



For 2 to 4 players/Ages 6 to 12

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OBJECT

Be a hero—just like SUPERMAN! You'll need nerves of steel and shrewd strategy in this numbers game. Compete in fast-moving, card-dealing rounds to get number cards with a total value closest to 11—without going over. On each deal, you'll have to decide whether to take another card or stay with the ones you have. Win a round, and you can go on a SUPERMAN adventure. Turn over any Adventure card, then place one of your SUPERMAN chips on it. Be the first to turn over 5 cards in a row—you're a hero and you've won the game!

EQUIPMENT

25 Adventure cards • 52 Number cards • 32 SUPERMAN playing chips: 8 red, 8 blue, 8 green, 8 yellow

SET UP

1. Place the Adventure cards *side by side* in 5 rows of 5 cards each in the center of the playing area. Be sure to place the cards so the *one-color side* shows, not the four-color side.
2. Distribute the SUPERMAN playing chips. For a 4-player game, give each player 6 playing chips of the same color. For a 3- or 2-player game, give each player 8 playing chips of the same color.
3. Mix the deck of Number cards together.
4. Select a player to be dealer.

PLAYING

To win the game, you must be the first to place 5 SUPERMAN chips on one row of the Adventure cards (across one row or down one row). To place chips, you must have Number cards in your hand that total 8, 9, 10, or 11—without going over 11. To do so:

1. Deal one Number card **face up** to each player, starting to the left of the dealer.
2. Ask the player with the **highest** Number card if he or she wants another card. If 2 or more players each have the highest card of a deal, the player to the *left* of the dealer is asked first. If he or she wants another card, deal one card **face up** next to the other card.
3. In turn, ask each player to the *left* of the last player whether he or she wants another card.
4. The dealer chooses to take another card or not, then asks each of the players again—*in turn*—whether he or she wants another card.
 - If you decide *not* to take another card on one deal, you can still take another card on the next deal.
 - If you take another card and you "bust" (go over 11), you're out of that round. Play continues with the remaining players.
5. The round ends when no one wants another card.

DETERMINE THE WINNER OF THE ROUND.

The one who has 11 would win *if no one else had 11*. If no one had 11, the one who had 10 would win if no one else had 10, and so forth.

- If two or more players have the same winning number, the one who has the *most* cards would win. For example, a 4-card 11 would beat a 3-card or 2-card 11.
- If two or more players have an equal number of cards for the winning number, they tie.

6. Place all the cards played in that round in a pile **face up** on the bottom of the dealer's deck. Don't reshuffle the deck until the next card on the deck shows **face up**.
7. If a player won the round with an 11, he or she is the new dealer. If two or more players tied with an 11—or no one won with an 11—the deal remains with the last dealer. **NOTE:** Reshuffle the deck again when the next card on the deck shows **face up**.

IN TURN, PLAYERS THEN PLACE OR REMOVE SUPERMAN CHIPS. To do so:

1. The winner of the round takes his or her turn first. Each player to the *left* of the winner then takes his or her turn.
 2. The *winner* of the round can do *one* of two things:
 - Turn over any *two* Adventure cards and place a SUPERMAN chip on each. However, he or she turns over *one card first*, then the other players—in turn—place or remove chips. The winner then turns over the other Adventure card, places his or her chip on it, then ends the turn.
- OR
- Take another player's chip off any Adventure card and replace it with one of his or her chips.

3. Players who tied for the win can only turn over *one* Adventure card each and place a chip on it. The player to the left of the dealer places his or her chip first.
4. Players whose cards totalled 8, 9, or 10—but who didn't win the round—can turn over *one* Adventure card on their turn and place a chip on it.
5. Players who "busted" must **remove** one of their chips—if there's one to remove—and then turn the Adventure card to the other side and end their turn.

NOTE: If you win a round or have an 8 or better but run out of chips, you may move one of your chips already on an Adventure card to another Adventure card. Be sure to turn over each card when you do so. However, if you don't want to move a chip, you don't have to.

6. When all players have placed or removed chips, begin the next round.

END OF GAME. The game ends when one player has 5 SUPERMAN chips in one row of Adventure cards, either across one row or down one row.

WINNING. The first player with 5 SUPERMAN chips in one row is a hero—and the winner!

 **PARKER BROTHERS**

We will be happy to answer your questions or comments about SUPERMAN III Card Game. Write to the Consumer Response Department in the location nearest you.

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