



PLAY THERAPY SUPPLY LLC

ARGOS, IN 46501 * 866-590-3991

WWW.PLAYTHERAPYSUPPLY.COM

INSTRUCTIONS

GOAL

Players act as superhero collectors. The first player to build a collection of four of the same character card wins.

SET-UP

1. To assign each player a character to collect, take one of each character card (there are six), and deal one randomly to each player. This is the first card of each player's collection.
2. Shuffle all remaining cards together; this will be the draw pile.

GAMEPLAY

1. On each turn, player draws a card from the draw pile.
 - If the character matches the character the player is collecting, player sets that card in front of him or her face

up and answers the question.

- If the card does not match, the player answers the question on the card and sets the card in the discard pile.

1. Game play moves on to the next player. The first player to collect four of the same character wins!
2. If all the cards are played from the draw pile but no player has four cards, the player with the most cards of the same character wins.

FREE RESOURCES

Want to extend Superhero Strengths even further? For free alternate gameplays, tips for use, and a free downloadable worksheet, visit:

<http://playtherapysupply.com/instructions>