

NARRATION FOR ONE NIGHT ULTIMATE SUPER VILLAINS

Everyone, close your eyes.

Mirror Man, wake up and look at one of the center cards. You are now that role. If that role is called, wake up and do that night action.

<pause for 5 seconds>

Mirror Man, close your eyes.

Super Villains, wake up, look for other Super Villains, form your nefarious plans, and activate your super powers!

Temptress, to make a hero turn to the dark side and become a Villain, exchange the New Villain card with a card that does not belong to a Super Villain.

Dr Peeker, you may secretly peek at another player's card using your high-tech specs.

Rapscallion, you may secretly look at one of the center cards, while plotting how to deceive those good-for-nothing heroes.

<pause for 5 seconds>

Evil-ometer, stick out your fist in order to detect any nearby evil doers.

If at least one Super Villain is directly next to the Evil-ometer, a Supervillain must Taunt the Evil-ometer by tapping her fist with bravado.

<pause for 5 seconds>

Evil-ometer, put your fist away.

Super Villains, close your eyes, and try not to get caught!

Intern, wake up. **Mad Scientist**, stick out your thumb so the Intern can see who you are so she can help you in your quest to get caught.

<pause for 5 seconds>

Intern, if you don't see a thumb, panic! Now you'll only win if you get caught.

Intern, close your eyes.

Annoying Lad, wake up and annoy one of your neighbors by tapping their shoulder several times.

<pause for 5 seconds>

Annoying Lad, stop being so annoying and close your eyes.

Detector, wake up and engage your High Voltage Detection Field. You may look at one other player's card or two of the center cards.

<pause for 5 seconds>

Detector, close your eyes. And turn off your High Voltage Detection Field before someone gets electrocuted.

Role Retriever, wake up. That's a good boy! You may steal a card from any other player, replacing it with your original card.

Then view your new card. You are now that role. Do not wake up again or wag your tail if your new card is called.

<pause for 5 seconds>

Role Retriever, close your eyes and dream about chasing bunnies through a poppy field.

Voodoo Lou, wake up. You may do that voodoo that you do by looking at one of the center cards.

If you do that voodoo that you do, magically transform any player by exchanging that center card with any player's card.

<pause for 5 seconds>

Voodoo Lou, close your eyes.

Switcheroo, wake up. You may get all Freaky Friday and switch cards between two other players, but do not look at those cards.

<pause for 5 seconds>

Switcheroo, close your eyes.

Self-Awareness Girl, wake up and look at your own card to see if you've changed in any way.

<pause for 5 seconds>

Self-Awareness Girl, contemplate your role in life and close your eyes.

Family Man, you must protect # players on your left, # players on your right, and yourself in order to win. (#=1 for 4-6 players, 2 for 7-9 players, 3 for 10 or more players)

Flipper, wake up. You may flip any other card face up. If the card you reveal is not a hero, flip it back over face down.

<pause for 5 seconds>

Flipper, close your eyes.

Everyone, keep your eyes closed and move your cards around slightly.

<pause for 5 seconds>

Everyone, wake up.