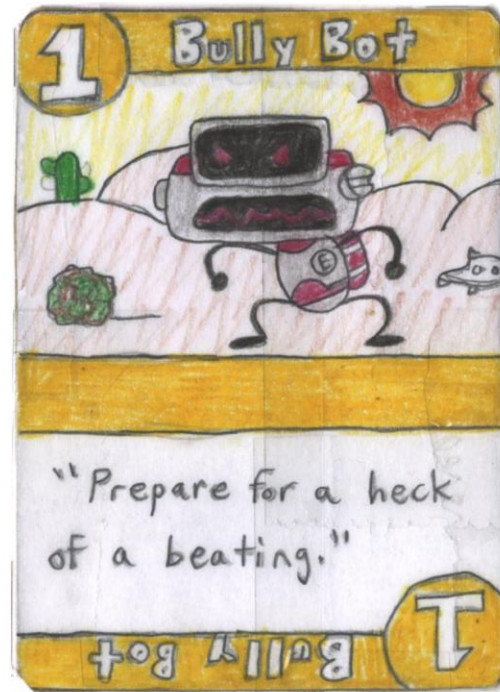
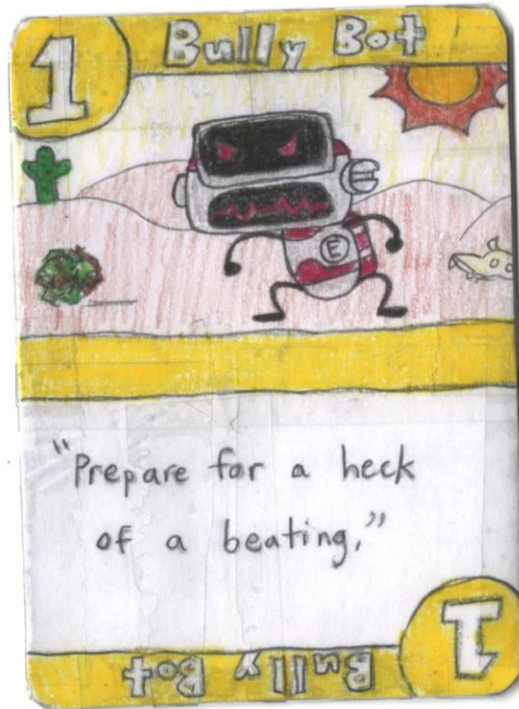




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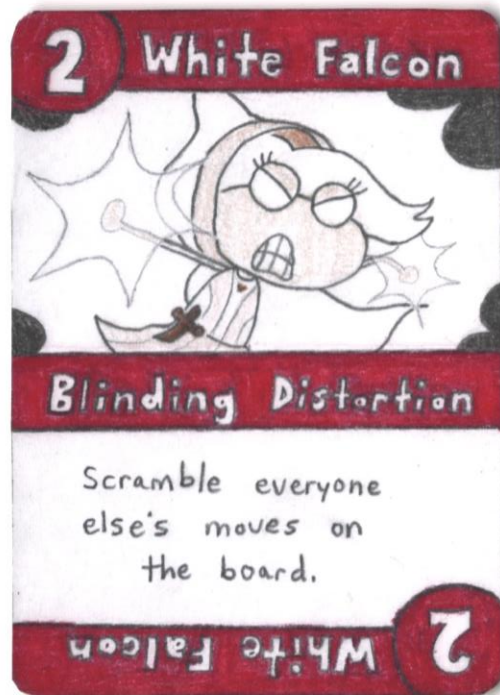








BONUS CARDS- Take one each time you win!

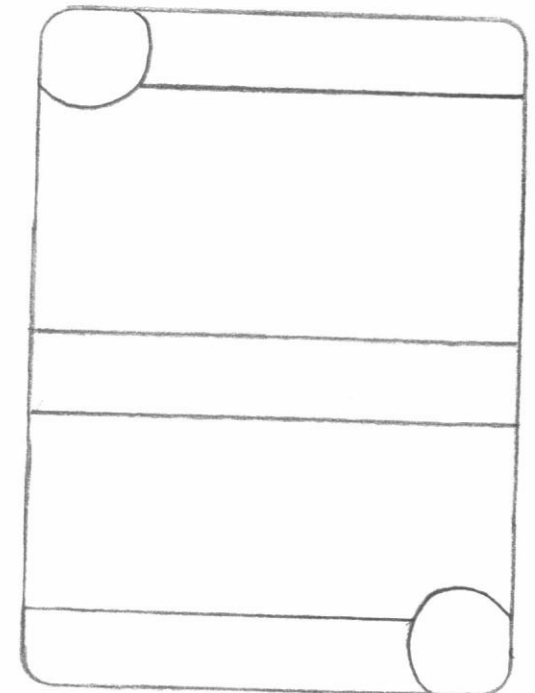
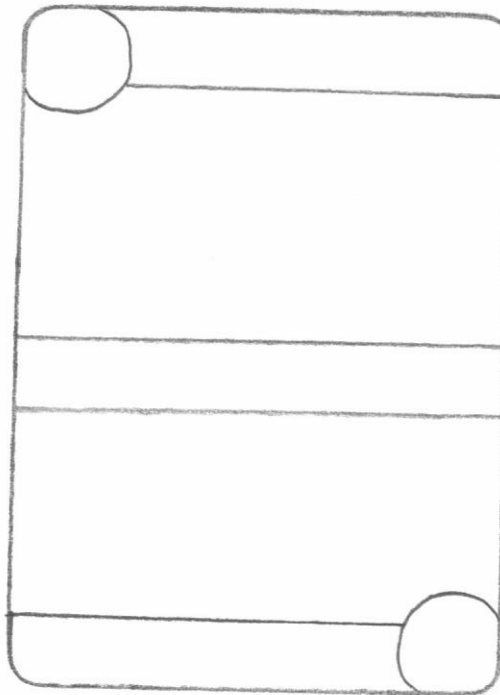
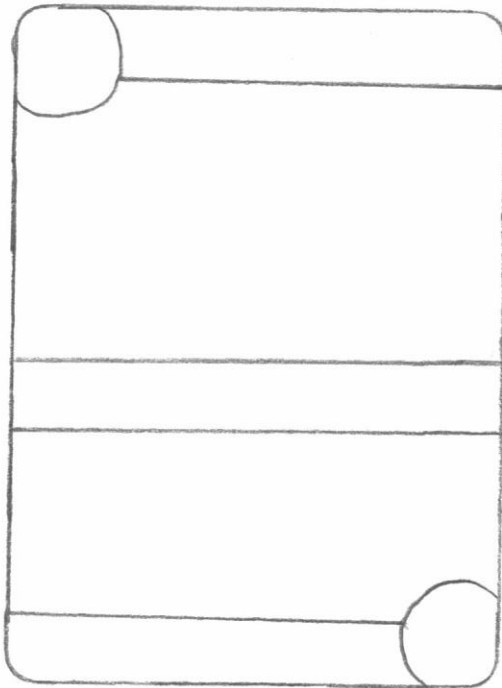
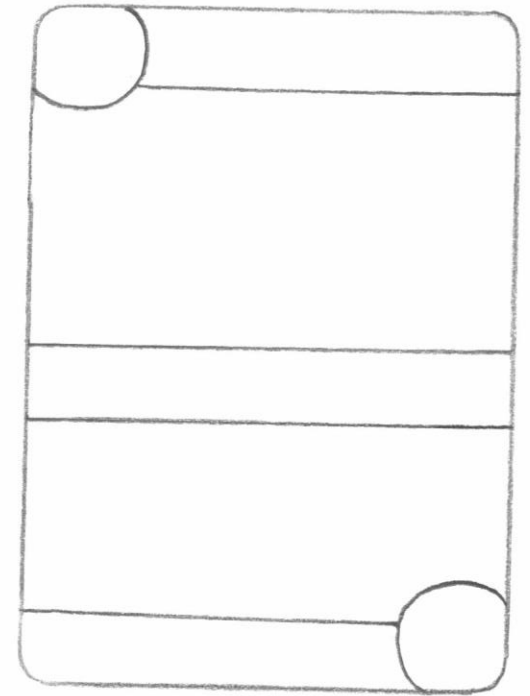
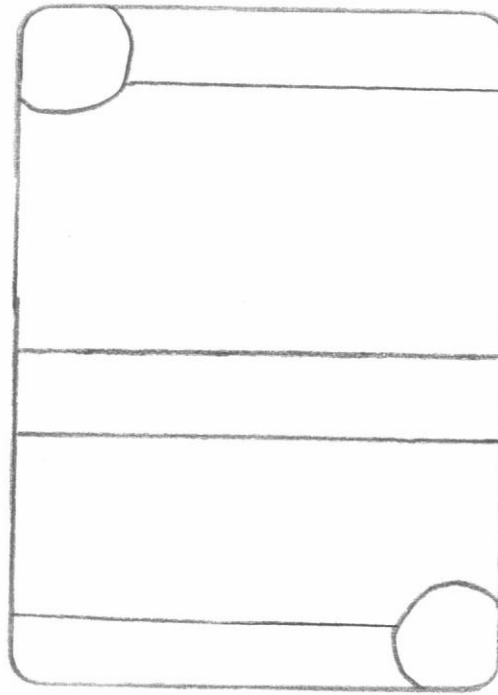





Name your card and
add a power level,
such as 1, 2, 3,
4, 6... What if it's
level 5?

Draw a hero
or villian. 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!





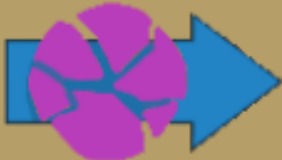


ATTACK
OPONENT

TEAM
ORANGE

COLLECT
GEMS

ATTACK
OPONENT




ATTACK
OPONENT



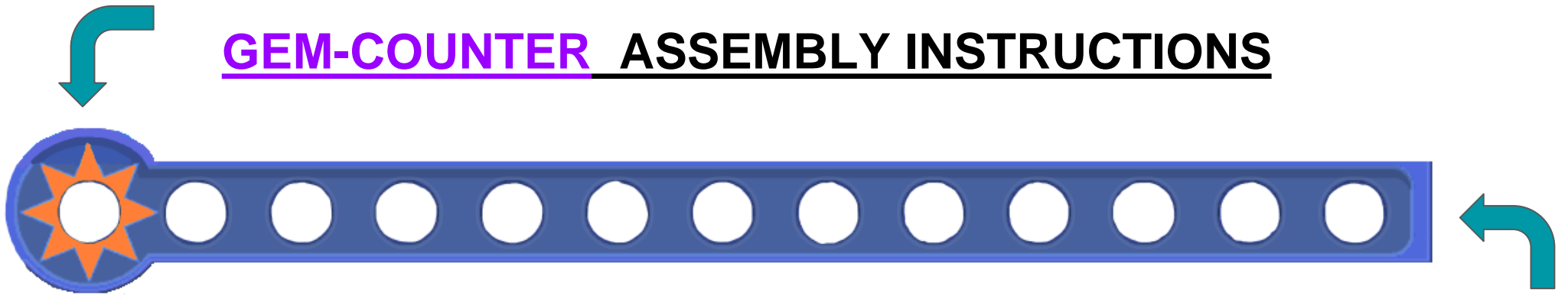
TEAM
BLACK

COLLECT
GEMS

ATTACK
OPONENT



GEM-COUNTER ASSEMBLY INSTRUCTIONS



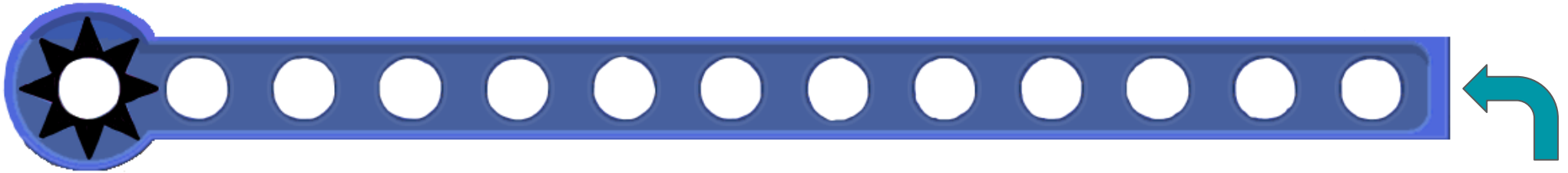
Cut out all components (this includes the gem holes). Align the gem holder over the yellow bar and **carefully tape the ends together. (refer to the arrows!)**
IMPORTANT! Do not tape over any of the holes of the gem holder! This will stop the gem slide from going all the way into your gem counter.



GEM SLIDE INSTRUCTIONS:

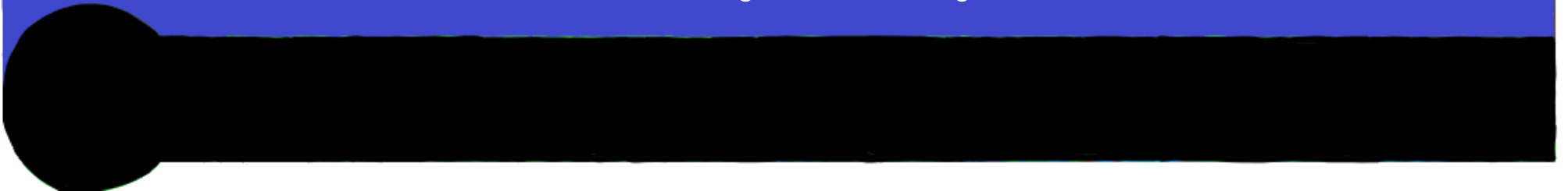
Cut out the blue strips and tape them together into one long strip. Then slide the strip in the open end of your gem counter. This will be your gem slide.

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 BLACK'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.

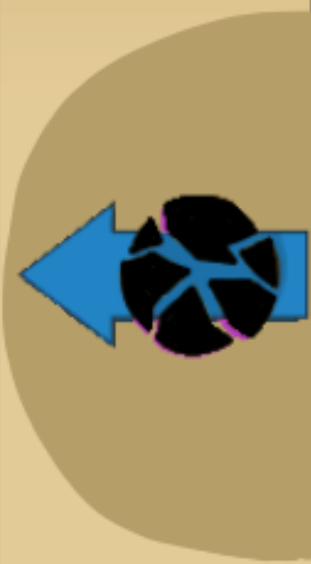


ATTACK
OPPONENT

TEAM
PURPLE

COLLECT
GEMS

ATTACK
OPPONENT



ATTACK
OPPONENT

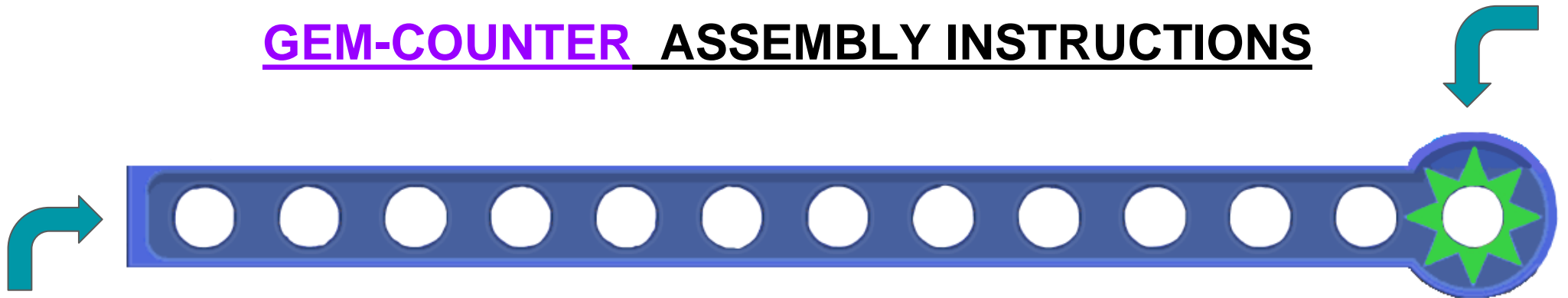
TEAM
GREEN

COLLECT
GEMS

ATTACK
OPPONENT

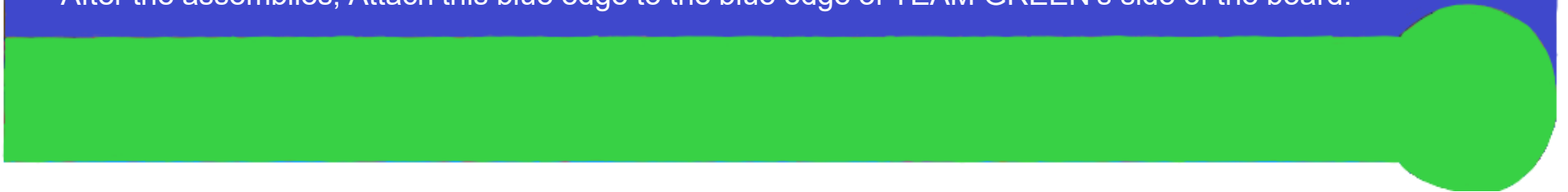


GEM-COUNTER ASSEMBLY INSTRUCTIONS



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 GREEN's side of the board!

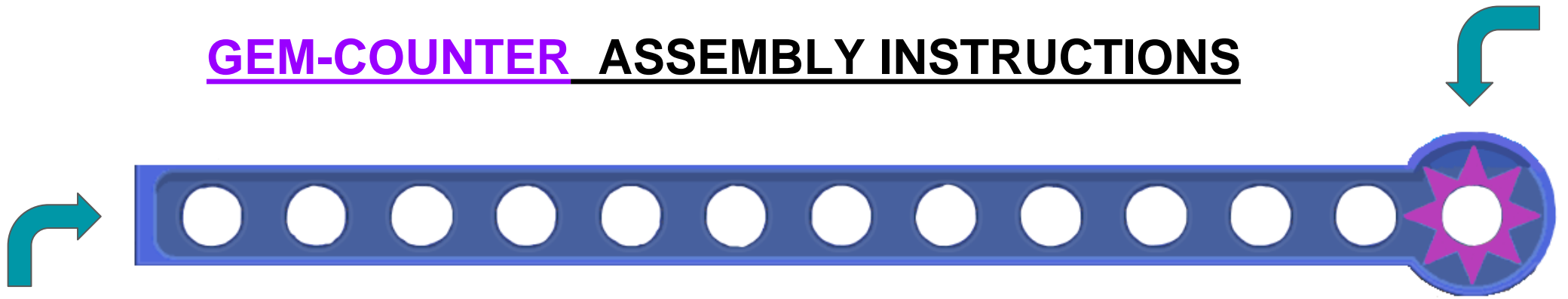


GEM SLIDE INSTRUCTIONS:

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 PURPLE'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.



4-PLAYER RULEBOOK

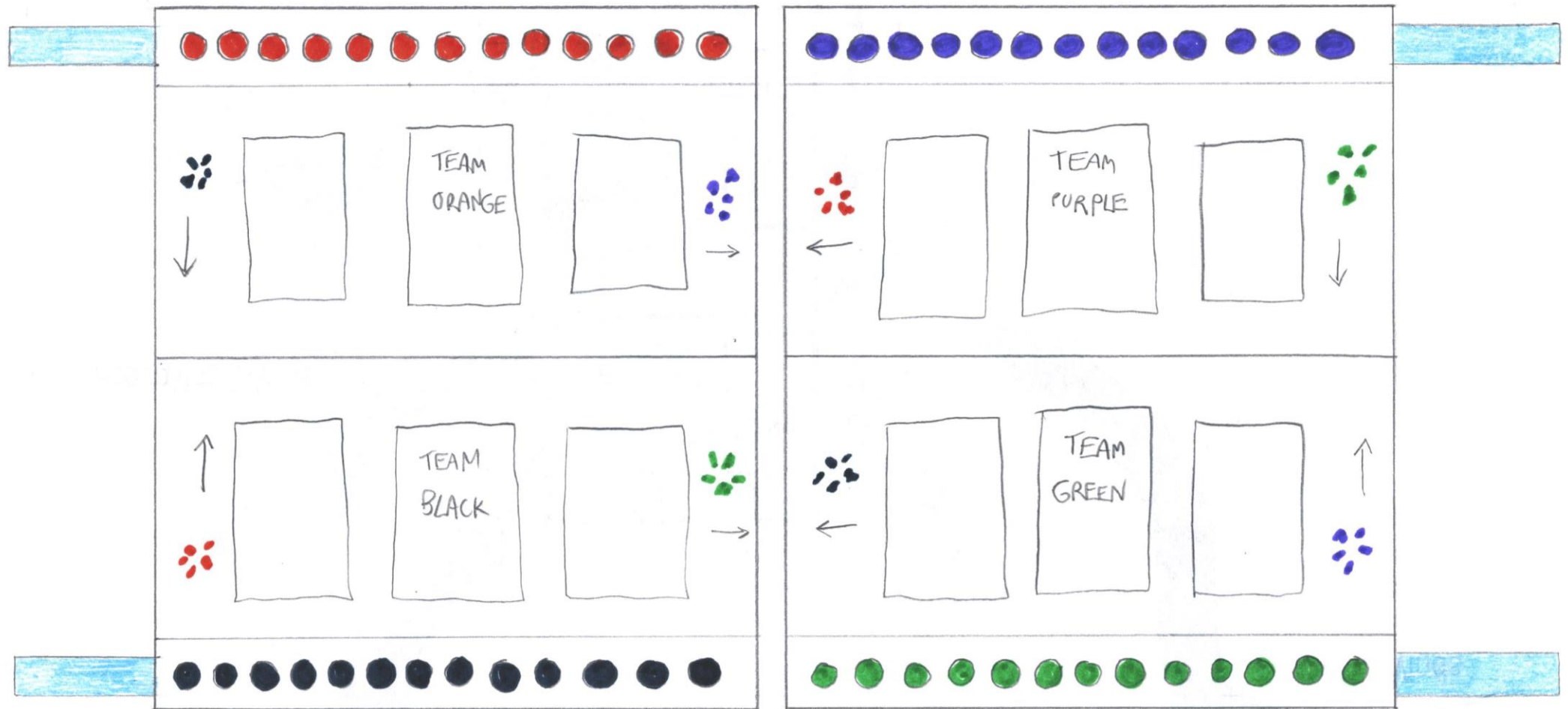
Ages 8 to Adult
30 minutes

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 of 15 cards.

After you assemble both halves of the game board, you must line them up with each other so that all 4 players can play (see next page).

Each player chooses a corner of the board (**Team Black, Orange, Green, or Purple**), and sets their deck next to it. (One player per corner, please. For more players to play on each side, go to the **Game Variations** section of the rulebook.)

Tape both boards together, or line them up adjacent to each other.



Make sure each slide is facing outward so that they don't collide or get in the way.

Each player draws 3 cards from their deck to use as their hand. The youngest player goes first, and the gameplay is to circle the board in a clockwise direction.



PLAYING THE GAME: The number on each card shows how many gems you can collect or attack. Playing your cards in your Collect Gems slot is the only way to raise your gem score. The other 2 slots are Attack Opponent slots, for attacking the opponent on your right and the one on your left. (The opponent **DIAGONAL** to you is the only opponent you cannot attack.)

NOTE: Although each player has the power to destroy the gems of BOTH their neighboring opponents, each player is also vulnerable to get their gems destroyed by BOTH of their neighboring opponents! ...This is what we call a **BATTLE ROYALE!**

- **The First Player** draws a new card, chooses one from their hand, and plays it in the slot of their choice. Their turn is final once they take their hand off.
- **The Second Player** does the same, as does the **Third Player** and the **Fourth Player**. Then, each person tallies the gems they collected and the gems they lost from attacks, starting with the **First Player** and ending with the **Fourth Player**.
- Lastly, all players discard their cards and repeat the rules above. But nobody shuffles any cards back into their decks at any point of the game!

ENDING THE GAME: The game goes on until all players run out of cards, both in their deck and their hand, OR until someone reaches EXACTLY 13 gems; no more, no less. If someone plays a card that makes them go over 13 gems, the card in question doesn't count that turn.

If someone ends the game by reaching exactly 13 gems, they win. If more than one person scores exactly 13 gems in the same turn, then there's more than one winner.

If nobody reached 13 gems before everyone is out of cards in their deck and hand, the player (or players) with the highest score wins the game.



TAKING IT FURTHER: Each winner gets to choose a special card to add to their deck whenever they win. As you win new cards, you can re-organize your 15 card deck to fit your new cards. ...Players are also welcome to trade cards with each other!

IMPORTANT! All 4 players **MUST** have 15 cards in their deck each time they play, so set aside any cards of yours that you're not using for your deck.

Special Card Guide



In addition to **Cheetah Bandit's** normal action, she grants you the power to steal one gem from **EACH** of your opponents. (She'd be a real threat in the **MEGA MAF CHALLENGES!**)

Wandering Wizard has a unique magical power: He's the first of his kind with the power to attack the opponent that is diagonal to you.





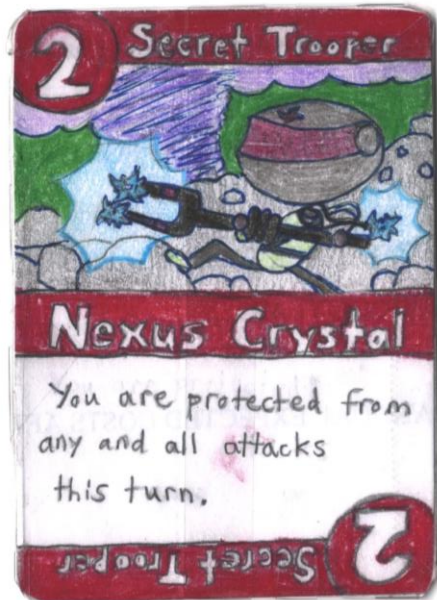
With **Supernova**, you get to play a card on ALL 3 of your card slots in the same turn.

Ozeki Zuma has a powerful attack. At the end of the round that this card is played everyone else must send one card from their hand directly to their discard pile.



Space Sentry stands guard and determines who shall not pass. When you play this card, choose one opponent, and their next turn is skipped.

Starstriker is a defense card that protects you from one attack. The first opponent who tries to attack your gems will wind up attacking their own gems instead, but any other opponents attacking you that round will get through.



Secret Trooper is another defense card. He can't redirect attacks back at opponents, but he protects you from as many gem attacks your opponents give you in the round you play this card.

The **Amethyst Princess** cards hold the power to eliminate the effects of every other special card on the board when they are played. ...But be warned! This card and **Samurai Yoku** do not mix. If at any point they collide with each other, they cancel each other out, and everyone else is free from both their effects!





White Falcon, the new recruit, has trained long and hard to gain control of her wild and dangerous distortion powers.

In the turn she is played, her powers allow the player to switch everyone else's moves into each other's slots, but not to switch slots in which they are played.

INSTRUCTIONS: When you play this card, don't activate its special power until everyone has made their move. (Someone might play an amethyst princess or a Samurai Yoku to stop you.)

Then, take the cards that each of your opponents played and shuffle them. Deal them all back out at random in the card slots your opponents used this turn.

NOTE: If one or more players played **Supernova** in the turn you activated this card, shuffle and redistribute all other opponents' cards EXCEPT the **Supernova(s)**.



In addition to his normal action, the **Lightning Knight** card allows you to block any and all E. Vile cards played this turn!

If there are no E. Vile cards played this turn, this card attacks all of your opponents at once instead.

INSTRUCTIONS: When you play this card, don't activate its special power until everyone has made their move. (Someone might play an amethyst princess to stop you.)

If you play this card on your **Collect** slot, then you collect 3 gems, while everyone else loses 3 gems.

If you play this card on one of your **Attack** slots, then everyone else loses 3 gems, except the person at the end of your attack slot. **THAT** person loses 6 gems!



When you play **Shadow Rider**, you get to add 2 extra cards to your hand.

NOTE: You still get to draw a card every turn as normal. Your hand just holds 2 extra cards afterward.

When one or more players play **Samurai Yoku**, The actions of each Samurai play out, and any other 2-gem cards played are rendered useless that turn.

NOTE: As Samurais don't attack samurais, Amethyst Princesses don't attack Amethyst Princesses. But Samurais and Princesses? ...Well, the previous page speaks for itself.





GAME VARIATIONS



MAF CROSSOVER - Mix and match 2-player starter deck cards with your 4-player game, or the other way around!

BLIND MAN'S BLUFF - Everyone takes turns playing their cards FACE-DOWN instead of face-up. Then on the count of 3, everyone flips their cards over and reveals the surprise! ...You like it? Try this on your 2 player Mighty Action Force games, too!

NUMBER THIRTEEN - Everyone's outta cards to play and no one has reached 13... But in THIS variation, it doesn't have to end there. Everyone takes their discard piles, reshuffles them into decks, draws a new hand of 3 cards, and keeps aiming for 13 gems. ...Try this for your 2-player MAF games, too.



GAME VARIATIONS



THE BIGGEST LOSER - Instead of playing until someone wins, try playing until someone's dead last. If 1 or 2 players finish early with exactly 13 gems, the losers keep playing!... Who will get a redeeming win, and who will lose BIG-time?

MINATURE MAZHONG - Not enough players for your 4-player challenge? ...Try the challenge of making your own house rules for playing this game with 2 or 3 players... Or even by yourself! (card-to-player chart on next page for deck size rules.

TOURNAMENT - **NOTE: This variation requires 4-player AND 2-player Mighty Action Force games.**

See which of your friends and/or family is the Grand Champion! Play against others in 2-player games and advance to the finalist's battle royale in the 4-player edition! ...Or, 4-player winners advance to the 2-player finals. Whatever suits your fancy.



GAME VARIATIONS



VARIATION SOUP - A MAF crossover/Blind man's Bluff Tournament is one way to combine your favorite game variations together. Be creative and see what other kinds of variation soup you can cook up for your favorite game.

MEGA MAF CHALLENGE - **NOTE:** Ideal for parties and large gatherings.

For an even BIGGER challenge and Battle Royale...

A: See how many players you can stuff into each corner of your 4-player board, or...

B: Put more MAF game boards side to side with your 4-P board to make room for more players. If you do this, check the next page for a chart showing how big a deck each player needs.

...Choose a Mega MAF Challenge, and the rest of the game is for you and your party to figure out or make up!



GAME VARIATIONS



MEGA MAF CHALLENGE CARD-TO-PLAYER CHART!

Number of players	1 - 2	3-4	5 - 6	7 - 8	9 - 10	11 - 12
Cards per deck	10	15	20	25	30	35

GAME CHART for the MINIATURE MAZHONG and MEGA MAF CHALLENGE game editions... And maybe VARIATION SOUP, too.



FINIS!

Have fun with all 3 of your
Action Force games, and go
bananas making your own
action force cards!

