

2 GAMES IN 1

6+

PLAYERS

















CARD FEATURES







Battle for power in a game of strategy and reason, where your decisions can lead to victory.

SET UP



Each player picks eight cards numbered 1 through 8.



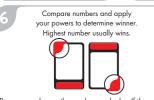
Shuffle your cards and place them face down to form your draw pile. At the start of the game, draw 3 cards.

HOW TO PLAY









Powers can change the numbers and rules. If the numbers are tied or no winner can be determined, both cards are discarded and the next round is worth an additional point



At the end of each round place your played card face up in your discard pile and draw back up to three cards.

SCORING & RULES

Use a token or the figure included to keep score.

When you win a round, move your token/figure along the score card. When you reach either number 4 (short game) or number 6 (long game), you are the winner!

Keep playing rounds until a player has reached the end of their score track or both players are out of cards. If nobody has reached the end of the score track, the player who is farther along is the winner. In the event of a tie, BOTH PLAYERS WIN!

If any card contradicts a game rule, follow the text on the card.

Some cards may call for you to flip a coin. You can use the tokens for this.





BUILD YOUR DECK

For advanced play, increase your powers and science skills with additional cards included in our mini figure sets and other science card packs.



Apply your science knowledge and memory skills in a game of match to overcome your opponent.



Players select a total of 8 pairs of cards with matching characters, 16 cards in total.





Create 2 rows of 5 cards each, face down. Place the remaining 6 cards, face down, next to the rows to form a draw pile.



HOW TO PLAY



Player #1 picks up 2 cards from the 2 rows of cards. one at a time; don't show the cards to your opponent Read the facts aloud.



When you pick a pair of cards with matching characters, collect the pair and add 2 more cards to replace the empty spaces. Return the cards if their characters do not match.

STRATEGY & SCORING

Before you start playing, learn the facts for each card. This will give you the advantage of knowing what the face down cards are.

While the names and pictures for each character pair will match, the facts on each card will be different. Learn all the facts about every character to have the best advantage!

When you get a pair, put it in the discard pile, and move your token/figure up on the score track.

Keep playing until a player has reached the end of their score track or there are no more cards. If nobody has reached the end of the score track, the player who is farther along is the winner. In the event of a tie, BOTH PLAYERS WIN!

PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE AS THEY CONTAIN IMPORTANT INFORMATION.

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COLLECTOR GUIDE









ION,





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☐ THERMOMETER













☐ ACID

T EYE

CELL

SERIES 1







☐ DNA*















MITOCHONDRIA ☐ FUNGUS

POLLEN





EVAPORITE*





SANDSTONE

CLAY

GRANITE



GOLD

MAGNETITE









ASTRONOM

SERIES 2







☐ RED DWARF* ☐ NEUTRON STAR







☐ BROWN DWARF ☐ SUPERNOVA





SIRIUS





VOYAGERS

