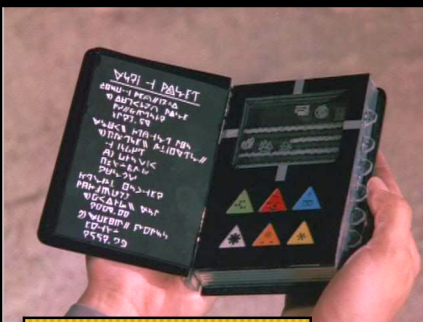


INSTRUCTION BOOK



HELP

SEARCH THE POWERS DECK FOR ANY CARD AND PUT IT INTO PLAY. SHUFFLE THE POWERS DECK. THEN REMOVE THIS CARD FROM THE GAME.

SEARCH THE POWERS DECK



THE GREATEST AMERICAN HERO

LOOK AT WHAT'S HAPPENED TO ME



ONE-SHOT

MOVE THE TOP CARD OF THE POWERS DECK TO YOUR HAND.

YOU MAY DRAW A CARD.

YOU MAY PLAY ANY CARD EXCEPT A [SUIT POWER] CARD.

LOOK AT WHAT'S HAPPENED TO ME. I CAN'T BELIEVE IT MYSELF. SUDDENLY I'M UP ON TOP OF THE WORLD. IT SHOULD HAVE BEEN SOMEBODY ELSE.



THE GREATEST AMERICAN HERO

LOOK AT WHAT'S HAPPENED TO ME



ONE-SHOT

MOVE THE TOP CARD OF THE POWERS DECK TO YOUR HAND.

YOU MAY DRAW A CARD.

YOU MAY PLAY ANY CARD EXCEPT A [SUIT POWER] CARD.

LOOK AT WHAT'S HAPPENED TO ME. I CAN'T BELIEVE IT MYSELF. SUDDENLY I'M UP ON TOP OF THE WORLD. IT SHOULD HAVE BEEN SOMEBODY ELSE.



THE GREATEST AMERICAN HERO

LOOK AT WHAT'S HAPPENED TO ME



ONE-SHOT

MOVE THE TOP CARD OF THE POWERS DECK TO YOUR HAND.

YOU MAY DRAW A CARD.

YOU MAY PLAY ANY CARD EXCEPT A [SUIT POWER] CARD.

LOOK AT WHAT'S HAPPENED TO ME. I CAN'T BELIEVE IT MYSELF. SUDDENLY I'M UP ON TOP OF THE WORLD. IT SHOULD HAVE BEEN SOMEBODY ELSE.



THE GREATEST AMERICAN HERO

SUPER STRENGTH



ONGOING, LIMITED

INCREASE DAMAGE DEALT BY GREATEST AMERICAN HERO BY 1.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



THE GREATEST
AMERICAN HERO

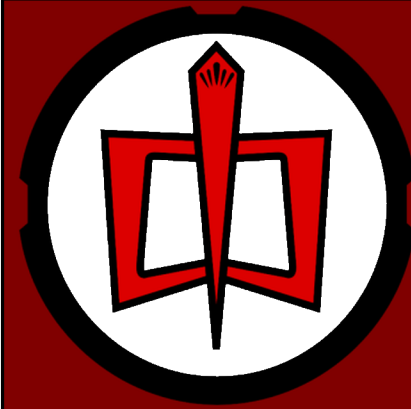
SUPER STRENGTH



ONGOING, LIMITED

INCREASE DAMAGE DEALT BY GREATEST AMERICAN HERO BY 1.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



THE GREATEST
AMERICAN HERO

INVULNERABILITY



ONGOING, LIMITED

IF GREATEST AMERICAN HERO WOULD BE DEALT 5 OR MORE DAMAGE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



THE GREATEST
AMERICAN HERO

INVULNERABILITY



ONGOING, LIMITED

IF GREATEST AMERICAN HERO WOULD BE DEALT 5 OR MORE DAMAGE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



THE GREATEST
AMERICAN HERO

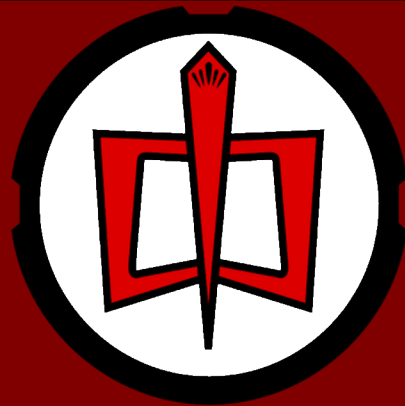
FLIGHT



ONGOING, LIMITED

WHEN GREATEST AMERICAN HERO IS DEALT DAMAGE BY A TARGET THAT HAS HIGHER HP THAN HIM, REDUCE THAT DAMAGE BY 1.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

FLIGHT



ONGOING, LIMITED

WHEN GREATEST AMERICAN HERO IS DEALT DAMAGE BY A TARGET THAT HAS HIGHER HP THAN HIM, REDUCE THAT DAMAGE BY 1.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

STAMINA



ONGOING, LIMITED

AT THE END OF YOUR TURN, GREATEST AMERICAN HERO REGAINS 1HP.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

STAMINA



ONGOING, LIMITED

AT THE END OF YOUR TURN, GREATEST AMERICAN HERO REGAINS 1HP.

IT'S A BIRD. IT'S A PLANE. IT'S ...
--RALPH HINKLEY.
--RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

WING AND A PRAYER



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [HELP] CARD IS REVEALED. PUT THE REVEALED [HELP] CARD INTO PLAY. SHUFFLE ANY OTHER REVEAED CARDS BACK INTO YOUR DECK.

*BELIEVE IT OR NOT, I'M WALKING ON AIR.
I NEVER THOUGHT I COULD FEEL SO FREE.
FLYING AWAY ON A WING AND A PRAYER.
WHO COULD IT BE? BELIEVE IT OR NOT, IT'S JUST ME.*



THE GREATEST
AMERICAN HERO

WING AND A PRAYER



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [HELP] CARD IS REVEALED. PUT THE REVEALED [HELP] CARD INTO PLAY. SHUFFLE ANY OTHER REVEAED CARDS BACK INTO YOUR DECK.

*BELIEVE IT OR NOT, I'M WALKING ON AIR.
I NEVER THOUGHT I COULD FEEL SO FREE.
FLYING AWAY ON A WING AND A PRAYER.
WHO COULD IT BE? BELIEVE IT OR NOT, IT'S JUST ME.*



THE GREATEST
AMERICAN HERO

WING AND A PRAYER



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [HELP] CARD IS REVEALED. PUT THE REVEALED [HELP] CARD INTO PLAY. SHUFFLE ANY OTHER REVEAED CARDS BACK INTO YOUR DECK.

*BELIEVE IT OR NOT, I'M WALKING ON AIR.
I NEVER THOUGHT I COULD FEEL SO FREE.
FLYING AWAY ON A WING AND A PRAYER.
WHO COULD IT BE? BELIEVE IT OR NOT, IT'S JUST ME.*



THE GREATEST
AMERICAN HERO

AGENT MAXWELL



HELP

DESTROY AN NON-HERO TARGET WITH 3 OR FEWER HP.
THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.

*FREEZE! F.B.I.! YOU'RE BUSTED, FELLA!
--AGENT BILL MAXWELL*



THE GREATEST
AMERICAN HERO

BASIC POWERS



ONE-SHOT

SEARCH YOUR DECK FOR A [LIMITED] CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.

YOU MAY PLAY A CARD.

JUST LIKE THE LIGHT OF A NEW DAY,
IT HIT ME FROM OUT OF THE BLUE.
BREAKING ME OUT OF THE SPELL I WAS IN,
MAKING ALL OF MY WISHES COME TRUE.



**THE GREATEST
AMERICAN HERO**

BASIC POWERS



ONE-SHOT

SEARCH YOUR DECK FOR A [LIMITED] CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.

YOU MAY PLAY A CARD.

JUST LIKE THE LIGHT OF A NEW DAY,
IT HIT ME FROM OUT OF THE BLUE.
BREAKING ME OUT OF THE SPELL I WAS IN,
MAKING ALL OF MY WISHES COME TRUE.



**THE GREATEST
AMERICAN HERO**

BASIC POWERS



ONE-SHOT

SEARCH YOUR DECK FOR A [LIMITED] CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.

YOU MAY PLAY A CARD.

JUST LIKE THE LIGHT OF A NEW DAY,
IT HIT ME FROM OUT OF THE BLUE.
BREAKING ME OUT OF THE SPELL I WAS IN,
MAKING ALL OF MY WISHES COME TRUE.



**THE GREATEST
AMERICAN HERO**

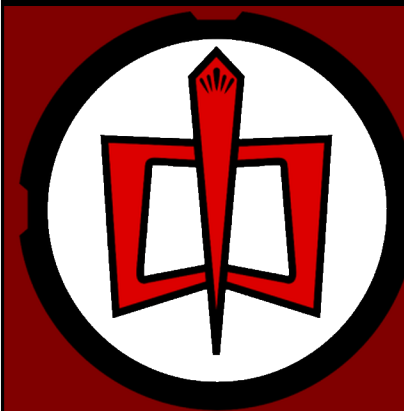
PAM DAVIDSON



HELP

DESTROY AN ONGOING CARD. THEN SHUFFLE THIS CARD AND YOUR TRASH INTO YOUR DECK.

YOU GO IN THERE AND YOU KNOW WHAT'S GOING TO HAPPEN?
YOU'RE GOING TO BE SENT AWAY FOR SO LONG. WHEN YOU GET
OUT THIS SUIT'S GOING TO ACTUALLY BE IN STYLE.
—PAM DAVIDSON



**THE GREATEST
AMERICAN HERO**

DAMN!



ONE-SHOT

GREATEST AMERICAN HERO DEALS HIMSELF 1 MELEE DAMAGE, THEN DEALS 1 TARGET 3 PROJECTILE DAMAGE.

>RALPH CRASHES, YET AGAIN!
DAMN.
—RALPH HINKLEY



THE GREATEST AMERICAN HERO

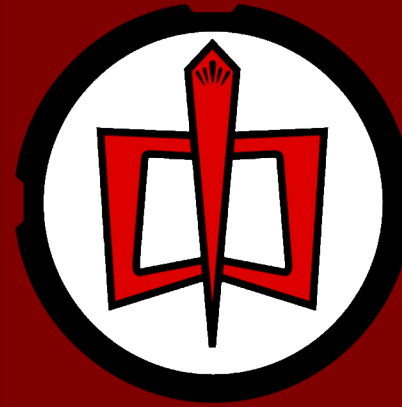
DAMN!



ONE-SHOT

GREATEST AMERICAN HERO DEALS HIMSELF 1 MELEE DAMAGE, THEN DEALS 1 TARGET 3 PROJECTILE DAMAGE.

>RALPH CRASHES, YET AGAIN!
DAMN.
—RALPH HINKLEY



THE GREATEST AMERICAN HERO

DAMN!



ONE-SHOT

GREATEST AMERICAN HERO DEALS HIMSELF 1 MELEE DAMAGE, THEN DEALS 1 TARGET 3 PROJECTILE DAMAGE.

>RALPH CRASHES, YET AGAIN!
DAMN.
—RALPH HINKLEY



THE GREATEST AMERICAN HERO

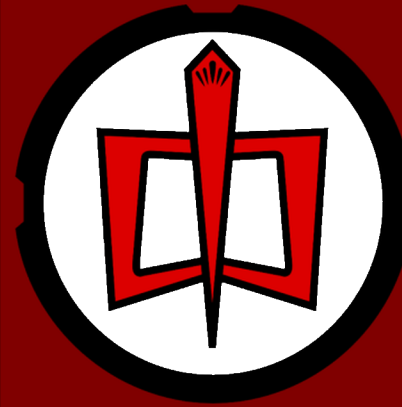
DAMN!



ONE-SHOT

GREATEST AMERICAN HERO DEALS HIMSELF 1 MELEE DAMAGE, THEN DEALS 1 TARGET 3 PROJECTILE DAMAGE.

>RALPH CRASHES, YET AGAIN!
DAMN.
—RALPH HINKLEY



THE GREATEST AMERICAN HERO

INCOMING



ONE-SHOT

GREATEST AMERICAN HERO DEALS 1 TARGET 2 PROJECTILE DAMAGE. THAT TARGET THEN DEALS THE TWO LOWEST HP TARGETS 1 MELEE DAMAGE.

>RALPH CRASHES, YET AGAIN<
DAMN.
--RALPH HINKLEY



THE GREATEST AMERICAN HERO

INCOMING



ONE-SHOT

GREATEST AMERICAN HERO DEALS 1 TARGET 2 PROJECTILE DAMAGE. THAT TARGET THEN DEALS THE TWO LOWEST HP TARGETS 1 MELEE DAMAGE.

>RALPH CRASHES, YET AGAIN<
DAMN.
--RALPH HINKLEY



THE GREATEST AMERICAN HERO

INCOMING



ONE-SHOT

GREATEST AMERICAN HERO DEALS 1 TARGET 2 PROJECTILE DAMAGE. THAT TARGET THEN DEALS THE TWO LOWEST HP TARGETS 1 MELEE DAMAGE.

>RALPH CRASHES, YET AGAIN<
DAMN.
--RALPH HINKLEY



THE GREATEST AMERICAN HERO

(CRASH) LANDING



ONE-SHOT

DISCARD OR DESTROY ONE OF YOUR NON-CHARACTER CARDS. IF YOU DO, YOU MAY DESTROY AN ENVIRONMENT CARD.

▷RALPH CRASHES, YET AGAIN◁
DAMN.
—RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

(CRASH) LANDING



ONE-SHOT

DISCARD OR DESTROY ONE OF YOUR NON-CHARACTER CARDS. IF YOU DO, YOU MAY DESTROY AN ENVIRONMENT CARD.

▷RALPH CRASHES, YET AGAIN◁
DAMN.
—RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

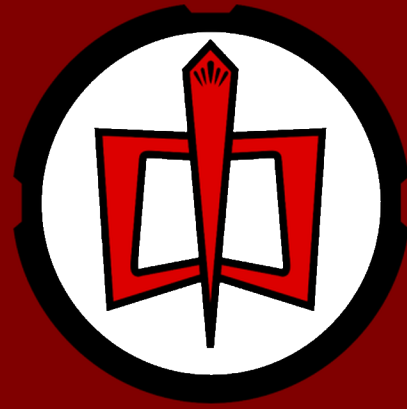
(CRASH) LANDING



ONE-SHOT

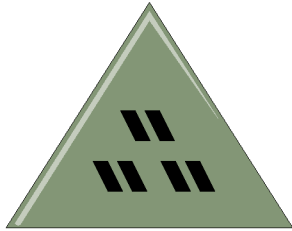
DISCARD OR DESTROY ONE OF YOUR NON-CHARACTER CARDS. IF YOU DO, YOU MAY DESTROY AN ENVIRONMENT CARD.

▷RALPH CRASHES, YET AGAIN◁
DAMN.
—RALPH HINKLEY



**THE GREATEST
AMERICAN HERO**

SHRINK & GROW



SUIT POWER

WHEN THIS CARD IS PLAYED, DISCARD A CARD.
 AT THE END OF YOUR TURN YOU MAY CHOOSE TO SHRINK OR GROW:
 > SHRINK: GREATEST AMERICAN HERO IS TREATED AS THE LOWEST HP HERO TARGET UNTIL THE START OF YOUR TURN.
 > GROW: GREATEST AMERICAN HERO IS TREATED AS THE HIGHEST HP HERO TARGET UNTIL THE START OF YOUR TURN.

61 7x7k 7 7x7k

POWERS DECK

SPEED



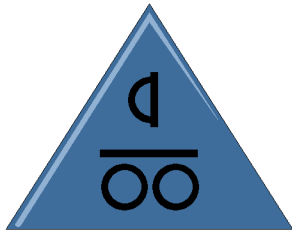
SUIT POWER

WHEN THIS CARD IS PLAYED, DISCARD A CARD.
 YOU MAY DRAW AN EXTRA CARD DURING YOUR DRAW PHASE.

61 7x7k

POWERS DECK

PRECOGNITION



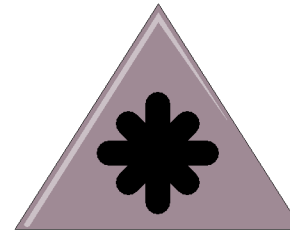
SUIT POWER

WHEN THIS CARD IS PLAYED, DISCARD A CARD.
 AT THE END OF YOUR TURN, REVEAL THEN REPLACE THE TOP CARD OF EACH HERO DECK. UP TO THREE PLAYERS MAY DISCARD THE TOP CARD OF THEIR DECK.

4x 7x7k 7x7k 7x7k

POWERS DECK

E.S.P.

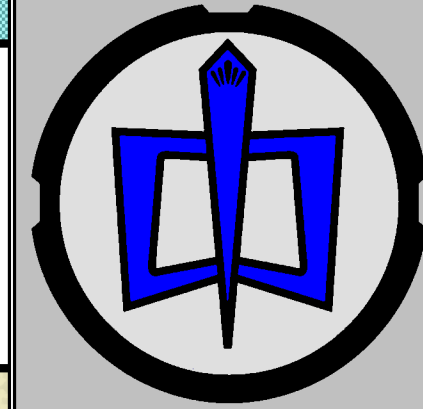
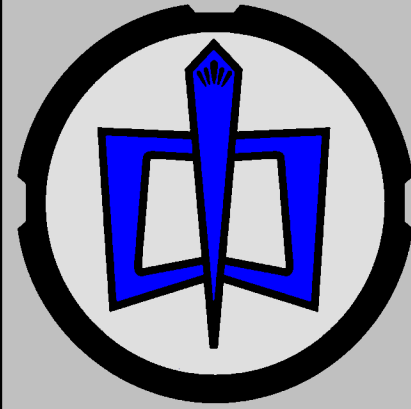
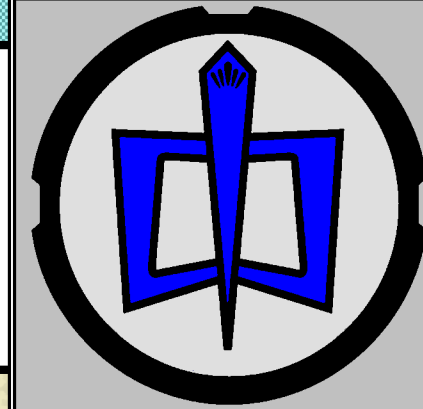
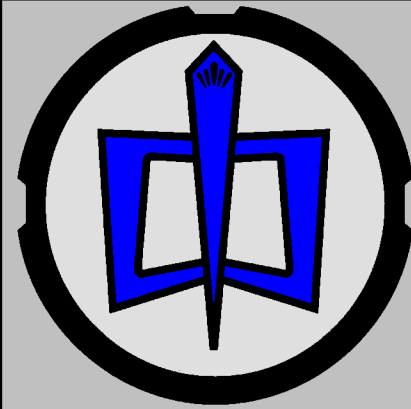


SUIT POWER

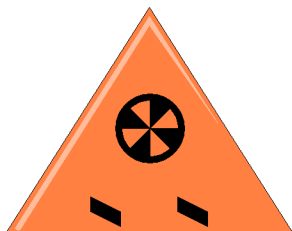
WHEN THIS CARD IS PLAYED, DISCARD A CARD.
 AT THE END OF YOUR TURN, ONE PLAYER MAY MOVE A CARD FROM THEIR TRASH TO THE TOP OF THEIR DECK.

7x7k 7x7k 7x7k 7x7k

POWERS DECK



INVISIBILITY



SUIT POWER

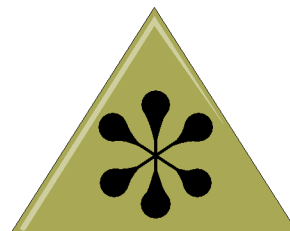
WHEN THIS CARD IS PLAYED, DISCARD A CARD.

GREATEST AMERICAN HERO CAN NOT BE TARGETED BY ANY EFFECT THAT SELECTS BASED ON THE NUMBER OF CARDS IN PLAY, IN HIS HAND, DECK, OR TRASH.

☪☪☪☪☪☪☪☪☪☪

POWERS DECK

TRIAL BY ERROR



SUIT POWER

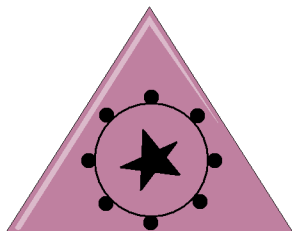
WHEN THIS CARD IS PLAYED, DISCARD A CARD.

POWER: SHUFFLE A [SUIT POWER] CARD BACK INTO THE POWERS DECK. MOVE THE TOP CARD OF THE POWERS DECK TO YOUR HAND.

☪☪☪☪☪☪☪☪☪☪

POWERS DECK

PYROKINESIS



SUIT POWER

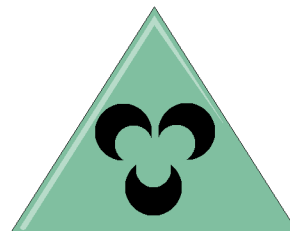
WHEN THIS CARD IS PLAYED, DISCARD A CARD.

WHEN A TARGET IS DEALT FIRE DAMAGE BY ANY TARGET OTHER THAN GREATEST AMERICAN HERO, HE MAY DEAL 1 TARGET 1 IRREDUCIBLE FIRE DAMAGE.

☪☪☪☪☪☪☪☪☪☪

POWERS DECK

TELEKINESIS



SUIT POWER

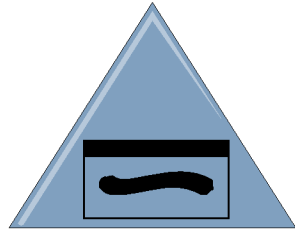
WHEN THIS CARD IS PLAYED, DISCARD A CARD.

THE FIRST TIME EACH TURN THAT GREATEST AMERICAN HERO IS DEALT DAMAGE, HE MAY DEAL THE SOURCE OF THAT DAMAGE 1 IRREDUCIBLE PSYCHIC DAMAGE.

☪☪☪☪☪☪☪☪☪☪

POWERS DECK

X-RAY VISION



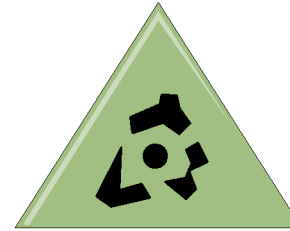
SUIT POWER

WHEN THIS CARD IS PLAYED, DISCARD A CARD.
 AT THE END OF YOUR TURN, REVEAL THE TOP CARD OF THE VILLAIN DECK AND THE TOP CARD OF THE ENVIRONMENT DECK. REPLACE ONE CARD AND DISCARD THE OTHER.

トキメク 146467

POWERS DECK

MIGHTY BREATH



SUIT POWER

WHEN THIS CARD IS PLAYED, DISCARD A CARD.
 WHEN THIS CARD ENTERS PLAY, GREATEST AMERICAN HERO DEALS ALL NON-HERO TARGETS 1 COLD DAMAGE.
 GREATEST AMERICAN HERO IS IMMUNE TO FIRE DAMAGE.

フヤク 146467

POWERS DECK



THE GREATEST AMERICAN HERO



IT SHOULD HAVE BEEN SOMEBODY ELSE

POWER: PLAY THE TOP CARD OF YOUR DECK. THEN GREATEST AMERICAN HERO DEALS 1 TARGET 1 MELEE DAMAGE.

THE GREATEST AMERICAN HERO



CHOOSE 1 ON YOUR TURN:

- DESTROY AN ENVIRONMENT CARD.
- ONE PLAYER MAY DRAW A CARD.
- ONE PLAYER PLAYS THE TOP CARD OF THEIR DECK.

THE GREATEST AMERICAN HERO

SET-UP:

SEPARATE THE GREATEST AMERICAN HERO DECK (30 CARDS) FROM THE POWERS DECK (10 CARDS) AND SHUFFLE EACH SEPARATELY. DRAW YOUR STARTING HAND OF 4 CARDS FROM THE GREATEST AMERICAN HERO DECK.

NO EFFECT OUTSIDE OF THE GREATEST AMERICAN HERO'S CARDS CAN EFFECT THE POWERS DECK.

WHEN A [SUIT POWER] CARD IS DISCARDED OR DESTROYED, IT IS SHUFFLED BACK INTO THE POWERS DECK.



THE GREATEST AMERICAN HERO

Look at what's happened to me
 I can't believe it myself
 Suddenly I'm up on top of the world
 It should have been somebody else

Believe it or not, I'm walkin' on air
 I never thought I could feel so free
 Flyin' away on a wing and a prayer
 Who could it be?
 Believe it or not it's just me

Just like the light of a new day
 It hit me from out of the blue
 Breaking me from out of the spell I was in
 Making all of my wishes come true

Believe it or not, I'm walkin' on air
 I never thought I could feel so free
 Flyin' away on a wing and a prayer
 Who could it be?
 Believe it or not it's just me

This is too good to be true
 Look at me falling for you
 Believe it or not, I'm walkin' on air
 I never thought I could feel so free
 Flyin' away on a wing and a prayer
 Who could it be?
 Believe it or not it's just me