

SUPER SQUAD HIGH



RULEBOOK



OVERVIEW

Super Squad High is a fully cooperative strategy game where you play teen superheroes in high school. Balance your grades, relationships, and crime-fighting while you work together to unmask the secret villain threatening the city. Only you can discover and defeat the villain. But will they turn out to be your bestie or sweetheart you have trusted all along?



GOAL

Your goal is to unmask the villain, then defeat them in a final fight! You unmask the villain by revealing three Clues:

- The Villain,
- Scheme, and
- Motive.

Clues are revealed by forming relationships with 8 non-hero Classmates. When you form a relationship with a Classmate, becoming Besties or Sweethearts, they confide a rumor to you.

Each rumor fills a space on the Clue track. As the track fills, Clues are revealed. Each Clue gives one piece of information that helps the heroes narrow down which of the 8 Classmates is secretly the villain.

Once the villain is revealed, you will team up with your fellow heroes for one final fight against the villain.

You **win** if you unmask the villain and defeat them in a final fight.

You **lose** if...

- Time runs out.
- The city takes too much damage.
- One of you ends a Day with an F grade!



COMPONENTS

BOARDS



1 GAMEBOARD



4 PLAYER BOARDS

MISCELLANEOUS



8 DANGER DICE



1 CLOTH DRAW BAG

EACH PLAYER



6 ACTION MEEPLES



6 CUBES



4 RELATIONSHIP TOKENS



1 HEALTH MARKER

CARDS



8 STUDENT ID CARDS



8 POWER CARDS



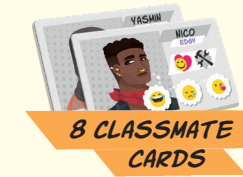
12 CLASS CARDS



40 COSTUME CARDS



18 CLUE CARDS
(6 VILLAIN, 6 SCHEME, 6 MOTIVE)



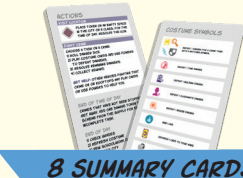
8 CLASSMATE CARDS



24 MEETUP CARDS



16 CRIME CARDS
(8X 1 TIER, 8X 2 TIER)



8 SUMMARY CARDS

TOKENS AND MARKERS



32 SCHOOLWORK TOKENS



8 RUMOR TOKENS



24 LIKE TOKENS



24 CLASSMATE TRAIT TOKENS



5 DAMAGE TOKENS



1 LEADER TOKEN



3 RIFT TOKENS



3 CLUE TRACK MARKERS



1 GREY TIME DOUBLE MEEPLE



SET-UP

- 1 **City:** Place the *gameboard* in the center of the table.
 - 2 **Classmates:** Place *Classmate cards* on the edges of the board in spaces matching their Interests (Edgy, Geeky, Artsy, Trendy). Place one *Rumor token* on each Classmate, over the relationship symbol.
 - 3 **Classmate Traits:**
 - ▶ Shuffle the *Funny trait tokens* and place one facedown on each Classmate.
 - ▶ Shuffle the *Sad trait tokens* and place one facedown on each Classmate.
 - ▶ Shuffle the *Flirty trait tokens* and place one facedown on each Classmate.
- Note:** These tokens are hidden information at the start of the game, so be careful to keep them facedown during setup.
- 4 **Villain:**
 - ▶ Shuffle the *Villain cards* and place one facedown next to the gameboard.
 - ▶ Repeat for *Scheme and Motive cards*.
 - ▶ Cover the 4P/3P/2P spaces on the *Clue track* with a black token for each space with a higher player count than you currently have (for example, cover the 4P and 3P spaces if you are playing a 2-player game).
 - ▶ Return the rest of the Villain, Scheme, and Motive cards to the box.
 - 5 **Classes:** Shuffle the *Class cards* and flip over one card per player, placing them on spaces in the high school at the center of the gameboard.
 - 6 **Crimes:** Separate the *Crime cards* by tier, then shuffle each tier separately. Create a single stack of Crime cards, placing the tier 2 cards on the bottom and tier 1 on top. Place near the gameboard.
 - ▶ For 2 players, remove 3 cards of each tier before stacking.
 - ▶ For 3 players, remove 2 cards of each tier before stacking. Return unused cards to the box.
 - 7 **Damage Supply:** Place 5 *damage tokens* in the supply space on the gameboard.
 - 8 **Meetups:** Separate *Meetup cards* by Interest, shuffle each stack and place nearby.
 - 9 **Costumes:** Separate *Costume cards* by color. Shuffle each stack and place nearby.
 - 10 **Heroes:**
 - ▶ Each player chooses a player color and takes the matching *player board, relationship tokens, memory cubes, and action tokens (meeples)*.
 - ▶ Shuffle the *Student ID cards* and give two to each player.
 - ▶ Shuffle the *Power cards* and give two to each player.
 - ▶ Each player chooses one Student ID and Power and places them on their player board. Return the rest to the box.
 - ▶ Heroes start with their *health marker* on the top of their Health track. Place *action tokens* on the Time of Day spaces at the bottom of the player board. Each player starts with one *Like*.
 - 11 **Hero Costume Cards:** Each player draws a random *Costume card* matching each color of their Student ID and Power, then chooses one additional random Costume card of any color. This is the player's starting hand (a total of 3 cards).
 - 12 **Schoolwork:** Put *Schoolwork tokens* into the draw bag. Each player draws two tokens from the bag and places them on the top two spaces of the grade track on their player board (A & B).
 - 13 **Team Leader:** Choose a player to be the Team Leader and give them the *Leader token*.



HOW TO PLAY

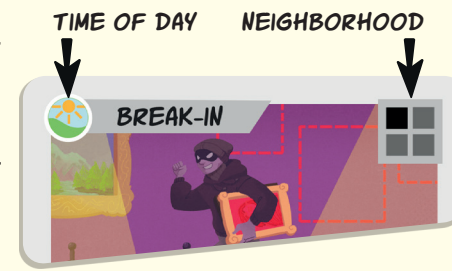
The game is played in Days. Days are made up of three Times of Day:

Morning Afternoon Night

Each player gets 6 actions per Day, two for each Time of Day.

At the start of the Day, the Leader draws a number of Crime cards equal to the number of players and tucks them under the Leader token. Keep these cards secret until it is time to reveal them.

Before taking their first action for a Time of Day, the Leader flips over and places any Crime cards drawn that match the current Time of Day. Crimes are placed in the neighborhood that matches the symbol in the upper right corner of the card.



Starting with the Leader, players take turns taking actions. As an action, you can...

- **Visit a Location:** Place your action token on an empty location space and resolve the icon.
- **Fight Crime:** Use Costume cards and Powers to stop a Crime.

NOTE: YOU MAY NOT TAKE AN ACTION AT A SPACE THAT CONTAINS ANOTHER ACTION TOKEN.

VISIT A LOCATION

Place your action token on one of the spaces at a location that matches the Time of Day for that action token. Resolve the icon on that space.

SKILL ICONS

Skill icons come in four types - Athletics, Reason, Tools, Science. Each skill icon can be used one of two ways - to complete a matching schoolwork on your player board (Study), OR to gain a new Costume card of the same color (Prep).

Study: When you complete schoolwork, flip over the token and place it on your Student ID card. The token becomes a Mark. Marks can be spent to use your Student ID ability. Schoolwork can be completed in any order. When you complete a schoolwork, slide up any schoolwork tokens below it to fill empty spaces on the grades track.

Example: Donna is playing Glam Hawk. She places her first action token on an orange Reason symbol on the Drawing class. She flips over the Reason schoolwork token on her player board and moves it to her Student ID card. It becomes a Mark she can spend to activate her Popular Kid ability.



Prep: When you gain a new Costume card, draw two, choose one to keep and add it to your hand, then return the remaining card to the bottom of the deck. You may also choose to refresh one Costume card of the matching color from your laundry instead of gaining a new card.

Example: Donna uses her next action to Prep, placing her action meeple on a Science icon on the Physics class to draw 2 Science cards. She chooses one to keep and adds it to her hand, returning the other card to the bottom of the Science Costume deck.



WILD ICONS

When you use a wild Study icon, you may complete schoolwork of any color.

When you use a wild Prep icon, you may draw two Costume cards of one color of your choice and keep 1.

PATROL

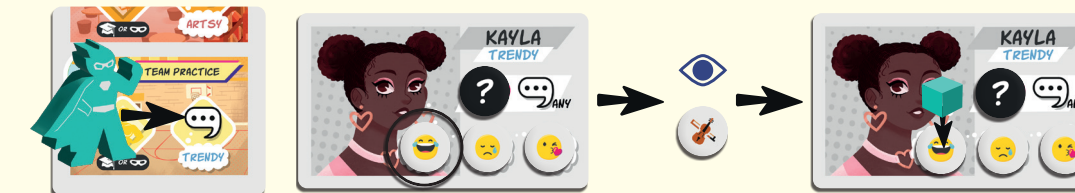
When you use a Patrol icon, refresh any 2 Costume cards back into your hand.

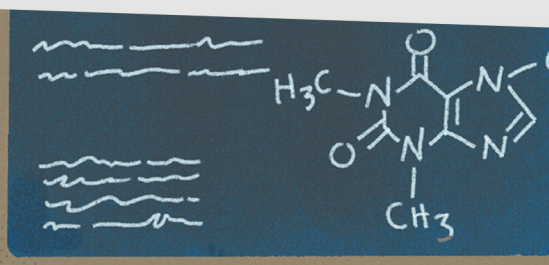
Patrol spaces are part of the Rooftops of their neighborhood, allowing you to use Teamwork to help other Heroes fight crime in that neighborhood.

CHAT

When you Chat, choose a Classmate with an Interest matching the icon on the space and peek at one of their trait tokens. Return the trait token facedown and place a memory cube on it. You may discard a memory cube from the game to have a second look at that trait.

Example: Donna uses her afternoon action to Chat, placing her action token on the Chat symbol on the Team Practice class. The Chat is for Trendy Interest, so Donna chooses to chat with Kayla, who is also Trendy. Donna peeks at one of Kayla's hidden traits, her Funny trait. She notes that it is a violin, suggesting music or other related topics. She returns the trait token facedown and places a memory cube on the token to indicate that she has looked at it.





MEETUP

When you Meetup, choose a Classmate with an Interest matching the icon. The player to your left draws a Meetup card of the same Interest and reads the first prompt on the card to you. You must give a creative answer to the prompt that suggests the matching trait for the prompt. If it is unclear to the other players which trait your answer is supposed to match, you may tell them. The player reading the prompt may tell you the type of trait for the prompt (Sad/Funny/Flirty).

Flip over the trait token to confirm if your answer is correct. If you are correct, the reading player reads the next prompt and you provide an answer as before. Repeat for the third prompt if your first two answers are correct. If all three answers are correct, you form a relationship with the Classmate! Otherwise, flip the trait tokens facedown and return your memory cubes to ones you have seen before, and place a memory cube on each new one that you saw.

Example: Donna has seen two of Kayla's traits and decides to Meetup with Kayla as a Night action. She places her action token on the Trendy Meetup space of the Dance Club.

Jeff, the player to her left, draws a Trendy Meetup card and reads the first prompt on the card. "You go dancing, what silly dance move do you invent?" Jeff lets Donna know the prompt is for the Funny trait. Donna answers, "The Fiddle Elbow." They flip over Kayla's Funny trait token - it's a violin, which matches Donna's answer! Donna's meetup with Kayla continues.

Jeff reads the next prompt. "You take a breather. What childhood story do you tell that they might find touching?" Donna answers, "The time a bee stung me at summer camp." Jeff isn't sure if Donna is trying to match the bee for the Sad trait, or maybe the tree. Jeff asks which one she means, and Donna confirms bee. They flip over Kayla's Sad trait token, it's a bee! Donna gets a chance to answer the final prompt.

Donna has not seen Kayla's Flirty trait yet, so she'll have to guess at the answer. She answers, "The Chocolate Bar", guessing it is dessert. They flip over the final token, it's a flower! Donna's answer is incorrect, so the meetup is not successful. She flips Kayla's trait tokens back over, replaces her previously placed memory cubes on the Funny and Sad tokens, and places a cube on the Flirty token, since she has now seen it. If Donna had guessed right on the last prompt, she would choose to be Besties or Sweethearts with Kayla and move the rumor token from Kayla's card to the next space on the Clue track.

"THE FIDDLE ELBOW!" ✓

THE TIME A BEE STUNG ME AT SUMMER CAMP. ✓

THE CHOCOLATE BAR! ✗

Relationships:

When you form a relationship, move the Rumor token on the Classmate to the next empty space on the Clue track, left to right. If you fill an Eye space on the Clue track, flip over the next Clue. Then, choose whether you become Besties or Sweethearts with the Classmate, and place a relationship token with the chosen side face up on the Classmate card. Take back any memory cubes on the card and leave the trait tokens for that Classmate face up.

Once a Classmate becomes a Sweetheart or Bestie, any player may use a Chat or Meetup icon with a matching Interest to resolve the Classmate's Help icon. Help icons include Skill icons, Heal, Chat, and Wild icons, and provide the same effect when resolved. If the Classmate is your Bestie or Sweetheart, you also gain a relationship bonus. Sweethearts heal 1 Bruise. Besties give you 1 Like.

Example: Donna is now Besties with Kayla, having successfully completed a Meetup. On a later turn, she takes a Trendy Chat action on a Class card. She chooses to Chat with Kayla. Instead of looking at one of Kayla's traits, she instead gets to use Kayla's Help icon. Kayla's Help icon is a "Chat Any", which allows Donna to choose any other Classmate and resolve a Chat action with them. She also gains a Like since she is Besties with Kayla.

OTHER ICONS:

When you use a Heal icon , move the marker on your Health track up one space. If you are at the top of your Health track, you may not Heal.

When you use a Like icon , gain 1 Like and add it to your Power card on your player board.



FIGHT CRIME

You must Fight Crime cards when they appear in the City to prevent the villain's scheme from coming to fruition. When you Fight Crime, place your action token on one of the two tasks on the Crime card. Then, roll Danger Dice equal to the number shown on the card for the task. Use your Costume cards and Powers to stop Dangers. You may play a Costume card with a symbol matching the suit of the task to defeat one Danger. You may also play a Costume card as its secondary symbol, to defeat a Danger or gain its effect. Played Costume cards go to your Laundry, and cannot be played again until refreshed back into your hand. You may use your Powers to help you defeat Dangers. Spend the Likes cost listed on a Power to use it.

Any Dangers you do not stop must be resolved. There are four types of Danger:

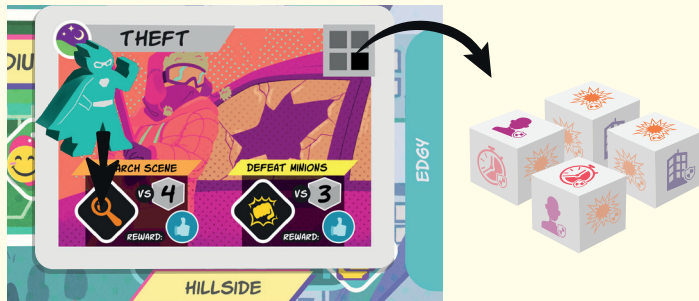
- **Bruise:** The active player moves their Health track marker down one space.
 - ▶ If you reach the end of their Health track, you are KO'ed!
- **Time:** The active player sets the next action token on their player board on its side. If you have no remaining action tokens on your board, you take 1 Bruise instead. When you take a turn for an action token on its side, remove it from the board instead of taking an action with it.
- **Location Damage:** Place one damage token from the supply onto the first Location in that neighborhood, going clockwise. No actions can be taken at a damaged Location. If all Locations are damaged in the neighborhood, place damage on the next clockwise Location with no damage.
- **Classmate Damage:** Place one damage token from the supply onto the first Classmate in that neighborhood, going clockwise. You may no longer gain the Classmate's Help icon from Chat or Go Out. If all Classmates are damaged in the neighborhood, place damage on the next clockwise Classmate with no damage.

After resolving any remaining Dangers, collect the reward listed for the task.

When both tasks on a Crime are completed, discard the Crime. Move action tokens on the Crime to the Rooftops in that neighborhood. If any tasks are left incomplete after the last action for the current Time of Day, the Crime gets away! Discard the card and place one damage token from the supply onto the Scheme for each incomplete task.



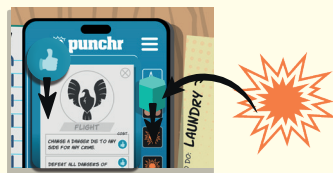
Example: Donna uses an action to Fight Crime! She chooses to complete the Search Scene task on a Theft Crime in Hillside. First, she rolls 4 Danger dice, as indicated by the task. She rolls two Bruises, a Classmate Damage, and a Time.



She plays Costume cards out of her hand to stop as many Dangers rolled as she can. Since the task has an Orange suit, she can play any cards with the orange magnifying glass symbol to stop any Danger.

She plays two cards with orange symbols (Nightvision Goggles and Forensics Kit) to stop the Time and Classmate Damage. She plays another Costume card (Fiber Mesh Armor) that has a Stop Bruise symbol to stop one of the Bruises.

She decides not to play any more Costume cards or use her Power, and takes the remaining Bruise. She moves her health track token down one space on her health track. She then collects the reward for the task, one Like!



TEAMWORK

Any players with an action token in the Rooftops or on a Crime card in the same neighborhood may play Costume cards or use their Powers to help you defeat Dangers. Note that the Patrol space in each neighborhood is in the Rooftops for that neighborhood. Patrolling is a great way to set up for teamwork before another hero Fights Crime.

Example: Jeff chooses to Fight Crime, and places his action token on the Defeat Minions task on the Theft card. He rolls three Danger Dice, and rolls a Bruise, a Time, and a Location Damage. He plays two yellow cards to stop the Bruise and the Time, since yellow will stop any Danger for this task. However, Jeff has no cards left to stop the Location Damage. Since Donna has already taken a Fight Crime action in this neighborhood that Day, she can play cards to help Jeff. She plays a card with a Stop Location Damage symbol to stop the last Danger. Together, they stop all of the Dangers. Jeff collects a Like as his reward.



KO'ED

If you are KO'ed, you may no longer Fight Crime or use Teamwork to help other heroes. You may still Visit a Location and resolve the icons as normal. But you must heal in order to get back into the action!

END OF DAY

After all actions are taken and any incomplete Crimes are resolved, the Day ends. Do the following steps at the end of a Day:

CHECK GRADES

Each hero checks their grades. The best visible letter grade is your current grade. If any hero has a grade of F, the heroes have failed to set a good example to the City and lose the game!

REFRESH COSTUMES

Each hero draws Costume cards of their choice from their Laundry to their hand equal to their Allowance - the refresh value shown for their current grade.

NEW SCHOOLWORK

Each hero draws two new schoolwork tokens from the draw bag and adds them to the next two open spaces on their grades track, from top to bottom.

REFRESH CITY

Discard the Class cards from the game board, draw new Class cards equal to the number of players, and place them in the high school spaces on the board. Return all action tokens to your player board. Pass the Leader token to the next player on the left.



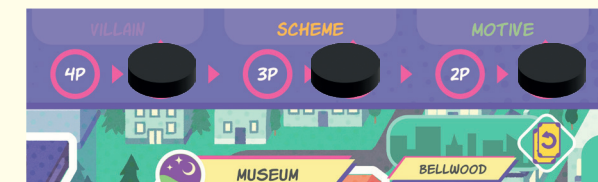
UNMASKING THE VILLAIN

If the players have revealed all three Clues, they have unmasked the villain! Each Clue card contains a clue that narrows down which Classmate is secretly the villain.

The Villain card indicates two Interests. Classmates that match either of these Interests could be the villain. Revealing the Villain card narrows the possible villain down to four Classmates.

The Scheme card indicates what part of the City the villain operates in. Classmates that fit the diagram on the card could be the villain. Combined with the Villain card, the Scheme narrows the possible villain down to two Classmates.

The Motive card indicates which hidden trait the villain possesses. Reveal the matching hidden trait of the two possible Classmates, if they are not yet revealed. The Classmate with the trait that appears first in the diagram on the Motive card is the villain!



RELATIONSHIP WITH THE VILLAIN

Being close to the villain gives you insight on how to defeat them. If you have a relationship with the villain when they are revealed, immediately gain their Help icon and relationship bonus.

Example: Donna and Jeff have revealed the Villain, Scheme, and Motive - the villain is unmasked! The Villain is Drone Diva, who could be Trendy or Geeky. This narrows the villain down to four Classmates. The Scheme is "Destroy the School", which indicates that the villain is someone in the four spaces on the left side of the gameboard. This narrows it down to Kayla (Trendy) and Sophie (Geeky), who are both on the left side of the board.

The final card, the Motive, indicates an order for the Classmates' Funny trait. Between Kayla and Sophie, whichever has a Funny trait that appears first on the Motive card's track is the villain. Kayla's trait is a violin, Sophie's trait is a tennis racket. The tennis racket appears before the violin, so Sophie is revealed to be Drone Diva! Donna gives a sigh of relief that her Bestie is not the villain.





VILLAIN FIGHT

Once the villain is unmasked, you must defeat them to stop their scheme. Finish the current Day, resolving any remaining player actions and Crimes.

At the end of the Day, Check Grades and Refresh Costumes as normal. Instead of the remaining End of Day steps, you must fight the villain!

Scheme - If any damage tokens were placed on the Scheme, apply the effect of the villain's Scheme. For every two damage tokens that were placed on the Scheme, all heroes suffer a penalty according to the card - lose Likes, Costume cards, or Health.

Fighting the villain works just like fighting Crime. Each Clue card has a task at the bottom that must be completed to defeat the villain. Each player must complete one task. For 2 players, use the tasks on the Villain and Scheme. For 3 players, use the tasks on the Villain, Scheme, and the 3P task on the Motive. For 4 players, use all four tasks.

Tasks must be completed in this order: Motive > Scheme > Villain. You may discuss as a group who will complete which task. To complete a task, place an action token on the task, roll 6 Danger dice, then play Costume cards and Likes to defeat the Dangers rolled. Resolve any remaining Dangers. Take a Bruise for any Time damage you do not defeat. If you are KO'ed, discard one damage token from the supply. If a hero is already KO'ed at the start of the villain fight, they mark one task as complete and automatically discard one damage token from the supply.

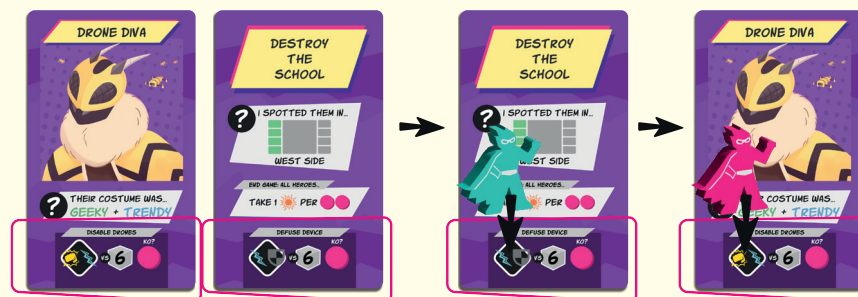
Once a hero has completed a task, they may use Teamwork to help other heroes with remaining tasks if they are not KO'ed.

If you complete the final villain task without losing the last damage token from the supply, you have defeated the villain. You win!

Example: Donna and Jeff face off against Drone Diva in a final fight. They check the number of damage tokens on the Scheme. Luckily, they were able to complete all tasks on all Crimes for the game, so they do not suffer the effect of the Scheme. Since it is a two player game, they must complete the Scheme task and Villain task to win the game.

They discuss who will complete which task, and decide that Donna will complete the Scheme task and Jeff will complete the villain task. Donna places an action token on the Scheme task, Defuse Device. Either blue or gray symbols can be played to stop Dangers on this task. She rolls 6 Danger dice, then uses her Costume cards and Power to stop all of the Dangers.

Jeff then places an action token on the Villain task, Disable Drones, and rolls 6 Danger Dice. He is short a few cards, but Donna uses her Power to defeat several Dangers of the same type, spending Likes to activate it. One Bruise is left, and Jeff must take it. The Bruise causes Jeff to be KO'ed! They remove a damage token from the supply. There are still 4 tokens left in the supply, so the heroes win!



END OF GAME

The game ends when the players complete all tasks of the Villain Fight, or when one of the lose conditions occur:

- No Crime cards remain at the start of a Day.
- All Damage tokens have been removed from the supply.
- Any Hero has an F grade at the end of a Day.

If the players defeat the villain, they win! Otherwise, they lose.

FAQs

What order do things resolve when Fighting Crime?

When completing a task for a Crime...

1. Roll Danger Dice.
2. Play Costume cards from your hand in any order.
 - A. Played cards go directly into your Laundry when played.
 - B. Refreshed cards go immediately into your hand and may be played again.
 - C. Powers may be used while playing Costume cards, in any order.
3. Resolve any undefeated Dangers in any order.
4. Collect the reward for the task.

Can more than one hero have a relationship with a Classmate?

No.

Can I Go Out with a Classmate if I don't know all of their traits?

Yes. If you are answering a prompt about a trait you haven't seen, you may guess based on the possible symbols for that trait and the symbols you have already seen.

Can I learn the traits of a Classmate if another player has already learned a trait of that Classmate?

Yes. Additionally, you may offer suggestions for an answer to a prompt if you have seen a trait when another player is resolving a Go Out action with that Classmate.

What happens when I use Kendell/Kayla's "Chat Any" help action with another Classmate in a relationship?

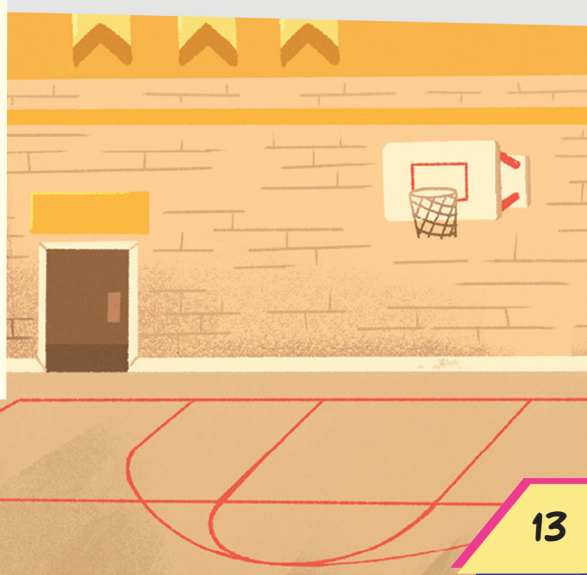
You gain the help action of the other Classmate. If you have a relationship with both Kendell/Kayla and the other Classmate, you only gain the relationship bonus of one of them, your choice.

When can I use my Student ID ability?

You may use your Student ID ability at any time.

What happens if I take a Time Danger and have no action tokens left for the Day?

You take a Bruise instead.



POWERS

Each Power has two abilities. Powers can be used when you Fight Crime or use Teamwork to help another hero. Spend the Likes cost for the ability to use it. Some Powers may be used at other times during the game, as noted below.

CYBORG BODY

Defeat an extra Bruise when you play a gray Protect symbol.

Cost: 1 Like. Any card with a gray Protect symbol counts.

Refresh all cards of one color (yellow/blue/gray/orange) to one hero's hand.

Cost: 2 Likes.

EIDETIC MEMORY

Place a Danger Die on this card when you defeat it with an orange Investigate symbol. Using this ability does not cost any Likes, but you must have played an Investigate symbol to stop the Danger die you choose. You may only store a maximum of 2 Danger dice on this card.

Discard a die from this card to defeat a matching Danger.

Cost: 1 Like. For example, if you have a Bruise die on this card, you may spend 1 Like and discard the die to stop a Bruise you have rolled when Fighting Crime, or another hero rolled when you use Teamwork.

FLIGHT

Change a Danger die to any side for any Crime.

Cost: 1 Like. You may choose to rotate the die to any side of your choice.

Defeat all Dangers of one type.

Cost: 2 Likes. Choose one type of Danger (Bruise/Time/Classmate Damage/Location Damage) and immediately defeat all Dangers rolled of that type.

PARTICLE BEAM

Play a blue Zap symbol to defeat a Bruise, Location Damage, or Classmate Damage.

Cost: 1 Like. The card you play may be any color, as long as it has a Zap symbol.

Refresh all cards with a Zap symbol to your hand.

Cost: 2 Likes. Refreshed cards can be any color, as long as they have a Zap symbol.

PSYCHIC FOCUS

Take a Bruise to defeat any Danger die.

Cost: 1 Like. The Danger is defeated even if you KO. If taking the Bruise causes you to KO, you may no longer Fight Crime or use Teamwork until healed.

After a roll to Fight Crime, defeat one Danger per Bruise you have currently taken, then heal 1 damage.

Cost: 2 Likes.

SUPER SPEED

After you Visit a Location, Fight a Crime.

Cost: 1 Like. This ability may be used at any time during your turn when you have used your action to Visit a Location (including Classes, Study Hall, Night Locations, and Patrol). Move your action token from the Location space to a Crime task you want to fight, then resolve a Fight Crime action.

Refresh 2 cards of the same color (yellow/blue/gray/orange) to your hand.

Cost: 2 Likes.

SUPER STRENGTH

Double the number of yellow Punch symbols on a card you have played.

Cost: 1 Like. For example, if you play a card with one Punch symbol, you can use this Power to treat it as two Punch symbols and stop two Dangers, if the suit of the task is Punches.

Play yellow Punch symbols as a blue Zap or gray Protect.

Cost: 1 Like. Once you have activated this ability, it applies to all cards you play for the current task.

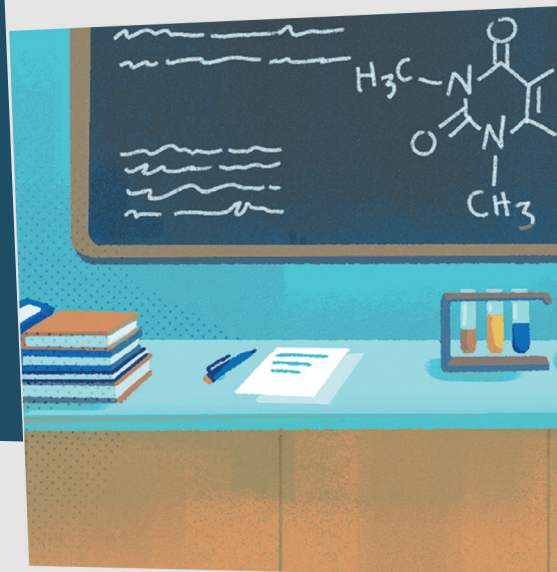
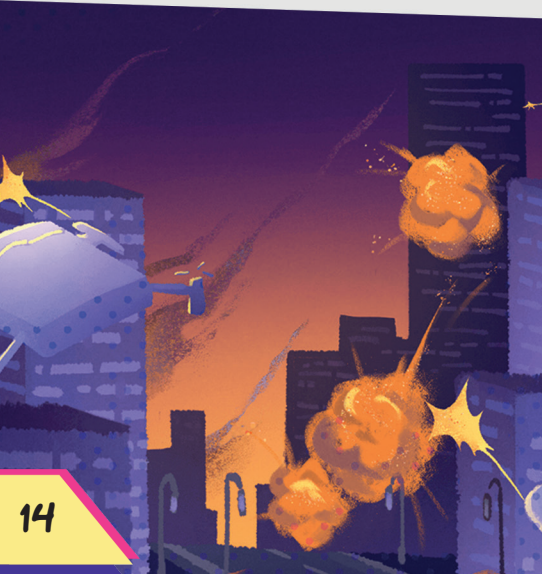
TIME JUMP

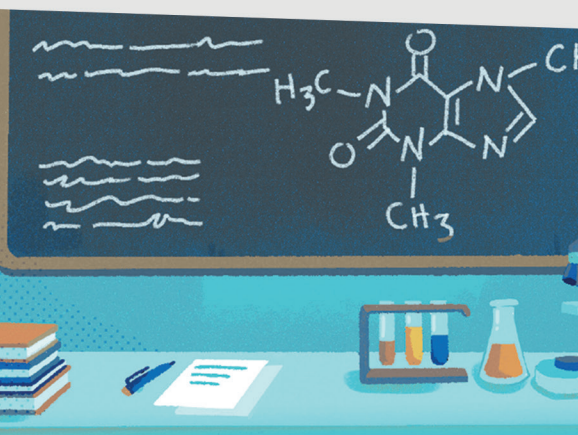
Defeat a Time Danger and place your Time Double (a gray meeple) onto this card.

Cost: 1 Like. This ability provides two benefits. It automatically defeats a Time, and it gives you your Time Double. If you already have your Time Double, you may still use this ability to stop a Time Danger.

If your Time Double is on this card, place it in any empty city space and resolve the icon.

Cost: 1 Like. You may use this ability at any time during your turn, or when you Fight Crime or use Teamwork. An empty city space includes an action space on a Class card, Study Hall, Night Location, or Patrol space that does not have another action token on it. Resolve the icon on the space. You may choose a space from a different Time of Day than your current turn. It's time travel!





STUDENT ID ABILITIES

Student ID abilities can be used at any time, even during other players' turns. You must spend the Cost for the ability in Marks. Any schoolwork you complete becomes a Mark. Spent Marks are returned to the draw bag. All abilities can be used for any hero, including yourself.

AJAY

Gear Head - Give a Tools skill icon to any hero.

Cost: 3 Marks. The hero immediately resolves the skill icon as either a Prep or a Study.

BECCA

Science Nerd - Give a Science skill icon to any hero.

Cost: 3 Marks. The hero immediately resolves the skill icon as either a Prep or a Study.

INDRA

Livestreamer - Give a Like to any hero.

Cost: 2 Marks.

JESSE

Slacker - Give a Heal icon to any hero.

Cost: 2 Marks.

MAX

Star Athlete - Give an Athletics skill icon to any hero.

Cost: 3 Marks. The hero immediately resolves the skill icon as either a Prep or a Study.

QUINN

Media Geek - Give a Reason skill icon to any hero.

Cost: 3 Marks. The hero immediately resolves the skill icon as either a Prep or a Study.

ROBIN

Popular Kid - Give a Chat icon to any hero.

Cost: 2 Marks. The hero can use the Chat with a Classmate of any Interest. If the hero Chats with a Classmate that they have a relationship with, they gain the Help icon of that Classmate and their relationship bonus.

ZEE

Night Owl - Give back a Night action token to any hero.

Cost: 3 Marks. Choose a hero that has already played one of their Night action tokens. The hero returns the action token to their player board and may place that action token again during the current Day. Continue taking actions in turn order. Players with returned action tokens will take their extra actions after other players have completed all of their actions.

OPTIONAL RULES

GROUP CHAT MODE

Memory is a key element of learning Classmates' hidden traits for Meetups. Not everyone has equal interest or ability to play a game with a memory component. If your group would prefer to play without memory as a key part of gameplay, you can opt to play Group Chat Mode. The following rules change in Group Chat Mode.

When you Chat with a Classmate, instead of peeking at a hidden trait token, flip over the token and leave it revealed.

When you Meetup with a Classmate, Meetup cards are not used. Instead, you may guess at a facedown trait for that Classmate. Flip it over to confirm your guess. If your guess is correct, you may make an additional guess. If you guess the final trait, you form a relationship with the Classmate. Otherwise, all three traits of a Classmate must be revealed to form a relationship.

SOLO MODE

Super Squad High can be played as a single-player experience! Set the game up as usual. The following rules change.

Classes: During setup and at the End of Day, add two Class cards to the game board.

Crimes: Draw 2 Crime cards at the start of each Day. If you complete one task on a Crime, the Crime is stopped and discarded. You do not need to complete both tasks on a Crime to stop it.

Rumors: Cover the 4P, 3P, and 2P spaces on the Clue track. You only need 3 total relationships to unmask the villain.

Teamwork: Teamwork rules are not used in Solo Mode.

MULTIVERSE MODE

* Requires 2 copies of the game! *

You and a friend can combine your copies of Super Squad High for one larger, multiverse-spanning game for 4 to 8 players. You will play heroes from two parallel universes. In each universe a villain threatens the city. The villains' crimes are causing Rifts to appear in each city. Parallel Rifts in both universes causes a Portal to form, allowing heroes to team up with their alternate universe counterparts! However, if too many Portals open, the fabric of reality will crumble, causing both universes to unravel!

SETUP:

Set up the game board from both copies of the game, side by side on the same table or two tables as needed. Decide which players will play on each game board, with a maximum of 4 players per board. Using components from their own copy of the game, complete steps 2-9 of standard setup for each board.

Choose one game board to be the Prime universe. Players from the Prime universe follow steps 10 and 11 to set up their heroes. Players at the other game board are part of the Alternate universe. Alternate universe players choose a player board and color, then choose to take the identical Student ID or Power of the Prime universe player with the same player color. Alternate universe players then draw two random cards for the remaining portion of their identity (Powers or Student ID) and create





an Alternate version of the Prime heroes! Alternate universe players set up their players boards and choose Costume cards from their universe's copy of the game per steps 10 and 11 of setup.

All players complete step 12 for schoolwork from their copy of the game.

Finally, choose a player from the Prime universe to be Leader. Only one Leader token is used for the game.

HOW TO PLAY:

Follow the standard rules for Super Squad High, taking turns starting with the Leader player and proceeding clockwise around the table, including players from both universes.

When the Leader player draws Crime cards for the Day, the player from the other universe with the same player color draws Crimes for their universe too. When the Leader player places Crimes, the player of the same color also places Crimes for their universe.

Players take turns on their own universe's game board. The two game boards interact when Rifts open and Portals form between boards.

RIFTS

When a Crime is placed in a neighborhood, add a Rift token to the Rooftops in that neighborhood. Rifts represent a tiny tear in the fabric of the universe. A Rift by itself has no effect. When a Rift appears in either universe, if a Rift is already open in the same neighborhood in the other universe, a Portal forms! Flip both Rift tokens over to their Portal side.

PORTALS

Portals are connections between universes. When a hero Fights Crime in a neighborhood with a Portal, heroes that have an action token on a Crime or the Rooftops of the same neighborhood in the other universe may use Teamwork to help! Portals function in both directions, allowing Prime universe heroes to help Alternate universe heroes, and vice versa.

However, if a total of 3 Portals are ever open at the same time, reality unravels and chaos overtakes both universes! If this happens, all players immediately lose the game.

CLOSING A PORTAL

Heroes can close a Portal to protect reality. As an action, you may place an action token on a Portal in your universe to leap into the Portal and close it. Remove the matching Portal token from the other universe. At the start of the Leader player's next turn, you and your counterpart hero switch universes! Pick up your Student ID and Power card, and switch seats with the player of the same color from the other universe. Both of you place your Student ID and Power card on the player board of your new universe, keeping everything else on the new board the same. Play the remainder of the game in your new universe. If another opportunity arises, you can always close another Portal to switch back.

SHARING CLASSMATE TRAITS

As long as one Portal remains open, players may share hidden traits they have seen with players from the other universe when they Meetup with a Classmate.

LEADER TOKEN

At the End of Day, the Leader token passes to the next player around the table, including players from the Alternate universe. (Some players may not get a chance to be Leader.)

DEFEATING VILLAINS

Villains are revealed and defeated per the standard rules. If one universe reveals and defeats their villain before the other, those heroes no longer draw Crimes at the start of the Day and do not complete End of Day steps. Instead, they retain whatever resources they have left after defeating their villain, and may take one of the following actions on their turn:

- Patrol in their universe
- Refresh one card
- Gain a Mark
- Heal a Bruise
- Chat with a Classmate
- Wildcard Hero

If you play with 3, 5, or 7 players, you will have one player that does not have a counterpart in the other universe. This player is the Wildcard Hero. When they close a Portal, they may switch universes with any hero in the other universe. Likewise, when any other hero closes a Portal, they may switch with the Wildcard Hero instead of their counterpart. No other rules change.

END OF GAME

The game ends when 3 Portals are open, either universe meets the lose conditions of the standard game, or both villains are revealed and defeated! If both villains are defeated, all players win.

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ACTIONS

VISIT LOCATION



Place token on an empty space in the city or a class, for the time of day, resolve the icon.

FIGHT CRIME

choose a task on a crime:

1. Roll danger dice.
2. Play costume cards and use powers to defeat dangers.
3. Resolve remaining dangers.
4. Collect reward.

Get help: Other heroes fighting that crime or on rooftops may play cards or use powers to help you.

END OF TIME OF DAY

crimes that have not been stopped get away. add one damage token to the scheme from the supply for each incomplete task.

END OF DAY

1. Check grades
2. Refresh costume
3. New schoolwork (2 per player)
4. Refresh city

CITY ICONS



Complete matching schoolwork.

OR



Draw 2 matching costume cards, add 1 to your hand.



Peek at one trait of a Classmate with matching interests.

OR

Get Help from a sweetheart/bestie with matching interests.



Meetup with a Classmate with matching interests.

OR

Get Help from a sweetheart/bestie with matching interests.



Heal 1 Bruise.



Gain 1 Like.



Complete schoolwork of any type.



Draw 2 costume cards of one color, add 1 to your hand.

COSTUME SYMBOLS



Defeat 1 danger for a crime task with a matching symbol.



Defeat 1 time danger.



Defeat 1 building danger.



Defeat 1 classmate danger.



Defeat 1 bruise danger.



Gain 1 Like.



Refresh 1 card to your hand.



Change a danger die to any side.