

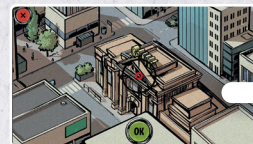


NOVA CITY UNDER THREAT

Difficulty level:

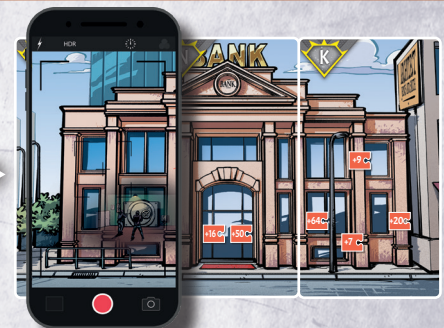
HEADQUARTERS

- ▶ Your heroes are in their headquarters when an alert goes off on the supercomputer. They learn the bank is being robbed! They fly into the city () and go to the bank. Take cards , , and .



THE BANK

- ▶ In front of the bank (, , and), Vizio () uses his power to spot the hostages through the walls and provides the location of the armed robbers to the other heroes.



- ▶ Following Vizio's instructions, Titano () bursts into the bank entrance (), knocks out the thug guarding the entrance () and enters the lobby:

$$\text{10} + \text{+16c} = \text{26}$$

Take card .



- ▶ Once inside the bank (), Titano () delivers a hard blow to the ceiling () which collapses, taking with it the thug standing above the point of impact on the next floor. The thug is knocked unconscious:

$$\text{10} + \text{+25c} = \text{35}$$

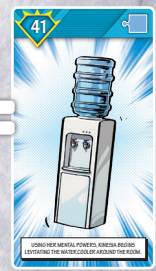
Take card .



- ▶ Meanwhile, Kinesia (), assisted by Vizio (), uses her power of telekinesis to levitate the water cooler () found in the office ():

$$\text{21} + \text{+20c} = \text{41}$$

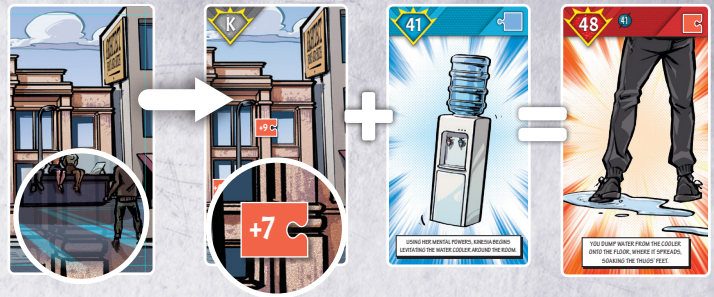
Take card .



- ▶ Kinesia knocks the water cooler (41) onto the ground, spilling water all over the floor (+7) and soaking the thugs' feet.

$$41 + 7 = 48$$

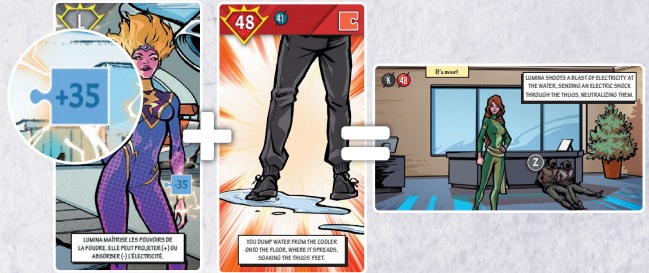
Take card 48.



- ▶ All that remains for Lumina (L) to do is shoot a lightning bolt (-35) to electrify the water soaking the thugs (48) and neutralize them. The offices are now safe from the robbers:

$$-35 + 48 = 83$$

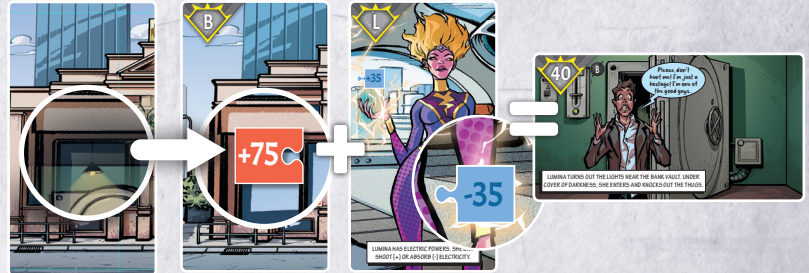
Take card 83.



- ▶ Guided by Vizio (96), Lumina (L) uses her power to absorb electricity (-35) to shut off the vault's (B) power (+75). The room plunges into darkness, and she uses the opportunity to knock out the two thugs:

$$+75 + -35 = 40$$

Take card 40.



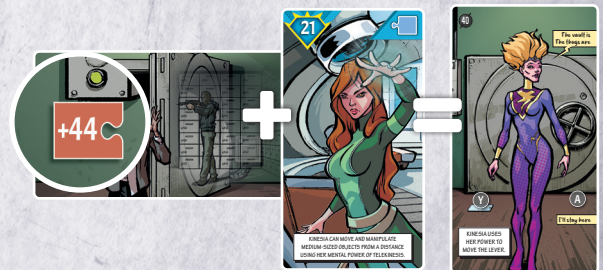
- ▶ With the thugs down, a bank employee (40) exits the vault. However, he seems frightened, as if someone were still threatening him. Vizio (96) looks through the vault door, spotting a robber pointing his weapon at the employee. He also sees the locking mechanism (+44) next to the vault.



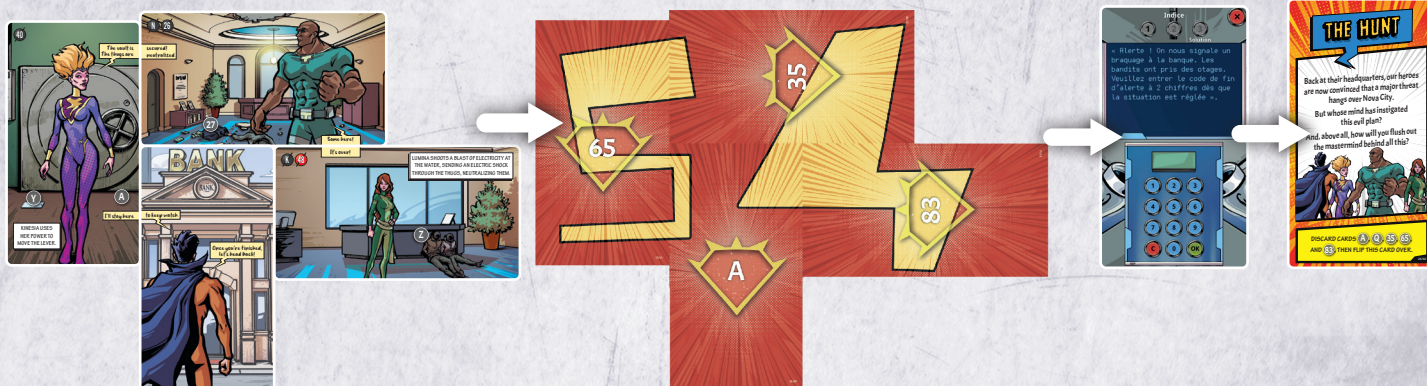
- ▶ Vizio relays this information to Kinesia (21), and she activates the locking mechanism (+44) to trap the armed robber inside the vault:

$$21 + 44 = 65$$

Take card 65.



- Now that all of the thugs have been neutralized, the threat is over. Our heroes exchange information (35 , 83 , 65 , and A) and return to headquarters, as instructed by Vizio. By flipping the cards containing the heroes' conversations, you find the 2-digit code that allows you to end the alert. Enter number 54 in the super-computer.
- Take the cards associated with Part 2 - The Hunt.



THE MOTEL

- Your supercomputer deduces that a supervillain on the loose must have orchestrated the bank attack. When you analyze the clues from the (Z) and (Y) cards you recovered from the bank, you realize that the person behind the attack is male, a technology expert, and known for leading a team of minions. The culprit can be none other than Techmax.



- Now that your heroes know the supervillain's identity, they go in search of him. During the bank robbery, one of the thugs was holding a piece of paper mentioning the 2 Mounts Motel (27) where they were supposed to meet later (Y). So, you go to the city (70), heading to the motel. Take card 53 .



- The heroes are greeted by the front desk receptionist (53). They show her the motel receipt (27):
- $$\text{53} + \text{27} = \text{80}$$
- Take card 80 .



- The receptionist 80 does not react but, instead, makes a weird noise. Knowing that Techmax utilizes androids (Z), you should be careful. Just to be sure, you throw a glass of water (6) on her. She short-circuits; she is indeed a machine:

$$\text{80} + \text{6} = \text{86}$$

Take card 86 .



- While searching for Techmax's hiding place, you notice candy wrappers in front of one of the doors, similar to those you found when you searched the bank robbers' belongings (27). Titano (10) breaks through the door (+42):

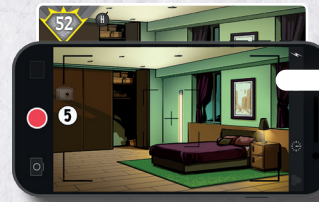
$$10 + 42 = 52$$

Take card 52.



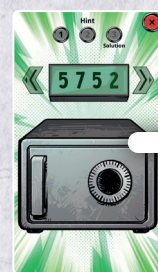
- The motel room (52) is empty. Suspecting something, Vizio (96) scans the premises and spots a hidden safe.

Take card 5.



- The safe (5) is protected by a passcode. Thanks to the text messages (Y) you found on one of the thugs' phones, as well as the credit card among another thug's possessions (27), your heroes determine the proper code is 5752, which opens the safe, and they find a flash drive inside.

Take card 91.



5752

NOVA CITY

- The heroes have no time to wonder about the flash drive. The supercomputer has just sent you another alert! There has been an explosion in Nova City (70), and the heroes rush to rescue the population.

Take card 8.



- Your heroes see people frantically trying to avoid a rain of fiery embers (8) falling from the sky. Kinesia (21) immediately leaps into action and uses her powers to protect the crowd:

$$8 + 21 = 29$$

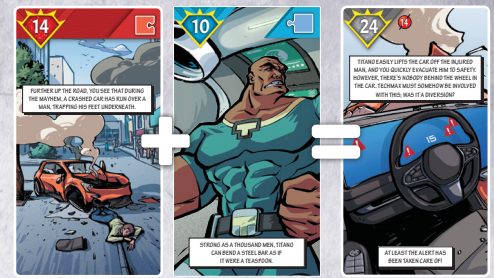
Take card 29.



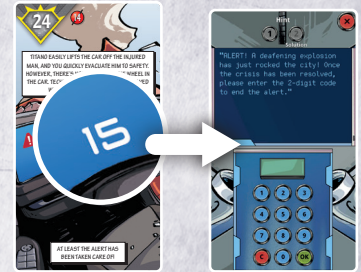
- While Kinesia is dealing with the embers, Titano (10) sees a man with his feet trapped underneath a wrecked car (14) and hurries to his rescue:

$$10 + 14 = 24$$

Take card (24).



- The population has been saved, and the alert is now over. Your heroes return to headquarters and transmit the code ending the alert to the supercomputer: the number 15, found on the car's dashboard (24).

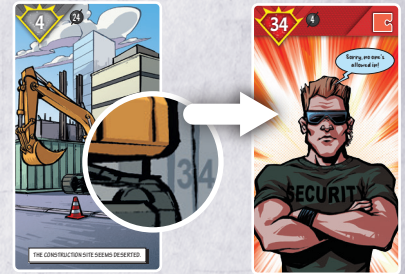


- The supercomputer has detected some bizarre activity at the construction site. The heroes return to Nova City (70) to investigate. Take card (4).



THE CONSTRUCTION SITE

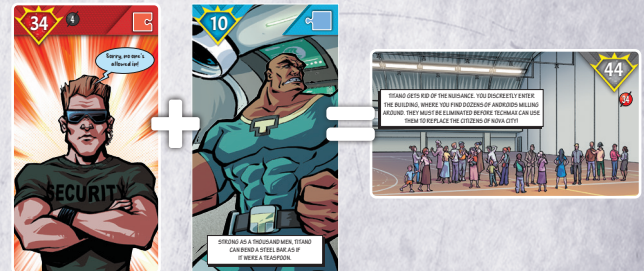
- The site (4) is deserted, but your heroes find a gate hidden behind one of the construction vehicles. Take card (34).



- As you enter the gate, a security guard (34) blocks your way. Your mountain of muscles, Titano (10), takes care of him in the blink of an eye:

$$10 + 34 = 44$$

Take card (44).

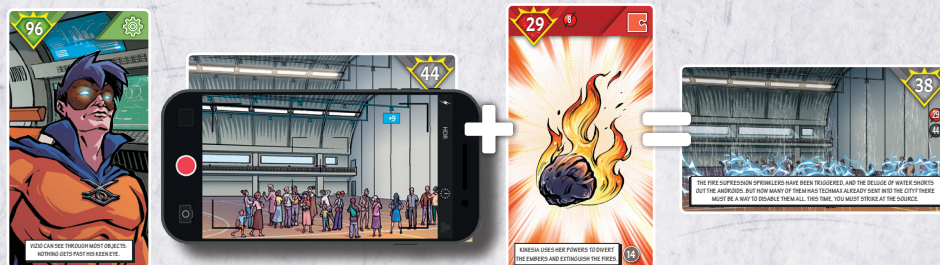


- The heroes find themselves in a hangar full of androids mimicking the citizens of Nova City (44), a dirty trick Techmax is about to play on the city to sow chaos among the populace. Vizio (96) scans the premises for a way to get rid of these machines and sees that the fire suppression system is armed and ready (~+9).

Kinesia moves the still-hot embers (29) underneath the sprinklers' sensors, triggering water to spray everywhere neutralizing them all:

$$+9 + 29 = 38$$

Take card 38.



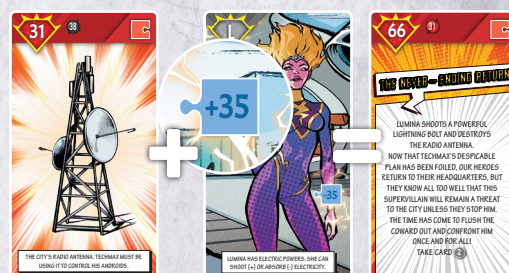
- The androids in the hangar have been taken care of, but Techmax must have already sent others out among the population, and they need to be stopped! Your heroes return to the city (70) and head to the radio antenna, which Techmax is almost certainly using to control the machines.

Take card 31.



- Lumina (L) positions herself in front of the radio antenna (31) and shoots electricity (~+35) at it, overloading and destroying it. The androids mingling with the population are immediately brought to a halt: 31 + ~+35 = 66

Take card 66.

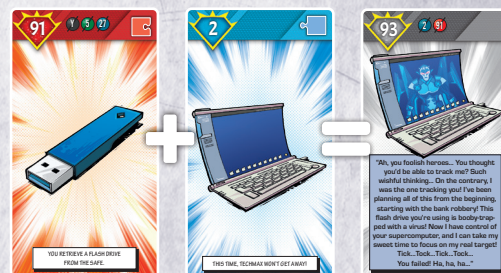


THE CITY HALL

- It is now time for your heroes to get rid of Techmax. The flash drive (91) is the only lead they have at their disposal to flush him out. They insert it into the USB port of the supercomputer (2):

$$91 + 2 = 93$$

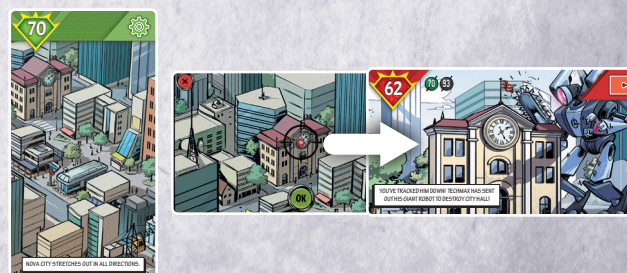
Take card 93.



- The flash drive was a trap Techmax had been planning, using the bank robbery as bait! He now controls your computer and is ready to launch his ultimate attack.

Techmax is so confident in his scheme that he wasn't too careful in concealing his location: The "Tick... Tock..." you hear must be related to the clock atop City Hall (70). The heroes fly there, hoping it's not too late.

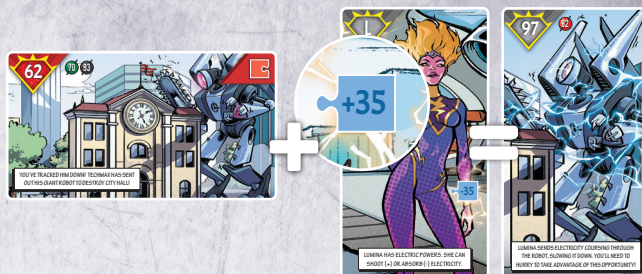
Take card 62.



- Techmax has sent a giant robot to destroy City Hall (62). Lumina (L) sends a powerful electric shock (-35) at the machine to slow it down:

$$62 + (-35) = 27$$

Take card 97.



- Now that the robot has been slowed down (97), Vizio (96) analyzes it to find a flaw in its armor (+18). Titano (10) immediately takes advantage of that flaw to remove the security panel:

$$97 + 18 = 115$$

Take card 28.



- With the controls finally accessible, Kinesia (21) starts by using her powers to access the robot's system (28); she then exploits the schematics found by the supercomputer (51) to determine the robot's deactivation code. She presses the pentagon, then simultaneously presses the triangle and circle, and finally presses the square. The machine stops, but Techmax is not ready to give up yet!

$$28 + 51 = 79$$

Take card 36.

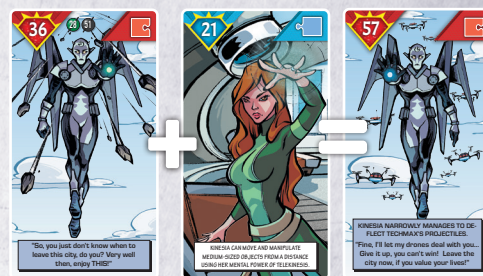


THE NEVER-ENDING FIGHT

- Enraged to see his plan foiled, Techmax fires a barrage of projectiles (36) at our heroes, which Kinesia (21) deflects using her telekinesis powers:

$$36 + 21 = 57$$

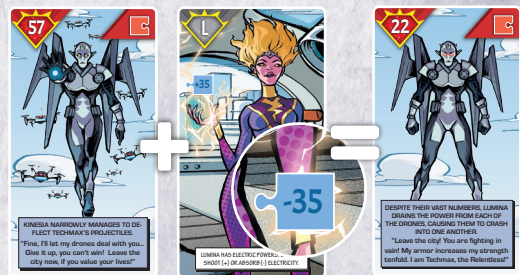
Take card 57.



- While Kinesia is busy, Techmax launches a swarm of drones at her (57), but Lumina (L) absorbs their energy (-35) just in time:

$$57 + (-35) = 22$$

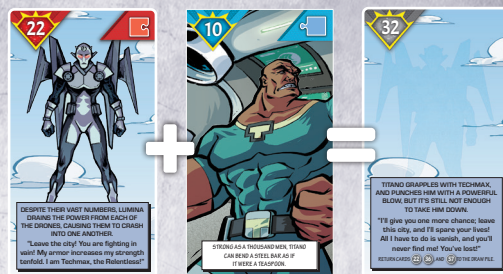
Take card 22.



- ▶ As the drones crash and fall one by one, Techmax activates his armor, increasing his strength tenfold (**22**), but even that is not enough to surpass Titano's (**10**) strength, who deals him a violent blow:

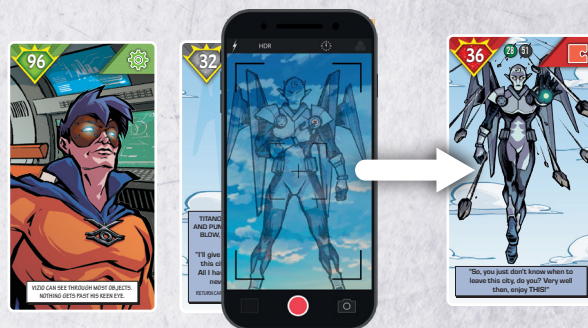
$$22 + 10 = 32$$

Take card **32**.



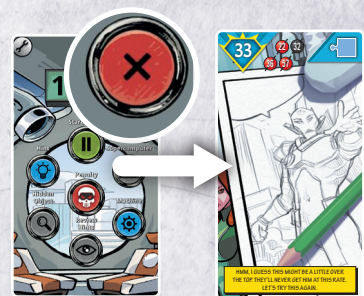
- ▶ Just when Techmax seems to be cornered, he disappears and tries to escape. Vizio (**96**) uses his superhuman eyesight to catch him, but it's too late. Techmax activates a machine to travel back in time to return to the moment the battle began.

Take card **36**.



- ▶ Your heroes could keep fighting Techmax indefinitely, but nothing will stop him. It's a waste of time. Your heroes must acknowledge their defeat and do as they're told, i.e., "leave the city," by leaving the adventure.

Take card **33**.



THE ULTIMATE FIGHT

- ▶ The comic artist of *Nova City Under Threat* (**33**) realizes with the current plot, his heroes will never be able to win. They must rewrite *The Never-Ending Return* **66**:

$$33 + 66 = 99$$

Take card **99**.

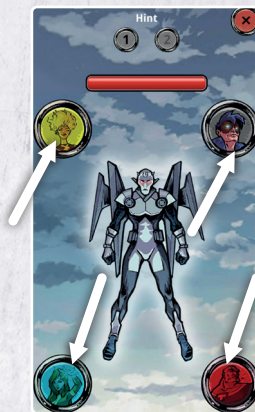
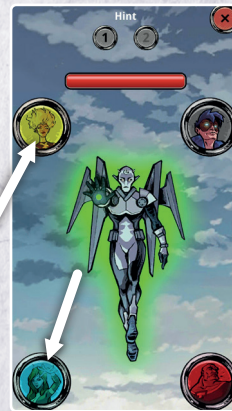
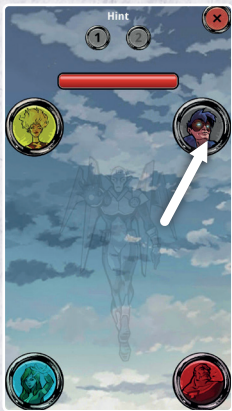
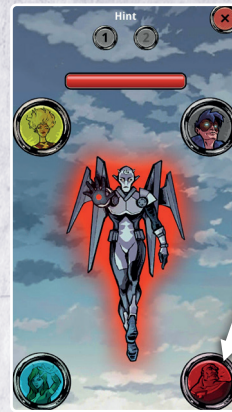
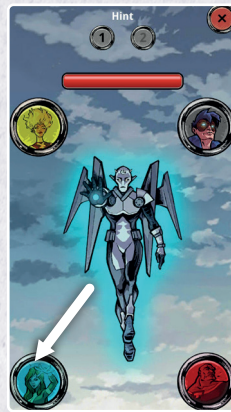
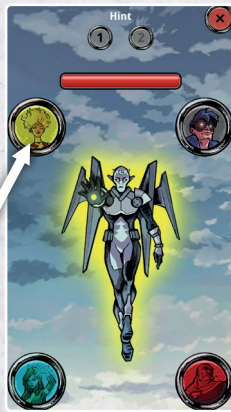


- ▶ A new title for this last fight (**99**) must be found... The Never-Ending Return... Doesn't sound right. The Ultimate Return... That's it!



► In this ultimate battle, the heroes stop Techmax's every attack by acting at the right time and by using their powers when the supervillain glows with the color of the corresponding hero. If Techmax vanishes and tries to escape, Vizio must catch him in time. Some of Techmax's attacks will require two heroes to act simultaneously.

Once Techmax is cornered, his final attack is foiled by all four heroes using their powers at the same time.



Well done! Techmax has been defeated!
The heroes put the dastardly supervillain behind bars,
giving Nova City inhabitants peace of mind...
at least until the next super threat, that is!