

I Am the Greatest: Hero Edition

Welcome, Hero! And thank you for purchasing *I Am the Greatest: Hero Edition*! *I Am the Greatest* is a series of quick, easy-to-play card games designed to help you show your friends how much better you are than them!

In *Hero Edition*, you are a super-powered adventurer trying to prove that you are the greatest hero the city has ever known! The problem is, you're not the only one trying to do this, and heroing doesn't really pay very well. So you're probably also the city's greatest costumed villain, too! You'll spend your time building up your rep through heroic deeds in your part of town, while tearing down others by robbing banks, kidnapping people, and just generally taking advantage of the other heroes' weaknesses. What's a little backstabbing amongst friends, right?

So, I Have These Cards...Now What?

Go find some friends. Really...we'll wait. Ideally, you want three to five people to play a game of *I Am the Greatest*. You can play with more, but you may want to add more decks for players beyond five. You also want a place to play that gives you and your friends room to place a few cards in front of you, and a spot to put the play deck that everyone can get to.

You'll also need at least one deck. Since you're reading this, we'll assume you have one. If you're mixing more than one deck, don't be afraid that your friend will have different cards than you – each deck is the same. Still, you may want a convenient way to distinguish the two decks to make it easier to separate after the game is over. Either way, every deck has two basic types of cards:

Actions – these are the cards that you use during your turn to further your heroic (or nefarious) agenda! There are three types of actions in *Hero Edition*.



Action: Hero cards score you points. They are played in front of you in what is called your scoring area, where they will stay until you add up scores. Or until someone does something mean to you. These cards represent all the nice things you do to win over the people of the world, and further your legend. Some of these cards not only score you points, but have special effects, like giving you an extra action during your turn. If this is the case, you'll see an asterisk (*) where you find the card's point value, and some text at the bottom of the card explaining what it does.



Action: Villain cards are the mean things you do to your opponents to take away points. They represent the things you're doing to make money and discredit the other guys, like robbing banks for cash, or making sure the press finds out who Captain Bento REALLY is!

These cards are played against your opponents. Place your Action: Villain card in the scoring area of your chosen victim, where it will stay until scoring, or until something causes it to move. Like Action: Hero cards, some Action: Villain cards have special effects, which will be detailed on the cards. Just look for the asterisk and the text at

the bottom of the card to tell you what to do. Good minion!



Action: World cards change the rules of the game and can truly wreck your rivals' plans for taking control of the game! Each Action: World card has a unique effect on the entire game, so all players have to obey the new rules! (You always wanted to change the world, right?) When you play an Action: World card, place it next to the draw deck, and discard any world card that might currently be in play. There can only be one world card in play at a time, so when you discard an existing Action: World card, its effects immediately go away.



Reactions – these cards let you thwart your buddies' well-laid plans (although if you're thwarting them, they probably weren't that well-laid). Regardless, the reaction cards will tell you what you can play them against. Some can be played exclusively against Action: Hero cards, while others can only be played against Action: Villain cards. A few can be played against either type, but there is no reaction to Action: World cards! When you play a reaction, both the reaction and the action it was played against go into the discard pile. Also, you will reverse the direction of play every time a reaction is played. You'll see that the front and the back of the box have direction

arrows indicating the direction of play. Useful AND artistic!

One important note about Action cards – some cards will allow you to move them from one player's scoring area into another. If this happens, you disregard any special abilities that card might have. Only the costume-clad player that originally played the card gets the benefit of its special ability. Nice try there, slick!

I Get All That. How Do I Play?

Impatient, are we? OK...you start by dealing five cards to every player. If a player draws

all reaction cards at the start of the game, that player will reveal his or her hand, and then all players will return their cards to be reshuffled and new hands dealt. Shuffle better this time! You will place the play deck in the center and place the box next to it to show the direction of play. After that, figure out who plays first. We recommend letting the game owner go first, but we're biased because we got paid.

Once you've done that extensive set-up, you're ready to play! Each player takes a turn, which consists of playing up to two actions. You are not required to play anything during your turn. Unless the play deck is empty, and then you are required to play at least one action every turn if able. You may use one action each turn to discard one card if you choose. At the end of the turn, the active player will draw back up to the starting hand size of five (unless a world card tells you otherwise. Was that a spoiler?). Then play follows the direction of the turn marker to the next player.

Each player will continue to take turns in this manner until BOTH there are no longer any cards in the play deck to draw, AND the current player cannot play any actions. When that happens, you add up the scores, and find out who really IS the greatest! If there is a tie, then the player with the most Action - Hero cards in his or her scoring area wins. If there's still a tie, then fight it out again...it didn't really take that long the first time, did it?

And Really, That's All There Is To It!

Well, except cleaning up your buddies' tears. Invest in a mop.

I Want More!

OK...you want a new challenge? Here are a couple of alternative rules sets you can use to make things more interesting!

Infamous Rules: Who really wants to be known as a do-gooder anyway? Only the good die young and being bad is more fun! In this version, you just switch things up a bit – play your Action: Villain cards in your own scoring area and Action: Hero cards on your opponents. At the end of the game, just figure out who has the lowest score to determine the victor!

Ultimate Greatest: OK, that last one wasn't much of a change in strategy. How about if you could play anything on anyone? In this version, you are trying to get a score further from zero than your opponents. So you can play Action: Hero and Action: Villain cards on yourself or your opponents as you see fit. And then know that that -4 score is going to beat your 3 points! You'll have to watch your opponents carefully to know if they're trying to be heroic or villainous!