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Live on Kickstarter!



1-2 Players

20-30 Minutes

14+

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Note: Text that appears in a grayed box like this is thematic and not necessary for learning to play the game. **Red Text** will note rules and features you can ignore for your learning game

Game Overview

In Super Snipers, players assume the roles of genetically and cybernetically enhanced soldiers, each racing to locate and kill the other Super Sniper first. They do this by placing polyominoes (called “*Focus*”) onto grids to fulfill the following objectives: locate their opponent; isolate innocent bystanders; and make their kill. The first player to make 3 kills wins.

Game Modes

2 Players:

Duel Mode is a head-to-head game played with simultaneous turns. This mode is recommended for first-time players and players who prefer a less pressured experience with the opportunity to optimize their puzzle.

Quickdraw Mode is identical to Duel mode except that it is semi-real time and uses the sand timers. This mode is recommended for players who prefer an intense, edge-of-your-seat battle.

Solo:

Contract Mode simulates Duel Mode by using an Automa.

Hostage Rescue is a real-time solo mode that pits you against two rival Super Snipers at once.

The year is 2484.

Eighty percent of Earth's surface has been rendered uninhabitable. Surviving colonies fight over diminishing resources.

You are a Super Sniper—a cybernetically and genetically enhanced soldier—a relic from the last Great War. You survive by using your skills in service of those who can afford you.

Famine has pushed your group north. A rival group of nomads—who have their own Super Sniper—has arrived from the other side of the river. To ensure your group's dominance and minimize casualties, you must take out your rival Sniper. A quick survey of the area has revealed a number of ideal vantage points.

Under the cover of darkness, you select your spot and begin scanning. Doubtless, your old comrade is doing the same. Who will pull the trigger first?

Game Contents

A

x2

B

C

x2

D

x2

E

F

I-VI

x3

G

I-VI

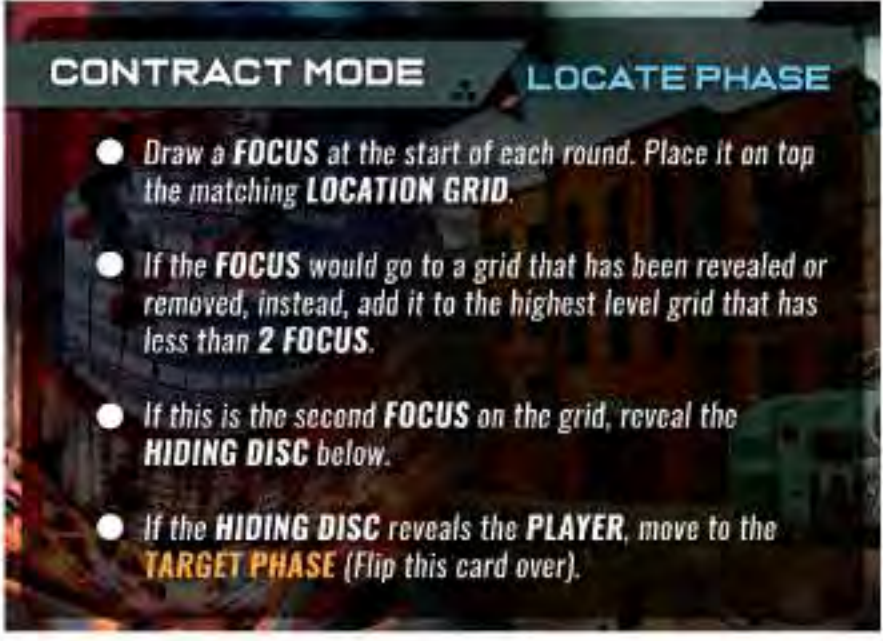
x3

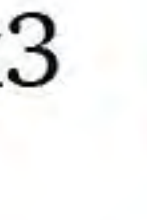
H

x6

I

X 8

J



x3

x3

x3

x3



x8

Game Contents

K



x2

L

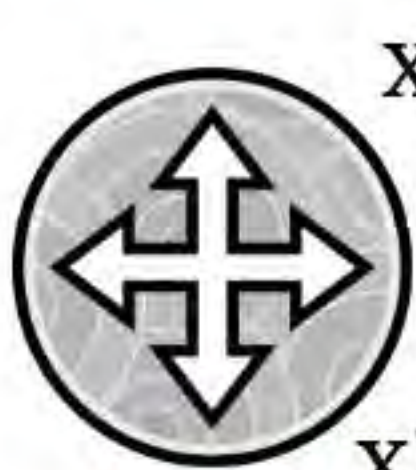


x3



x3

M



x2



x2



x2



x4



x2

N



x6

O



P



Q



A. 2 scope boards

B. 2 timers

C. 60 Focus (polyominoes)

- 30 White-bordered
- 30 Black-bordered

D. 2 Bullet polyominoes (black)

E. 2 Adrenaline polyomino (red)

F. 6 Double-Sided Target Grids (3 White border and 3 Black border)

G. 12 Hiding Discs and 1 Innocent Disc

H. 6 DamageTrackers

I. 10 Sniper Cards (5 basic ability, 5 Adrenaline Ability)

J. 5 Automa and 1 Automa Reference Card

K. 2 bags

L. 6 Locate Grids (3 White border and 3 Black border)

M. 12 Bonus/ Power tokens:

- 2 “Move”
- 2 “Concentrate”
- 2 “Exchange”
- 4 “Recalibrate
- 2 “Tactical Advantage”

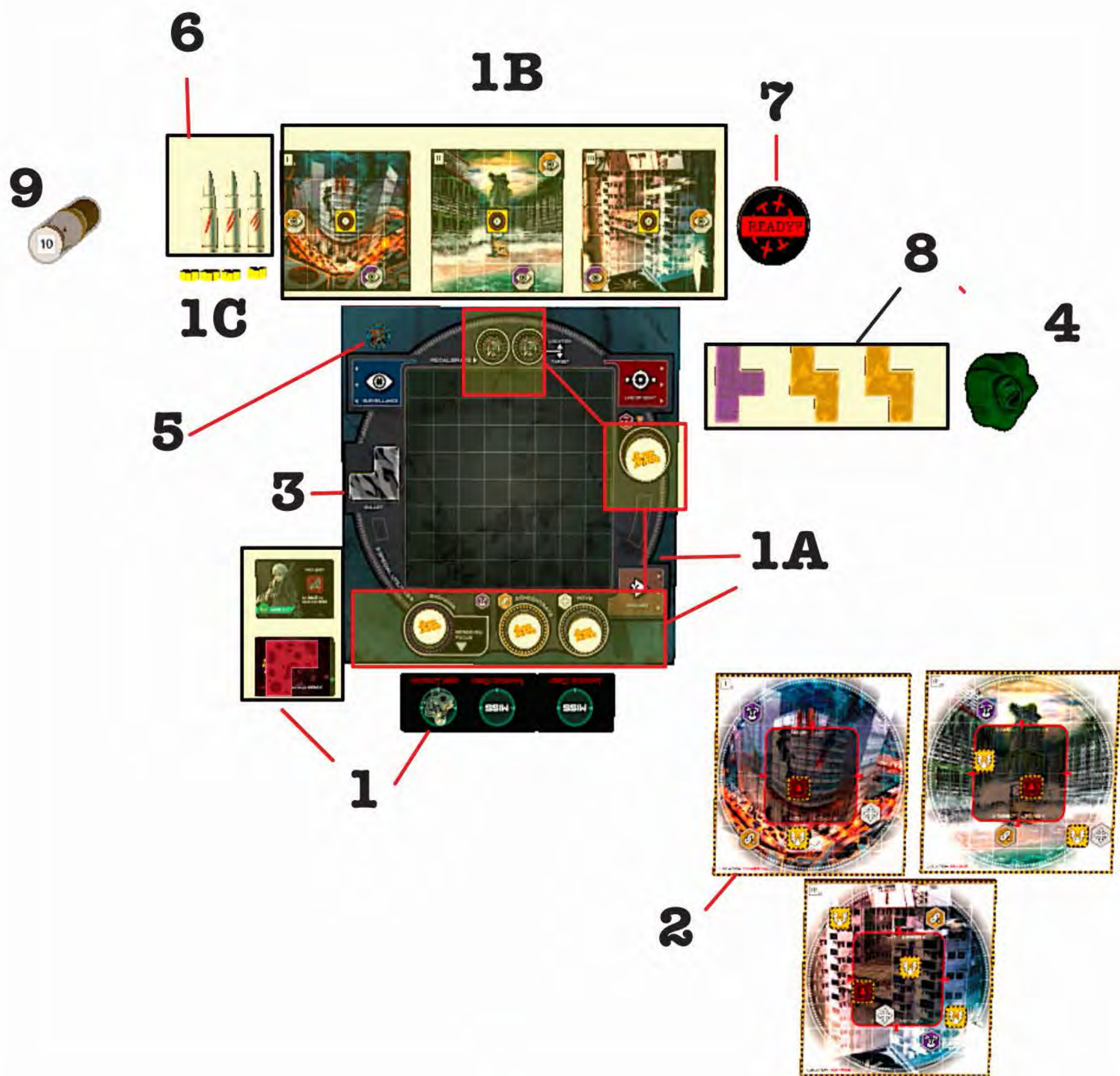
N. 6 “Innocents” Meeples.

O. 2 “Ready?/Go!” Discs

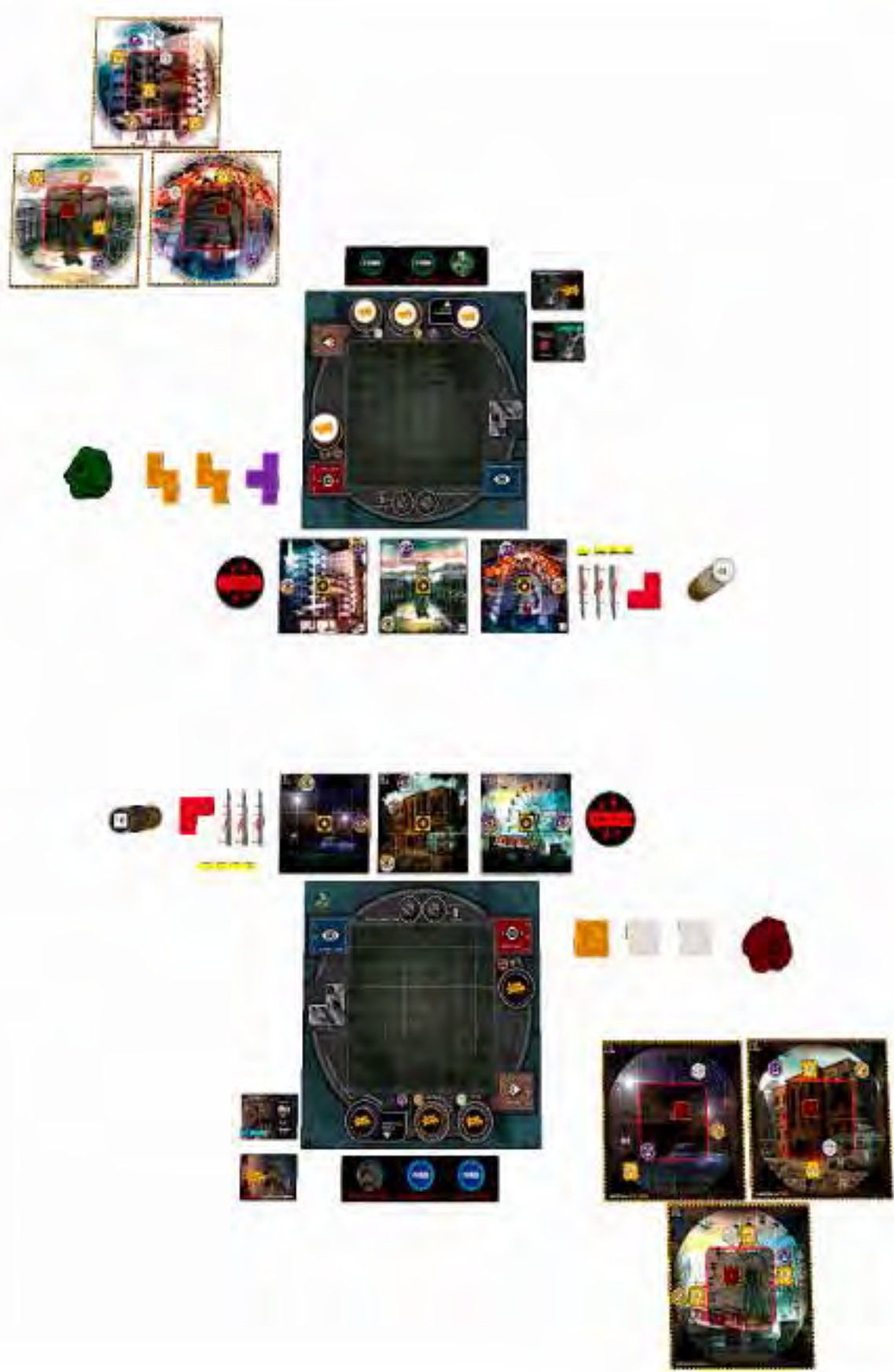
P. 2 Double Sided Reference Cards

Q. 4 Targeting Discs

Setup



2 Player
Set-Up:



1. Each player chooses a Sniper by taking their Sniper Cards. The Basic Ability Card starts face-up, the Adrenaline Ability, face-down with the *Adrenaline Polyomino* on top of it. They also take the Hiding Discs with the character's sigil and color.
 - A) Players choose different sides: Black or White. Take a Scope Board and all Tokens with that color back, and set up your "Move," "Concentrate," "Exchange," "Tactical Advantage" and "Recalibrate" tokens on their spots on the Scope Board. Recalibrates start face-up. All other tokens start face-down.
 - B) Each Player takes and places their Locate Grids (white or black border matching player color) above their Scope Board. Place them so they are I,II,III left to right.
 - C) Each player takes 3 "Innocent" Meeples
2. Each player takes a set of the double-sided Target Grids (I,II, III) matching the color of your Locate Grids.
3. Each player takes 1 Bullet polyomino. Place it on your Scope Board.
4. Each player takes the 30 Focus (Polys) with their color border and shakes them up in a bag.
5. Each player takes the *Targeting Disc* with their **opponent's character** and places it nearby.
6. Place the Damage Trackers as shown.
7. Place the Ready Disc as shown.
8. Each Player draws and sets out the first 3 *Focus Polyominoes* to create their LOS (Line of Sight).
9. If playing Quickdraw Mode, each player takes one 10-second sand timer.

Game Basics

How Turns & Rounds Work

Super Snipers is played over a series of rounds. Each round has 3 phases:

Phase I: Hide

Players secretly pick hiding spots by placing their *Hiding Discs* in front of their **opponent's** *Locate Grids*. One of these spots shows the Sniper's true location. The other 2 are "Misses."

Phase II: Locate

Players simultaneously try to locate each other by playing *Focus polyominoes* from their *Locate Grids*. As soon as a player locates their opponent, they move on to the Target Phase.

Phase III: Target

During this phase, players place *Focus polyominoes* from their *Locate Grids* on their *Target Grid*. The goal in this phase is to Isolate Innocents and the Primary Target .

Ending a Round: The Kill. When you have isolated all Innocents and the Primary Target, place your Bullet polyomino so that it covers the Primary Target to "Make the Kill" and win the round. Your opponent takes 1 *Damage Tracker*. Then set up for a new round.



HOW TO PLAY

The following pages explain how to play the game in **Duel Mode**.
The hourglass icon  shows the differences for **Quickdraw Mode**.

For **Solo Modes**, read through page 21, then see page 29

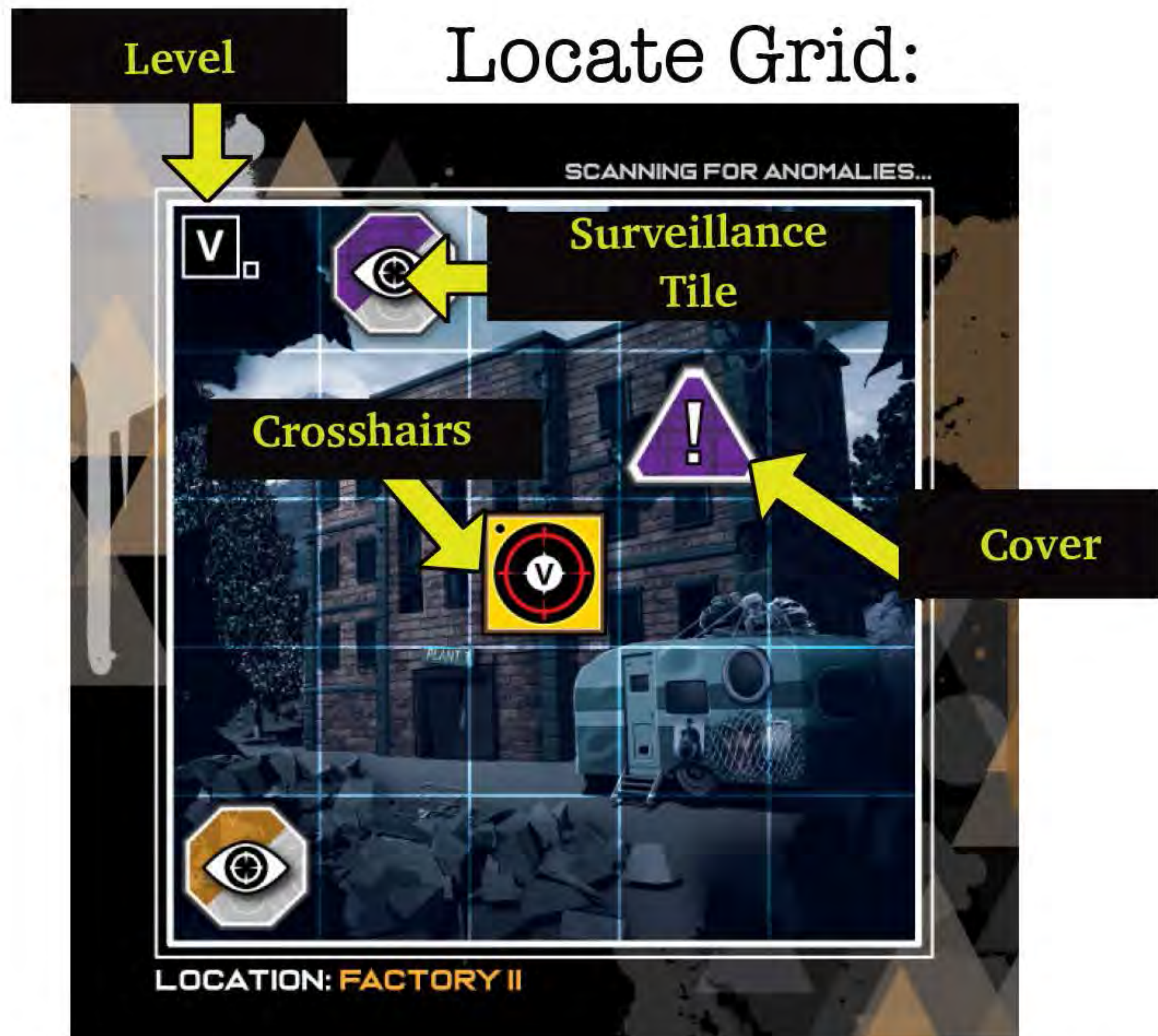
Hide Phase:



During this Phase, the players will take their *Hiding Discs* and place them, face-down, one each, in front of their *opponent's* Locate Grids. The Locate Grid you place your Avatar above will be the same Target Grid level that your opponent will try to kill you on.

When both players have finished hiding, start the Locate Phase.

Locate Phase:



During this phase, players will be placing polyominoes called *Focus* on their *Locate Grids* in an attempt to find their opponent's hiding spot.

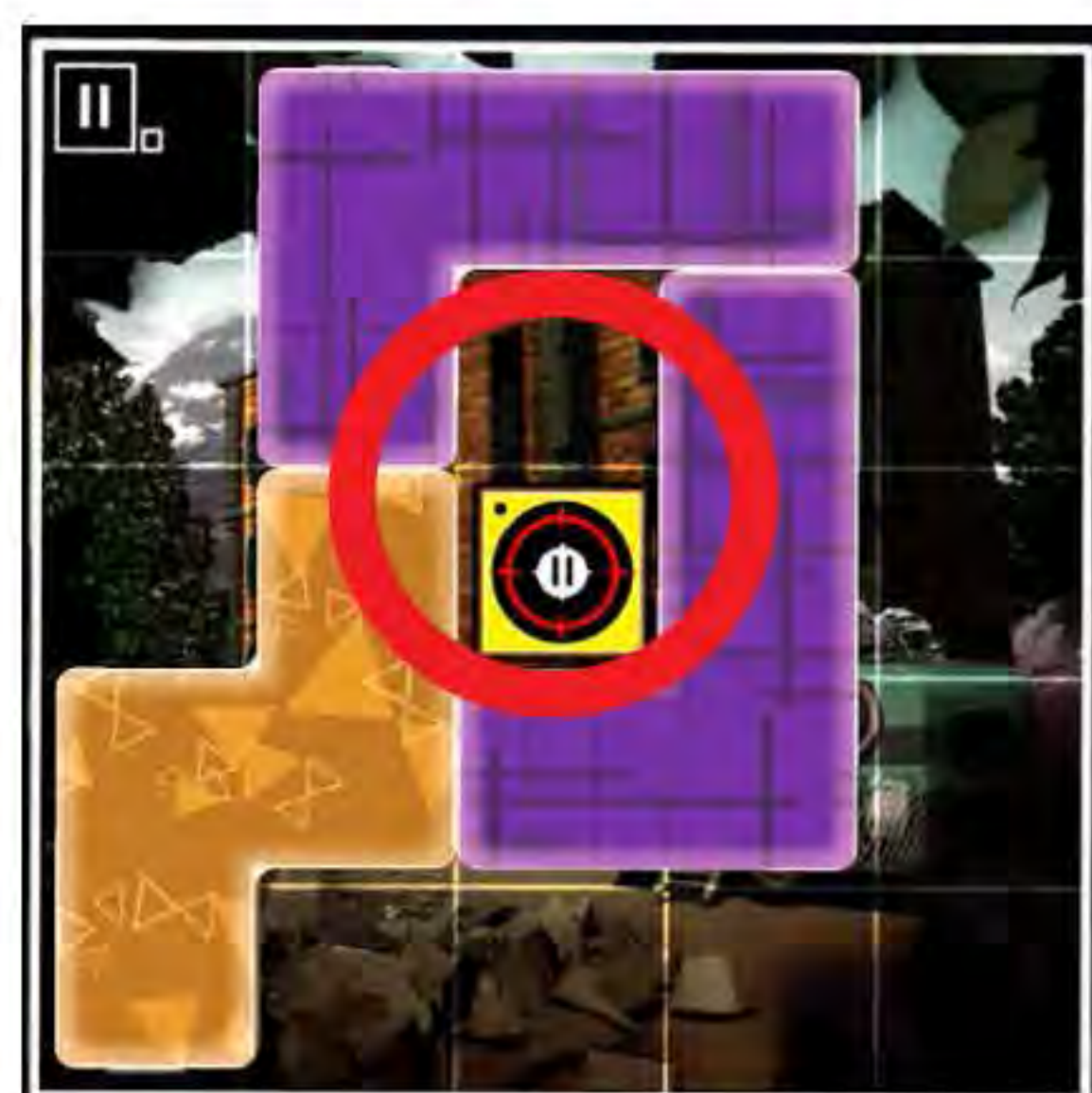
- When *Focus* completely Isolate the Crosshairs from the borders (Example 1 below), the *Locate Grid* is considered searched and the card above is flipped and revealed.
- Covering Surveillance Tiles with either matching color *Focus* allows players to add a *Focus* to their surveillance area for an opportunity to get ahead or catch-up when they start the Target Phase.
- **Cover:** (*Locate Grids* IV-VI only) can only be covered by a matching *Focus*, or *Adrenaline*.

Example 1:

The *Focus* completely blocks the Crosshairs from the border.

It is now **Isolated**.

Note: Diagonal adjacency counts for isolating.



Focus Placement Rules:

There are 3 types of *Focus* in the game, representing the elements that must be considered when taking a shot.

Purple represents the Environment.

Gold represents Time.

Gray represents Breath.

When placing the first Focus of a color on a grid, it must connect to an edge.

Future pieces of that color must connect to the same color orthogonally to form **Chains**.

The rules to the right specify how *Focus* must be played during the game.



Don't "dig", feel around or look *when pulling Focus from the bag.*



You may **flip and rotate** *your Focus before placing it.*



Focus must fit in the grid spaces. They may not overlap another Focus, unless overruled by Abilities.

No Overlap



Focus must not cover *Innocents, Primary Target and Crosshairs, unless overruled by Abilities.*



Once placed, Focus cannot be moved unless using Powers or Abilities.



Start from the edge ✓

No Diagonal

Same color only

First piece of each Focus color must start from the edge of the grid.

All future Focus must connect orthogonally to the same colored Focus already on the grid, forming a Chain.

Turns during the Locate Phase:

Turns are simultaneous (see next page). Take your Active *Focus* from your LOS. Place it on any of your *Locate Grids*.

1. If you cannot, or do not wish to place a *Focus*, you may use a Recalibrate (see below) to discard it and refresh your LOS first, or you may skip your turn to discard it..
2. If you cover a Surveillance Tile with a *Focus* of a matching color, announce that you have earned surveillance. Immediately draw 1 *Focus* from the bag and place it to the left of your *Scope Board* where it says “Surveillance”. **Note that each Surveillance Tile may only be activated once per round.**
3. If your *Focus* isolates the Crosshairs of a *Locate Grid*, announce that you are searching that Location, then flip the *Hiding Disc* in front of that *Locate Grid*.
 - If you reveal a “Miss,” announce it and continue taking turns.
 - If you reveal the other Sniper, announce it and move on to the **Target Phase**.

As soon as you locate your opponent, set up for the Target Phase as part of the same turn.

Important Concepts:

Recalibrate Tokens:



Recalibrate tokens are at the top of your *Scope Board*. They can be used in the **Locate** or **Target Phases** and allow you to fix your mistakes or create new opportunities. At the start of a round, both *Recalibrate* tokens are face-up.

At any point during your turn, you may flip a *Recalibrate* token to either:

A) Remove and discard 1 already-placed *Focus*. There are no restrictions to which *Focus* may be removed (ie-you can break up Chains)

OR....

B) Discard the left-most *Focus* in your LOS. Then, refill your LOS.

Once both tokens are spent, you may reset them by skipping one turn.

LOS:

The 3 *Focus* that are to the right of your *Scope Board* represent your Line of Sight (LOS). The left-most *Focus* is the one you pick up and place each turn (*Active Focus*). After placing it, you refresh your LOS by shifting the remaining *Focus* left and pulling a new *Focus* and placing it at the end of the line

Taking Turns:



Turns are taken simultaneously. At the start of each turn during the Locate and Target Phases, players will confirm “Ready?” and flip their *Ready Disc* to the “Go!” side. After placing your *Focus*, refresh your LOS* and flip your disc to the “Ready?” side. When both players are ready, start the next turn.

**In the rare circumstance that there are no Focus left in your bag, pause the game. Collect all Focus from your Locate Grids and discard area, add them back to your bag, and shake. Then, resume play.*



Quickdraw Mode: You do not need the *Ready Discs* for Quickdraw. Start your turns by flipping your 10-second timer. Proceed with your turn. As soon as the timer runs out, you may flip it to start your next turn. (Do not wait for your opponent to catch up.)

Phases:

Players may be in different phases from one another during a round. Turns are still taken simultaneously.

Target Phase

In this phase, you will race to isolate Innocents from the Primary Target and Isolate the Primary Target within the Kill Box. Once you do, you may Make the Kill and win the round. **Note that players may be in different phases at the same time.**

Setting up the Target Phase:

The player who located their opponent does the following. Once complete, turns resume.

1. Take the Target Grid that corresponds with your opponent's revealed hiding spot and place it in your *Scope Board*. This is where you will play *Focus* during this phase. (Example 2)
2. Place Innocent Meeples on all Innocent Squares. Place the *Targeting Disc* with your opponent's picture on the Crosshairs. (Example 2)
3. Take any Surveillance *Focus* you earned during the Locate Phase and place them onto the *Target Grid*. (Example 3). You may place them in any order, following Placement Rules (page 11).
4. Once you have set up for the Target Phase, flip your *Ready Disc* to "Ready?" and resume simultaneous turns.



Quickdraw Mode: When moving to the Target Phase treat the set-up and placement of Surveillance *Focus* as part of the same turn. Your opponent does not have to wait.



Example 2



Example 3

Scope Board:

The Target Phase will take place here.

Recalibrate Tokens: Use to remove a previously placed *Focus* or the first *Focus* in your LOS.

LOS: 3 *Focus* are placed to the right to form your LOS. The leftmost one will be your *Active Focus* this turn.

Tactical Advantage: This gets flipped when you make a Kill and allows you to re-arrange your LOS.

Discard: Any discarded *Focus* are placed to the right of here.

Surveillance:

Surveillance *Focus* earned during the **Locate Phase** are placed here and placed when starting the **Target Phase**.

Bullet: A special Polyomino you use to cover your opponent to make the Kill.

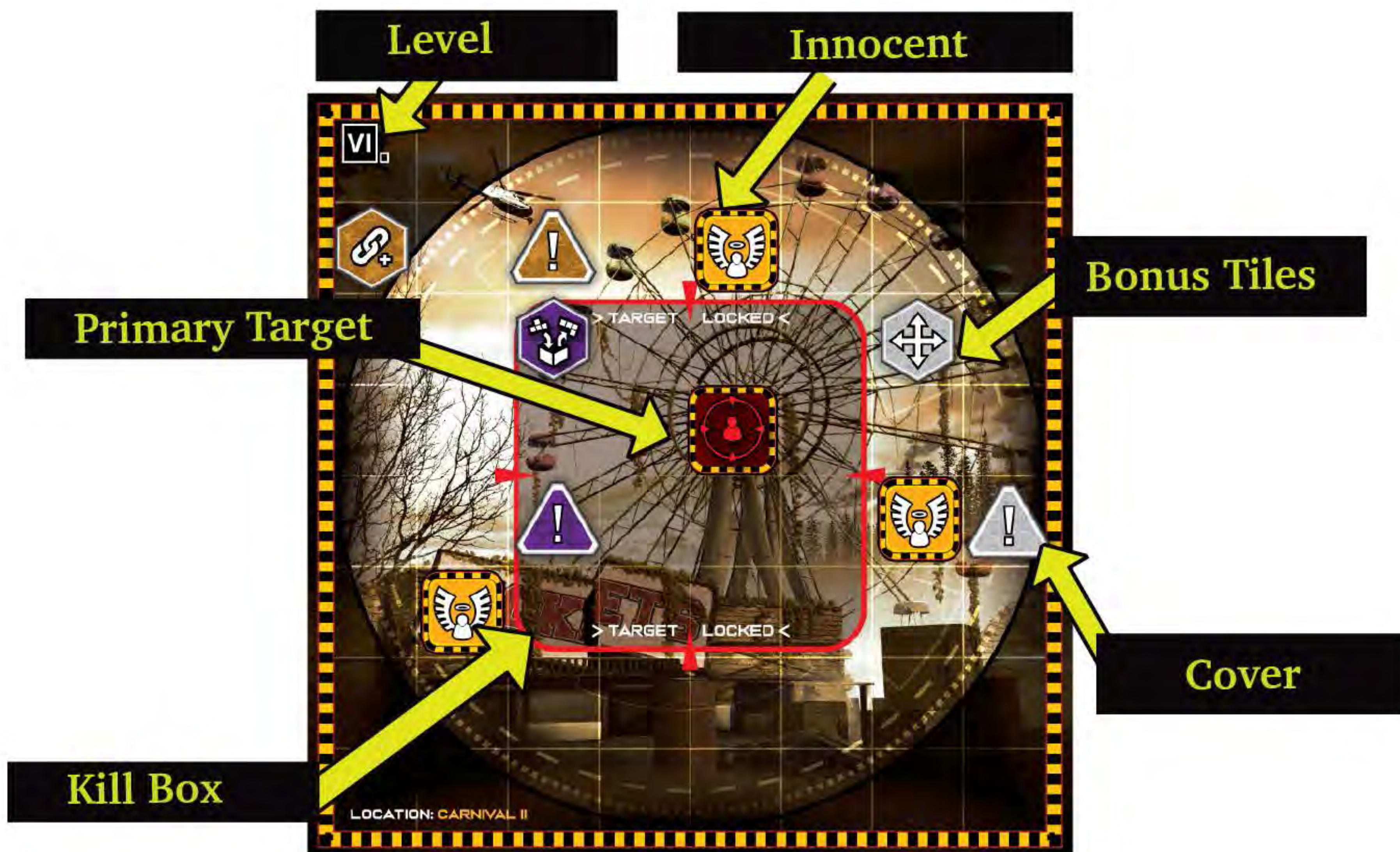
Bonuses: Earn by covering **Bonus Tiles** with matching *Focus*. *Ignore the first game.*



Scope Board with Target Board and all Bonuses active.



Target Grids:



The *Target Grids* include the following features:

- **Level:** The color and number will match the *Locate Grid* where you revealed your opponent.
- **Innocents:** Use *Focus* to Isolate them within the borders but separated from the **Primary Target**.
- **Primary Target:** Use *Focus* to Isolate them within the **Kill Box**.
- **Bonus Tiles:** Cover these with matching color *Focus* to earn the corresponding Bonus (page 18). *Ignore the first game.*
- **Cover:** (IV-VI only) These spaces can only be covered by the matching *Focus, Adrenaline, or a Bullet*

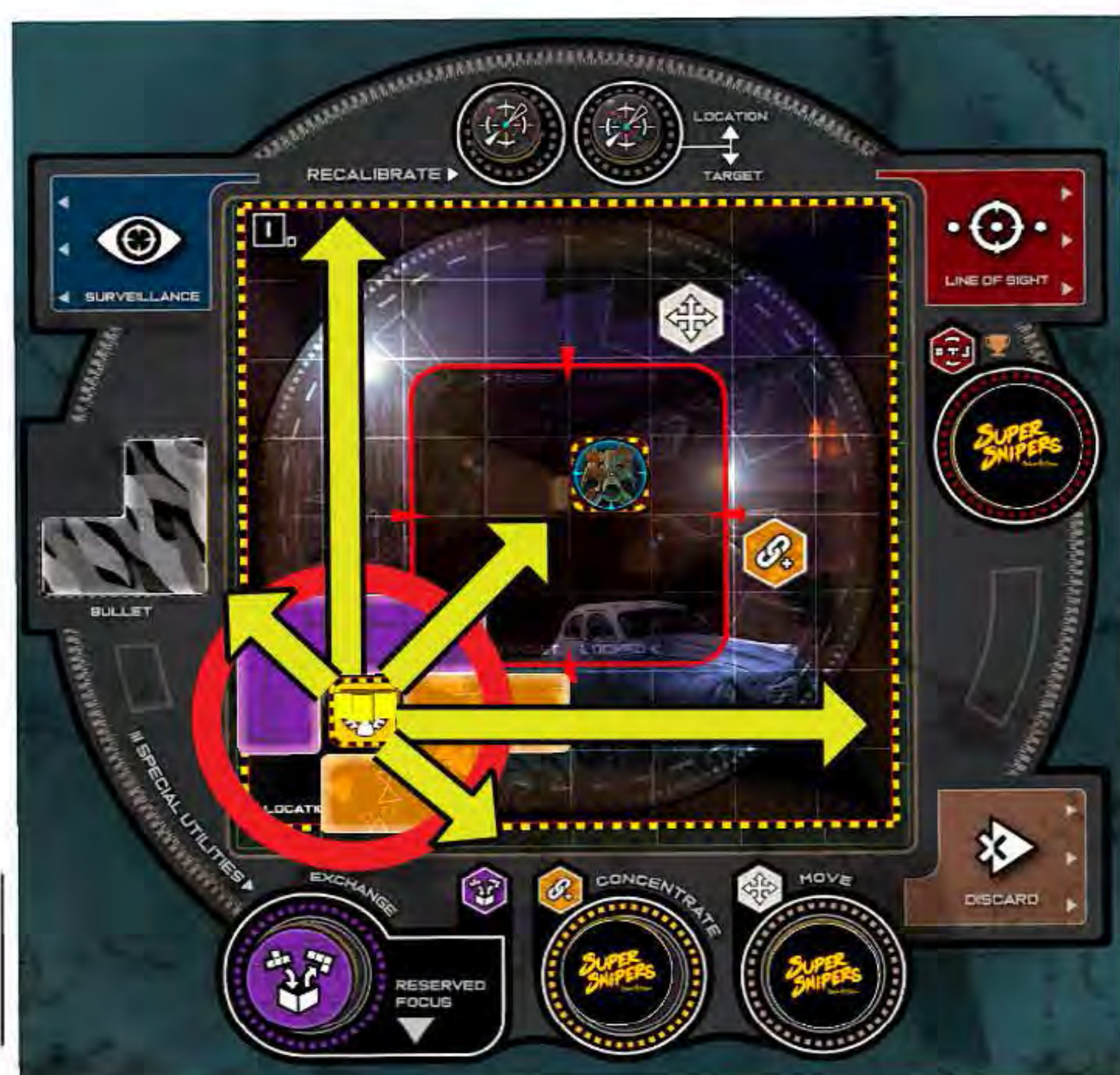
Taking turns during the Target Phase:

1. Place your *Active Focus* on the Target Grid.
2. If you cannot, or do not wish to place a *Focus* or use a ***Recalibrate*** (page 12) to discard the active *Focus* and refresh the LOS, you may discard it to your discard area. This ends your turn.
3. If you cover a Bonus Tile with a matching color *Focus*, you earn that Bonus (see: **Bonuses** page 24). Announce the Bonus you have earned. **Note that each Bonus Tile may only be activated once per round.** *Ignore the first game.*

4. When you isolate an Innocent, remove them and announce it. (Ex. 4). You must return them if they would no longer be isolated.
5. When you have isolated all Innocents and the Primary Target (Example 5), you may immediately place your *Bullet* and announce the Kill. (see page 20).

Example 4: Isolating an Innocent.

Innocents must be completely cut off from the borders of the *Target Grid* AND the **Primary Target** to be considered **Isolated**.



Focus is Isolating the Innocent from the border and from the Primary Target .

Example 5: Isolating the Primary Target.

The **Primary Target** must be contained entirely within the **Kill Box** to be considered **Isolated**. You must leave enough room for your **Bullet** to cover them to make the Kill (page 29).



Focus is Isolating the Primary Target completely within the Kill Box.

Bonuses *Ignore the first game*

Bonuses allow you to bend or break the normal rules of the game. You start every round with your Bonus tokens flipped down.

During the Target Phase, you flip over (earn) a Bonus token if you cover a matching Bonus Tile on the *Target Grid* with a matching color *Focus*. You may only activate each Bonus Tile once per round.

If your Bonus tokens are face-up, you may use them at any time, they may interrupt any part of your turn, and you may use them in combination with one another. Announce whenever you earn or use a Bonus. With the exception of the **Exchange Bonus**, flip the Bonus token back over when used.

Exchange:



Immediately draw 1 *Focus* and place it below your player board. For the rest of the round, you may switch your Active *Focus* with this one.

See Example 6.

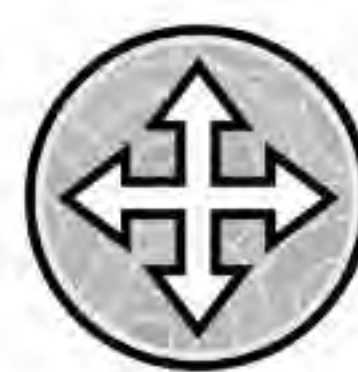
Concentrate:



You may start a second Chain of any *Focus* type. New chains must start from the edge of the grid.

See Example 7.

Move:



Choose one:

- a) Take any already-placed *Focus* and move it to another place on the *Target Grid* (following all normal placement rules).
- b) Take any *Focus* from your opponent's LOS and put it at the front of your LOS.

See Example 8.



Example 6: Exchange



Exchange the Environment Line for the Time Line and finish isolating the Innocent.

Now the Environment Line is available to be exchanged.



Example 7: Concentrate



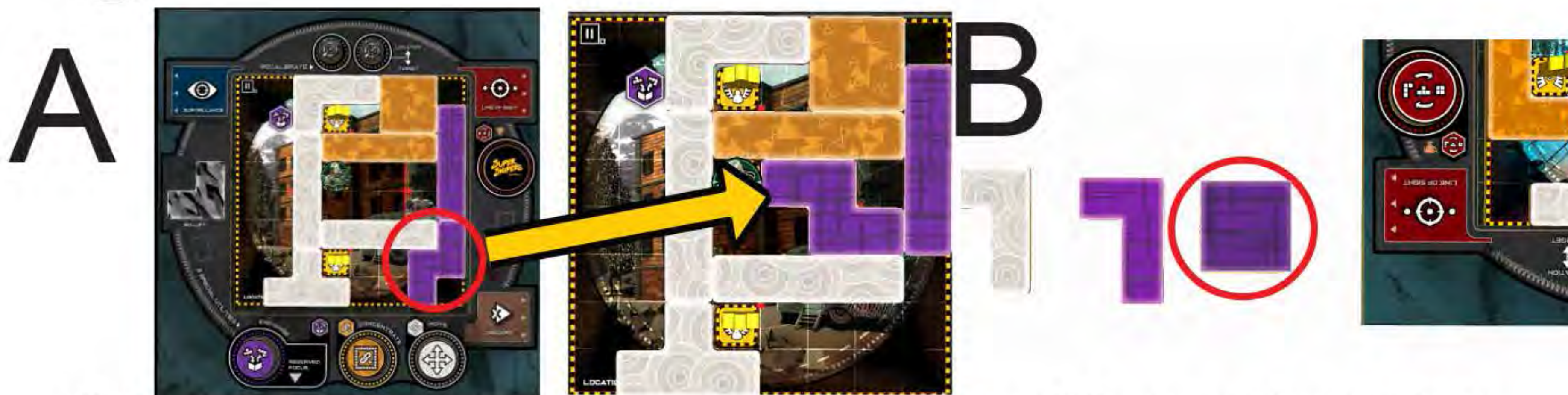
The Time "T" has nowhere to chain.



*Use **Concentrate** to start a new chain and finish isolating the Innocent.*



Example 8: Move



*A) **Move** allows you to take your previously placed Focus and move it to finish isolating the Primary Target. B) Alternatively, use **Move** to steal the Focus you need from your opponent's LOS and place it at the front of your LOS!*

Making the Kill

As soon as all Innocents and the Primary Target are Isolated you may place your *Bullet* (as part of the same turn) so that it covers the Primary Target and make the Kill. If you haven't left enough room for the *Bullet*, you may need to use a Recalibrate token (page 14) to make room. Players may both make a Kill in the same turn. If there is a tie, see "Ties" on the next page

If you successfully place the *Bullet* on your Primary Target, you "Make the Kill" and win the round. Move on to the next round.



The **Innocent** and the **Primary Target** are isolated. You may place your *Bullet* so that it covers the Primary Target and make the Kill!



Starting a New Round:

1. If you Made a Kill:

- Give your opponent 1 *Damage Tracker*. If this is their third *Damage Tracker*, you win!
- Flip your *Tactical Advantage Disc* (page 21) face-up.
- Take the *Locate Grid* where you were hiding and remove it from the game. (That location has been compromised).
- Take 1 of your "Miss" *Hiding Discs* and discard it from the game.
- If you had *Adrenaline* (page 21) this Round: flip your *Adrenaline Ability* card face-down, and return the *Adrenaline* on top of it.

2. If you were killed this round,:

- move the *Adrenaline Token* (page 21) to beneath your LOS and flip your *Adrenaline Ability* (page 22) card face-up.

3. Then Both Players:

- Return your *Focus* to your bag (retrieving any that may have been taken) and shake up the bag.
- Reset your *Scope Board* with your Bonus tokens, *Bullet*, and *Recalibrate* tokens in their starting states. Your *Tactical Advantage* stays active if still face-up. Retrieve your *Hiding Discs*.

Now you are ready to start a new round (beginning with the Hide Phase).

When there is a tie:

- Both players gain 1 *Damage Tracker*.
- Both Players flip their *Adrenaline Ability* cards face-up. Gain the *Adrenaline Token* and *Tactical Advantage*.
- Remove both *Locate Grids* where the players were hiding and 1 “Miss” Disc from each player.
- If Players tie for the Final Kill, play another round starting with the Target Phase with the same *Target Grids*. The first player to announce the Kill this round wins.



Quickdraw Mode: There are no ties in this mode.

The first player to complete and announce the Kill is the winner every round.

Tactical Advantage



Gain *Tactical Advantage* the round after you make a Kill. You may flip it face-down anytime to re-arrange the order of your LOS. It remains available until you use it.

Adrenaline



You earn *Adrenaline* when shot and may use it on any turn the next round as follows:

Instead of placing your *Active Focus*, place the *Adrenaline* anywhere on your *Locate* or *Target Grid*. You may ignore normal placement rules, but the *Adrenaline* may not cover Crosshairs, Innocents, or the Primary Target. It can cover a **Cover Tile**.

Sniper Unique Abilities

Ignore the first game

Each Super Sniper has 1 Basic Ability and 1 Adrenaline Ability that allow them to bend or break the normal rules of the game.

Basic Abilities are always available and remain face-up throughout the game. Adrenaline Abilities only flip up and activate the round after you were shot. They are flipped back down after you make a Kill.

Sirius

Basic Ability: Composure: You may use your **Concentrate Bonus** to cover one Innocent with a *Time Focus* (gold); isolating them. You must have the **Concentrate Bonus** active to do this, it counts as your turn, and you forego the normal effect of the Bonus.

Adrenaline Ability: Breath Control: Instead of taking your *Active Focus* from your LOS, you may take any *Breath* (gray) *Focus* from your or your opponent's LOS as your *Active Focus*.



Sirius AI:

Basic Ability: Composure. If there are ever a total of 5 *Time Focus* (gold) between the AI's *Surveillance* and *Discard* piles, they automatically make the Kill.

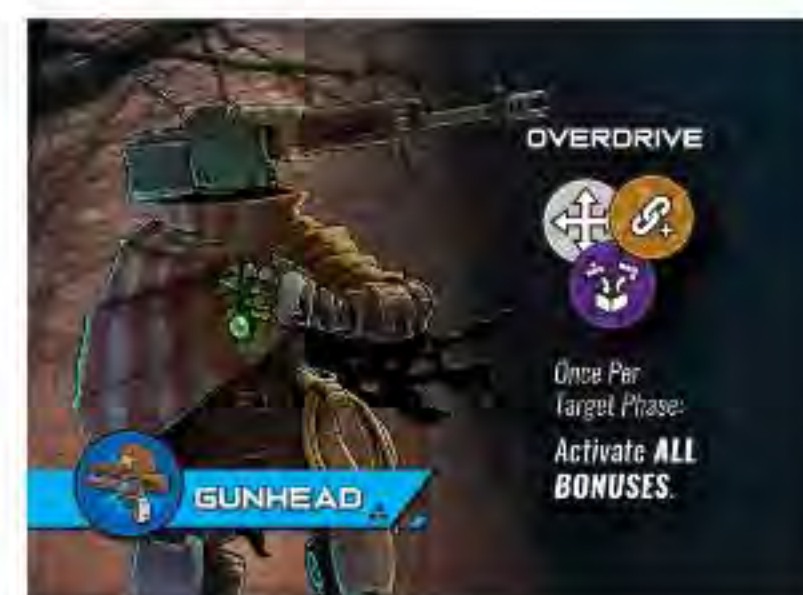
Adrenaline Ability: Breath Control. When the AI plays a *Breath Focus* (gray) during the *Target Phase*, the AI immediately draws and plays another *Focus* from the bag. Limit: once per turn.



Gun-Head

Basic Ability: Overdrive. Earn all Bonuses. You cannot earn a Bonus that is already flipped up. You can earn a Bonus that was previously earned but is flipped down.

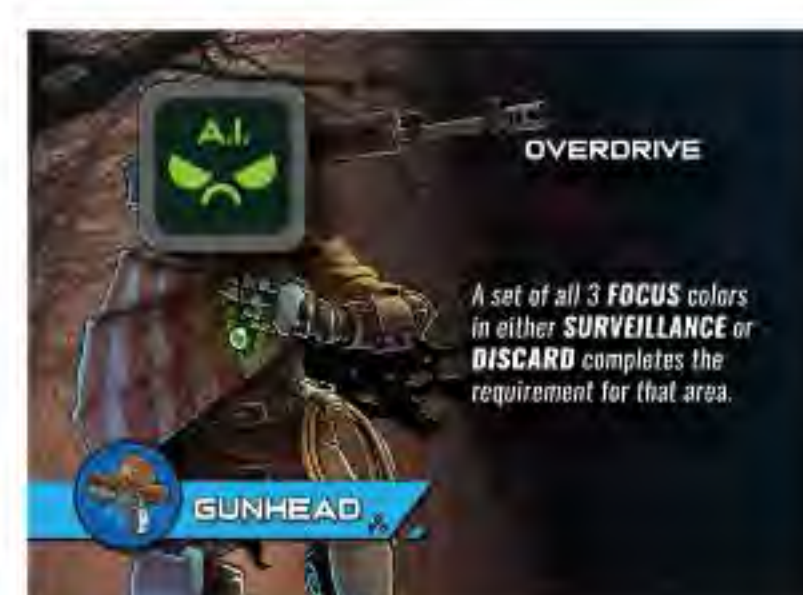
Adrenaline Ability: Machine Learning. Every time your Opponent uses a Bonus*, draw 1 *Focus* from the bag and immediately play it. **Note that this is when the Bonus is used, not earned. When playing solo, this power is triggered whenever the AI plays a Focus that is an exact match of one they have already played.*



Gun-Head AI:

Basic Ability: Overdrive. If there is ever a set of all 3 color *Focus* in either the AI's Discard or Surveillance piles, that pile's requirements are considered complete.

Adrenaline Ability: Machine Learning. Every time you use a Bonus, the AI draws and plays 1 *Focus*.



Kuaket

Basic Ability: Mind Control. Start a new Chain off of an Innocent. This works like the Concentrate Bonus with the added ability of starting the chain off of any square adjacent to an Innocent.

Adrenaline Ability: Master of Reality. You may start infinite Chains. This works like the Concentrate Bonus, except that it is unlimited



Kuaket AI:

Basic Ability: Mind Control. Every time the player discards a *Focus*, the AI gains and immediately plays that *Focus*.

Adrenaline Ability: Master of Reality. Time *Focus* (gold) counts as 2 towards the requirements of whichever pile it is placed in.



Jane VIII

Basic Ability: Trick Shot. Your *Bullet* can overlap other *Focus* when making the Kill.

Adrenaline Ability: Multiple Perspectives. You may treat all *Focus* on your *Locate Grids* as if they were in the Exchange. You do not need to have earned the Exchange Bonus to use this ability. This works like the Exchange Bonus except that you may select any *Focus* from your *Locate Grids*. Add the *Focus* you are exchanging to the grids (no need to fit them in).



Jane VIII AI:

Basic Ability: Trick Shot. If there are ever 6 *Focus* in the Surveillance area, the AI makes the Kill (normal requirement is 7)

Adrenaline Ability: Multiple Perspectives. If either the Discard or Surveillance requirement is met, all future Environment *Focus* (purple) are placed in the incomplete pile.



Adjusting the Difficulty:

Super Snipers has been designed and tested to provide a close match, even between experienced and new players. If you are finding that one player (or the AI) is dominant, or you really want to challenge yourself, you can do the following:

- Increase your difficulty by changing your Locations to II-IV, III-V, or IV-VI. They must be sequential
- Note that each player can increase their difficulty independently, allowing for handicapping of one player if desired.
- You can also adjust your or the Automa's Difficulty this way in Contract Mode.

Game Variants

Go to www.galensgames.com/super-snipers to find additional variants for the game. These will include a “Blitz Mode”, a 4-player variant, and a “Draft Mode”

Solo Modes

Contract Mode

Ready to take on the Automa? In Contract Mode, you will face off against an AI that will simulate an opponent through a simple system that activates different behaviors based on their *Active Focus* each turn.

Setup

Choose your Sniper and a Sniper for the AI (use the Automa version).

Set up as you normally would except:

- The AI does not need *Target Grids* or a *Scope Board*.
- Place one AI Bonus Token on each *Locate Grid* so that one has the Exchange, one has the Move, and one has the Concentrate.
- Take the AI's *Sniper Cards* and place nearby. Adrenaline Ability starts face-down. Familiarize yourself with their abilities
- Place the *Automa reference card* above the *Locate Grids*, Locate Phase side up.



How to Play

Hide Phase

Randomly place the Automa's *Hiding Discs* above your *Locate Grids*. Hide your Sniper as you normally would (page 9).

Locate Phase.

You and the AI alternate turns. The AI always goes first.

AI Turn:

1) Take the AI's *Active Focus* and place it onto the AI's *Locate Grid* with the Bonus of the matching color (Gray: Move; Gold: Concentrate; Purple: Exchange).

2) **Whenever a *Locate Grid* accumulates 2 Focus:** they **Search:** flip the *Hiding Disc* above the *Locate Grid*.

3) **If it is a Miss: they gain Surveillance:** draw a *Focus* from the AI bag and place to the left of the *AI Reference Card*.

4) **If this reveals your Sniper's hiding location:** the AI advances to the Target Phase.

4) If the AI's *Focus* would go to a *Locate Grid* that has already been searched or removed, place that *Focus* on the **highest numbered** *Locate Grid* that hasn't been searched.

Your Turn:

Play as you would in the 2-player game (page 13).

Target Phase

Flip the Automa Reference Card to the Target Phase side.

AI Turn:

1. Take the Active *Focus*. And place it on the Discard side of the Automa Reference Card (see Example 1). If there is already a *Focus* of that shape there, place the *Focus* on the Surveillance side instead.
2. Check to see if the AI has won. The AI wins if they accumulate the number of *Focus* shown on the Automa Reference Card in their Surveillance and Discard areas. Additionally, the AI wins automatically if they ever have 7 *Focus* in Surveillance.

Your Turn: Play as normal except increase the AI's Target Level by 1 when they have Adrenaline (max level III). (See page #16.)

Example 1:



The next *Focus* matches a shape that is already in the Discard...



...so it is placed to the Surveillance side.

Starting a New Round

Handle this the regular way. (See “Start a New Round” on page 22). Unless stated on an Ability Card, Automa do not make use of the *Adrenaline Focus*.

Winning the Game

To win the game, Kill the AI's Sniper 3 times before they Kill your Sniper 3 times.

Hostage Rescue

You've been too good at your job. Two Super Snipers have teamed up to take you out. And they've invested in an insurance policy: two buildings full of Hostages (Innocents) surrounding them. Will you be able to take out both Super Snipers and rescue the Hostages? One more thing, this mission is on the clock.

Setup

In this mode, you select your Sniper and two Super Snipers to battle against. You take all Target Grids. The AI only uses one set of *Locate Grids*.

1. Set up the AI side:

- Place *Locate Grids* I, II, and III and add one Bonus token to each (Exchange, Concentrate, and Move).
- Take 2 *Hiding Cards* with AI avatars, as well as the *Innocent Disc*. Place one each above the *Locate Grids* as shown below.

2. Set up your side:

- Take both *Scope Boards*. Place one *Target Grid* I in each.
 - Place the Bonus Tokens in one of the *Scope Boards*.
 - Take 2 *Bullet polyominoes*.
 - Place 3 *Damage Trackers* nearby where you can reach them. Remove the other 3 from the game.
3. Remove the *Recalibration tokens*, *Tactical Advantage*, and *Adrenaline tokens* from the game.
4. Take the 10-second timer.



How to Play

Special Rules: AI does not use powers in this mode. Players do not use Adrenaline, Adrenaline powers, or Tactical Advantage. **Note:** Not all Sniper Powers will be useful in this Mode.

Hide and Locate Phases: Unlike the other modes, this mode does NOT have a Hide Phase or a Locate Phase. (You have already identified 2 Snipers and a Hostage during Setup, above.)

Player goes first. Target Phase

On your FIRST turn each round:

Draw and place *Focus* polyominoes on either of your *Target Grids*, based on your desired difficulty level:

- **Regular mode:** Draw and place 2 *Focus*.
- **Easy mode:** Draw and place 4 *Focus*.
- **Hard mode:** Do not draw or place any *Focus*.

On this and all other turns:

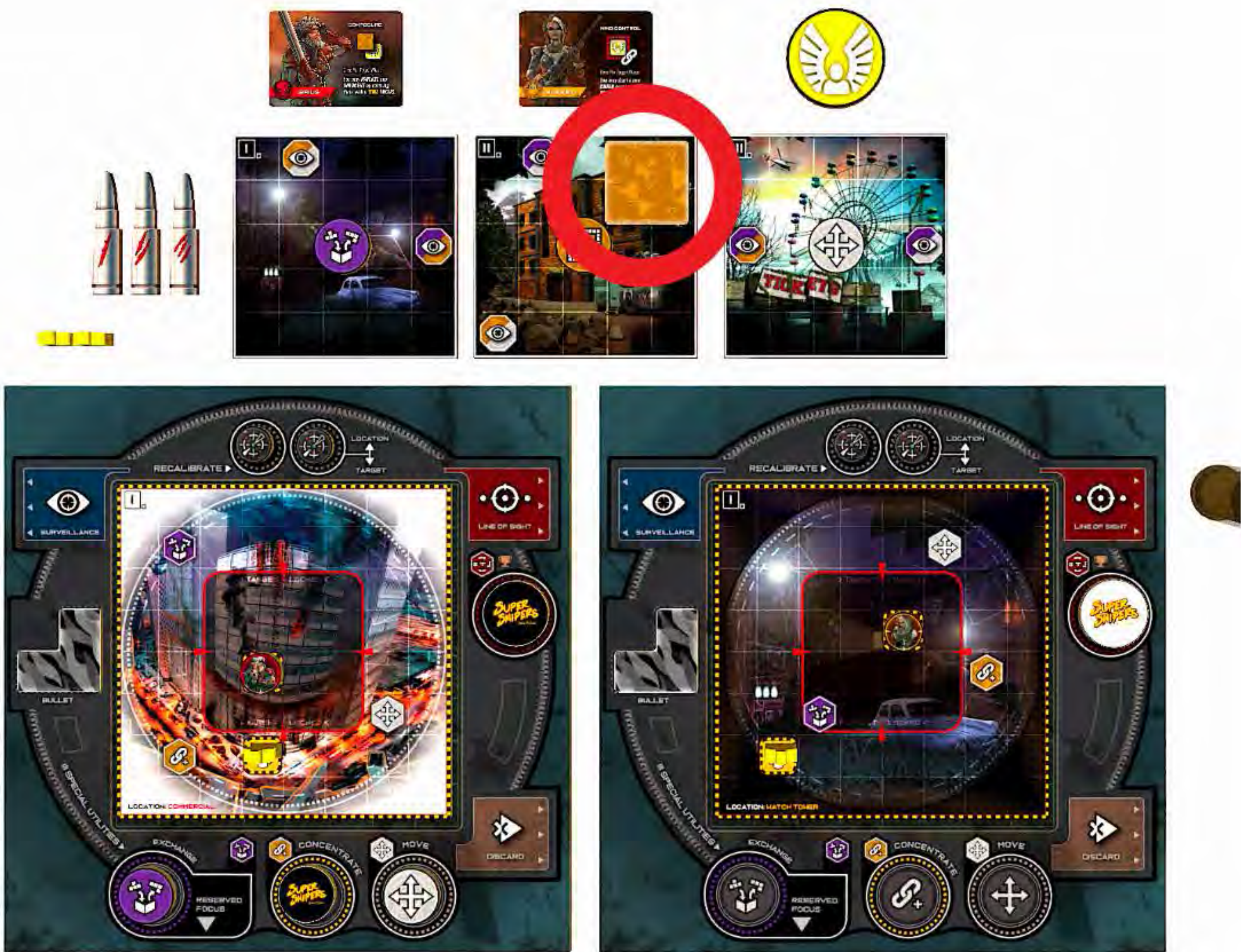
1. Draw 5 *Focus* and place them nearby
2. Flip the 10-second timer.
3. Pick up and place *Focus*, one at a time, on either *Target Grid*. You may place in any order.
4. You may discard previously-placed *Focus* at any time during your turn.
5. When the timer is up, finish placing the *Focus* you are holding, if any.
6. You may use Bonus tokens and place *Bullets* after the timer has finished.
7. Discard any *Focus* you were unable to place. If you managed to place all *Focus*, you may draw one extra *Focus* next turn.
8. If you've killed both Snipers, move to the next Round. Otherwise, it is the Automa's turn.

Automa Turn

The AI draws 1 *Focus* and places it on the *Locate Grid* with the matching color.

- If the *Focus* would go to the grid of a Sniper that you already killed, place it on the “Hostage” *Locate Grid* instead
- If this results in 2 or more *Focus* on a Sniper’s *Locate Grid*, you’ve been hit! Take 1 *Damage Tracker*.
- If this results in 2 or more *Focus* on the Hostage *Locate Grid* and you haven’t isolated all Innocents, you’ve been hit! Take 1 *Damage Tracker*.

After placing the *Focus* and resolving the results, the AI player’s turn ends. Then you take a turn.



Automa pulls a *Time Focus* and it is placed on the matching *Locate Grid*. If 1 more is placed here, Kuaket will activate and you will take 1 damage.

Making the Kill

Making a Kill works the same way it does in the regular game. You must isolate all Innocents and isolate your Primary Target inside the Kill Box. Then place your *Bullet*. Note that you can wait until after the timer is finished to place *Bullets*.

Starting a New Round

The round ends when you Kill both Snipers. At the end of a round:

- Heal by removing one *Damage Tracker*.
- Reset any *Focus*, *Bullets*, and *Bonus tokens* from the previous round.
- Upgrade each *Target Grid* to the next-highest level. (For example, if you kill Snipers on *Target Grids I*, upgrade to *Target Grids II*. When you complete *Target Grids III*, you win!)

Winning/Losing

Losing: If you take a third *Damage Tracker*, you've been hit 3 times, and you lose.

Winning: If you Kill both Snipers on all 3 *Target Grids*, you win.

Adjusting the Difficulty:

Just like the 2-player game, you can adjust the difficulty by changing your sequence of three targets to higher numbers.

Normal: I-III

Hard: II-IV

Very Hard: III-V

Ultra Hard: IV-VI

Insane: IV-VI and no healing.



Sirius

Age: 145

Height: 6'3"

Weight: 235

Rank: Commander

Sirius was part of the first generation of Super Snipers; back when they were still designed to be immortal. Cut off from his anti-aging drug regimen, Sirius is beginning to feel his age of 145 years. No other living Super Sniper has as much experience or as many confirmed kills. Sirius is the definition of “cool under pressure.” Securing the city center is a priority for him, as the abandoned Military Compound there likely still has a stash of the anti-aging drug he so desperately needs.





“Gun-Head” is a salvaged MDK-01 sniper bot that was rebuilt to serve as a laborer. He developed a moral code and sense of responsibility to protect the weak from the strong while watching classic 20th Century Westerns on an old TV. When his mentor passed, he began traveling the land, helping people in need. He rescued a young Jane from the horrible Super Sniper experiments.

One morning, Jane disappeared. 25 years later she is rumored to have lost her mind, resulting in the deaths of dozens of innocents. Gun-Head, conflicted, scours the lands in search of her.





Kuaket

Age: 28

Height: 5'11"

Weight: 155

Rank: Specialist

Kuaket was the first human born with innate psychic abilities in over a century. At age 12 she became the first Super Snipers recruit not from the selective breeding program. Sirius took her on as his understudy. Her ability to infiltrate behind enemy lines in the dark of night and always make the kill earned her the name, Kuaket, the Egyptian goddess of the dark. Money and rank meant nothing to the young Kuaket, but Sirius' approval and pride meant everything. After the Great War, Sirius disappeared without a word and Kuaket has been tracking him down ever since. But for what purpose?





Jane VIII represented the cutting edge of the now-defunct Super Sniper program. The seven Janes who preceded her have had their collective consciousness downloaded into Jane VIII's psyche. When Jane VIII takes a shot, it's like having eight trained Snipers focusing on the same target. But in the quiet of night, it's chaos inside her head, as all the horrible memories from eight careers of killing come back in waves. She's hoping the Military Compound will hold the key to freeing herself from the voices in her head.



Super Snipers

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And the 2021 Cardboard
Edison Judges.

Blind Playtesting completed by: The Player's
Lair.

Super Snipers

Phases of Play:

Phase I: Hide

Place your Hiding cards face-down above your opponent's Locate Grids. The one with your avatar above it will be your hiding spot.

Phase II: Locate

Place *Focus* on Locate Grids to isolate the central crosshairs and reveal the Hiding Card above. Cover Surveillance Tiles with matching *Focus* to earn Surveillance.

Phase III: Target

Place *Focus* on Target Grids to isolate Innocents and the Primary Target and then make the Kill by covering the Primary Target with the *Bullet*. Cover Bonus Tiles with matching *Focus* to earn them.

Clean-Up

Winner gives 1 Damage Tracker to the loser, removes the Locate Grid they were hiding at, and gains Tactical Advantage. Loser gains Adrenaline. Reset for next round.