

BAM!

The Director reveals the Call for Help to the team, who will then take turns flipping their own Superhero over and trying to explain why they are best suited to the job.

SUPER TIP:

Arguing, heckling, and posturing about how your terrible powers are obviously better than others is encouraged!

Just don't expect to measure up to any reasonable expectations yourself!

ZING!

The Director will choose, handing that hero the 'Call for Help' card as a point, upon which that player is now the new Director for the next round.

The First Hero to successfully be chosen to answer 3 'Calls for Help' is the winner!

