

PARKES SHIRE LIBRARY

Discover, Learn, Connect



Parkes Shire Council
www.parkes.nsw.gov.au
library@parkes.nsw.gov.au

Parkes Library Tabletop Superheroes

You will need:

- **The paper cut-out characters provided**
- **Dice or spinners with 4, 6, 8, and 12 sides. (Our set is colour-coded: yellow = D4, white = D6, green = D8, blue = D12).**
- **A tape measure.**
- **Lego bricks - 8 per character.**
- **Somewhere to play your game - a tabletop, sofa, corner of the living room floor...**

Parkes Library Tabletop Superheroes - Rules

1. You can play this game anywhere. We've played it on sofas and on the floor, as well as tabletops.
2. There are twelve characters to choose from, but feel free to make your own! Cut them out carefully and fold in the middle to make an L-shape with your character facing forward and the writing on the back. When you're ready to play, put your characters on your side of the table.
3. Put obstacles on the board to make the game more fun. Books, cups, anything will do. Characters can't move through obstacles and they can't attack you if there is an obstacle in the way.
4. Each turn, you move all the characters on your side. THEN you can attack the other side. We measure distances in inches in this game.
5. The rules for each character are on the back of that character's picture.
6. Each character starts the game with 8 Lego bricks. Stack the bricks on the paper base of your L-shaped character. This is their health. If they lose all their bricks they die.
7. If the MEDIC, PHYSICIAN, or MAD SCIENTIST want to heal someone, they MUST NOT MOVE OR ATTACK during that turn.
8. Do you need more rules? Make up your own. Write them down. If you use a drinking glass as an obstacle, can a raygun shoot through it? Are there special rules for the flying characters? If you can't agree, ask someone to make a decision for you...maybe a librarian!

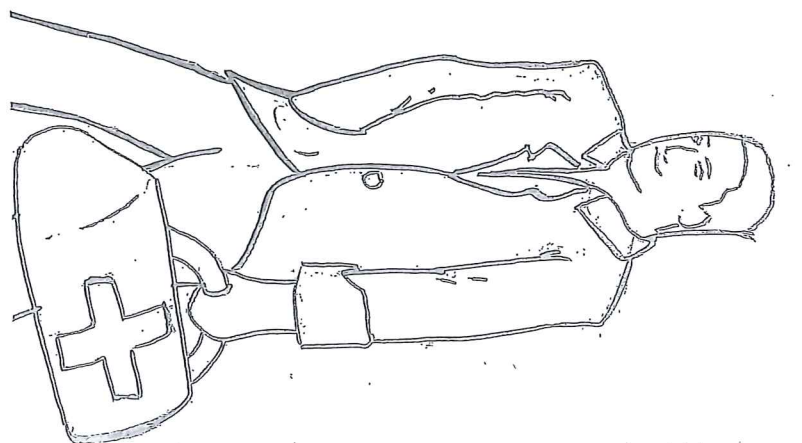
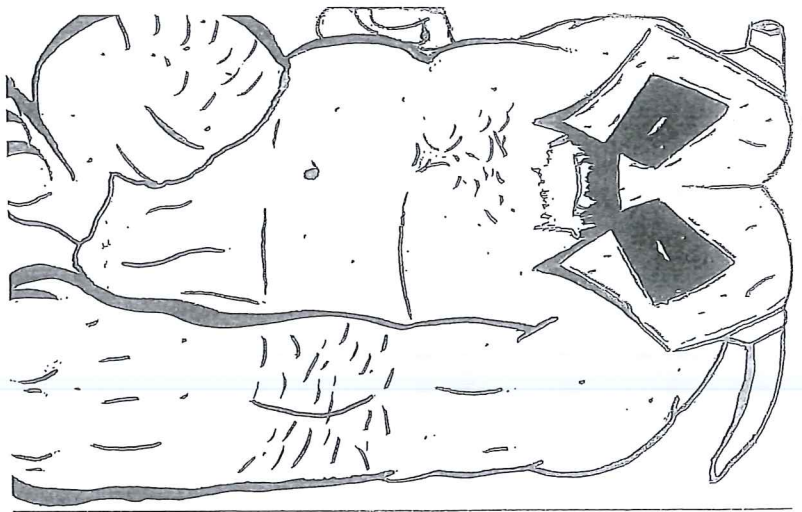
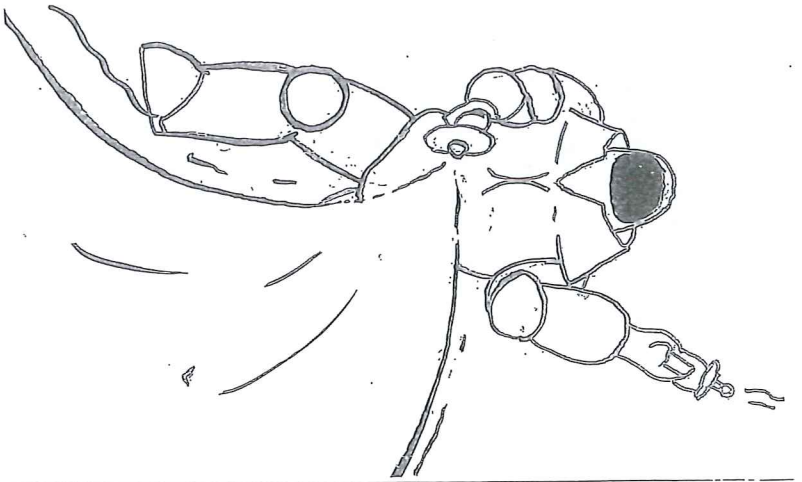
Parkes Library's Tabletop Superheroes rules were devised by Matt Finch for the first ever Fun Palaces Weekend, 4-5 October 2014.

To find out more about Fun Palaces, our tabletop superhero game, or our philosophy of immersive library play, please contact library@parkes.nsw.gov.au

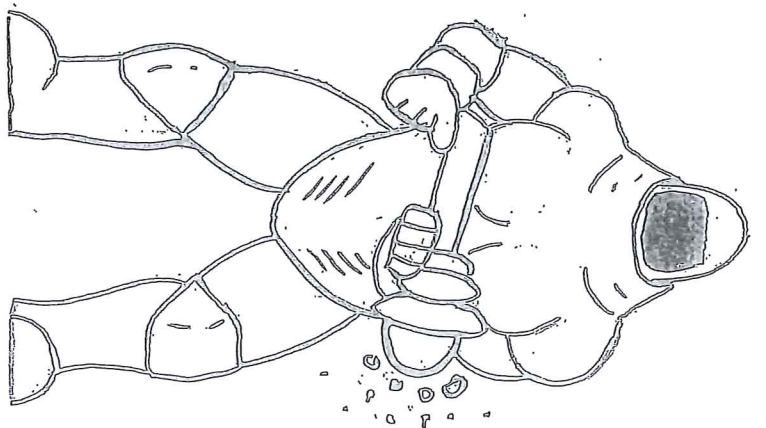
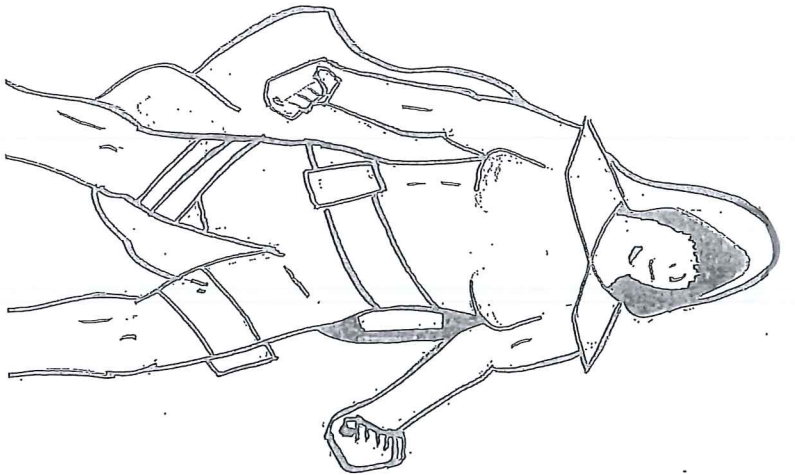
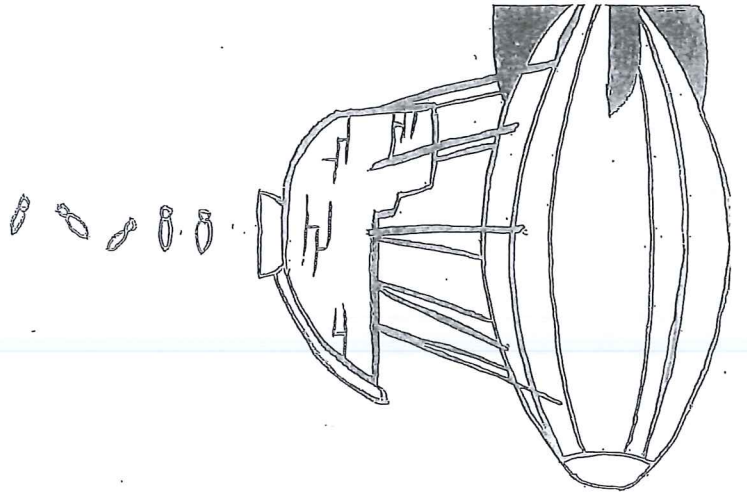
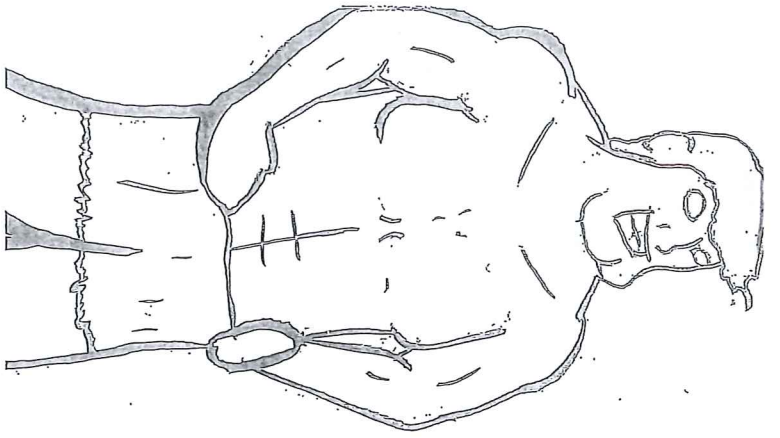
Parkes Library Tabletop Superheroes is licensed under a Creative Commons Attribution-Sharealike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>). It is an adaptation of Cory Doctorow's 'DMing for your Toddler' (<http://gygaxmagazine.com/2013/08/09/dming-for-your-toddler/>), with Cory's permission!

DMing for your toddler by Cory Doctorow, Gygax Magazine (<http://gygaxmagazine.com/selected-content/dming-for-your-toddler/>) is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>).

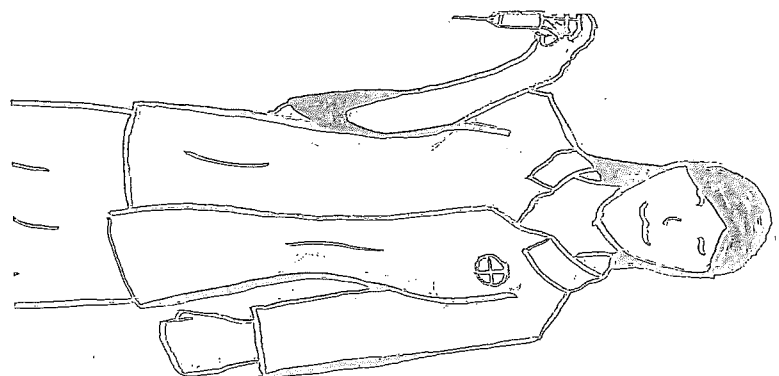
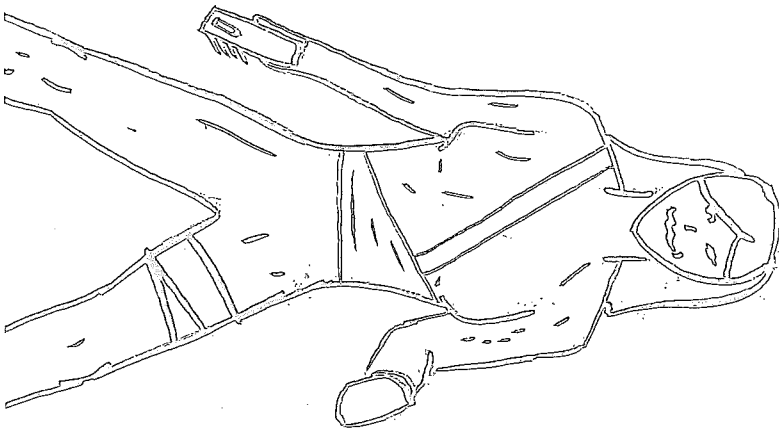
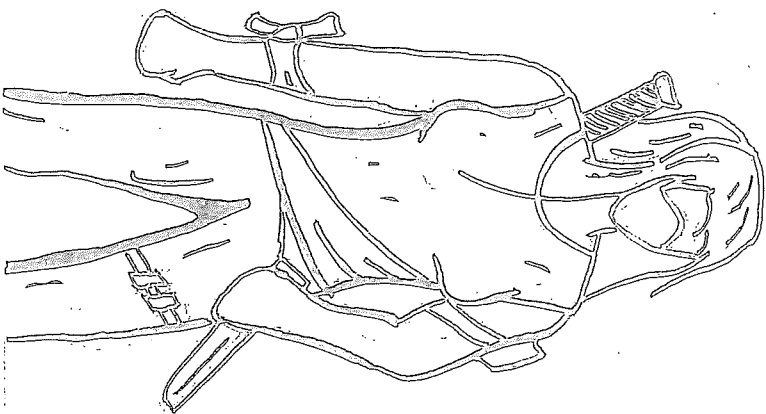
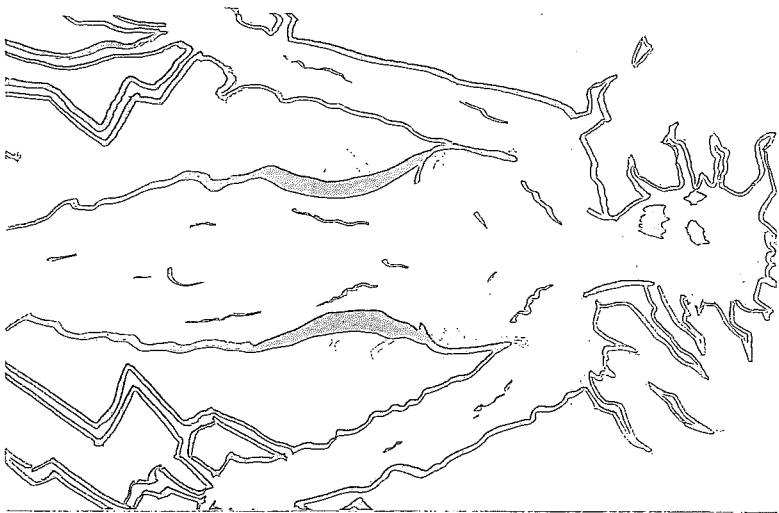
Based on a work at <http://gyg.ax/poesy>.



MEDIC	MAD SCIENTIST	THUG	RAYGUN SUPERVILLAIN
ROLL THE WHITE DICE - This is how far you can move this turn.	ROLL THE WHITE DICE - This is how far you can move this turn.	ROLL THE YELLOW DICE - This is how far you can move this turn.	ROLL THE WHITE DICE - This is how far you can move this turn.
ROLL THE WHITE DICE - This is how far you can shoot this turn.	ROLL THE WHITE DICE - This is how far you can shoot this turn.	You can HIT anything within 1 inch of your character.	ROLL THE BLUE DICE - This is how far you can shoot this turn.
IF YOU HIT YOUR TARGET, roll the YELLOW DICE - Your target loses this many Lego bricks!	IF YOU HIT YOUR TARGET, roll the YELLOW DICE - Your target must take off this many Lego bricks!	ROLL THE GREEN DICE - Anything you hit this turn loses this many Lego bricks	IF YOU HIT THE TARGET, ROLL THE WHITE DICE - Your target loses this many Lego bricks!
INSTEAD OF MOVING OR FIGHTING, you can roll the yellow dice this turn and give one of your team that many Lego bricks!	INSTEAD OF MOVING OR FIGHTING, you can roll the yellow dice this turn and give one of your team that many Lego bricks!		



BLASTER	CAPTAIN OF THE CLOUDS	ZEPPELIN	CHAMP
ROLL THE WHITE DICE - This is how far you can move this turn.	ROLL THE GREEN DICE - This is how far you can move this turn.	ROLL THE GREEN DICE - This is how far you can move this turn.	ROLL THE YELLOW DICE - This is how far you can move this turn.
ROLL THE BLUE DICE TO SHOOT - You need to beat the distance to your target.	You can POWER DIVE anything within 1 inch of your character.	You can DROP A BOMB ON anything within 1 inch of your character.	You can HIT anything within 1 inch of your character.
IF YOU HIT THE TARGET, ROLL THE WHITE DICE - Your target loses this many Lego bricks!	ROLL THE WHITE DICE - Anything you power dive loses this many Lego bricks!	ROLL THE WHITE DICE - Anything you drop a bomb on loses this many Lego bricks!	ROLL THE GREEN DICE - Anything you hit loses this many Lego bricks!



PHYSICIAN	GUNSLINGER	NINJA GIRL	GALVANISER
ROLL THE WHITE DICE - This is how far you can move this turn.	ROLL THE WHITE DICE - This is how far you can move this turn.	ROLL THE YELLOW DICE - This is how far you can move this turn.	ROLL THE GREEN DICE - This is how far you can move this turn.
ROLL THE WHITE DICE TO SHOOT - You need to beat the distance to your target.	ROLL THE BLUE DICE TO SHOOT - You need to beat the distance to your target.	You can HIT anything within 1 inch of your character.	You can ZAP anything within 1 inch of your character.
IF YOU HIT YOUR TARGET, roll the YELLOW DICE - Your target loses this many Lego bricks!	IF YOU HIT THE TARGET, ROLL THE WHITE DICE - Your target loses this many Lego bricks!	ROLL THE GREEN DICE - Anything you hit this turn loses this many Lego bricks!	ROLL THE WHITE DICE - Anything you zap loses this many Lego bricks
INSTEAD OF MOVING OR FIGHTING, you can roll the yellow dice this turn and give one of your team that many Lego bricks!			