

ONE NIGHT™ U L T I M A T E SUPER VILLAINS™

A battle brews in the night, while the citizens of Shady Grove, USA slumber. The world's greatest heroes team up to stop an onslaught of supervillainy! However, these nefarious no-goodniks are hidden in plain sight... as residents of Shady Grove. The heroes must find their secret identities before it's too late!

In *One Night Ultimate Supervillains™*, players take on the roles of heroes or villains, each with amazing superpowers. The vile team of Temptress, Dr. Pecker, Rapscaillon, and Henchman #7 are intent on getting away with their crimes, while the members of the Super Club Of Overt Powers (SCOOP), are all out to stop them. Throw in the crazy Mad Scientist and his Intern, who have their own agenda, and Shady Grove... maybe even the world... will never be the same.

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SETUP

Place one role card for each player in a deck, and then add three more role cards to that deck. You can use any number of villains, but we recommend two for best results.

Shuffle the cards. Then deal one to each player, facedown. Place the three extra cards facedown in the center of the table. A player may look at their own card.

ONE NIGHT ULTIMATE SUPER VILLAINS APP

In *One Night Ultimate Super Villains*, the app will run the game for you, announcing roles and providing a timer. Download the free app by going to beziergames.com on your iOS or Android device.

You can play *Super Villains* without an app if you'd like; see beziergames.com for a guide on how to do so.

ROLES

This section describes all of the roles in *One Night Ultimate Super Villains*.

For the roles below, "villains" include Temptress, Dr. Peeker, RapsCALLION, and Henchman #7.

MIRROR MAN



Mirror Man wakes and must look at one of the center cards. After that, Mirror Man is the role he viewed. If that role is called, Mirror Man wakes and does that role's action.

If the Mirror Man card switches to another player, the role that its original player viewed goes with it. At the end of the game, the player with the Mirror Man card might need to ask the original player what role they now have!

Mirror Man is on the team of the card he views.

TEMPRESS



When playing with Temptress, place one additional villain card (ideally Henchman #7, though it can be any other villain) facedown perpendicular to the three center cards after dealing.

Temptress wakes with the other villains.

While awake, Temptress must give the additional villain card to any player who is not a villain, putting their card back in the center.

Temptress is on the villain team.

DR. PEEKER



Dr. Peeker wakes with the other villains. While awake, Dr. Peeker may look at one other player's card.

Dr. Peeker is on the villain team.

RAPSCALLION



RapsCALLION wakes with the other villains. While awake, RapsCALLION may look at one of the center cards.

RapsCALLION is on the villain team.

HENCHMAN #7



Henchman #7 wakes with the other villains.

Henchman #7 is on the villain team.

EVILOMETER



Evilometer sticks out her fist while the villains are awake. If any villain is sitting next to the Evilometer, one villain must tap her anywhere on her fist.

Evilometer is on the hero team.



MAD SCIENTIST

The Mad Scientist does not open his eyes during the night. Because of something that the Mad Scientist did, he discovers that he will only win if he gets caught at the end of the game. If he is caught and no villains are caught, the Mad Scientist wins, and the villain team does *not* win. If the Mad Scientist is caught and a villain is also caught, he wins and the hero team does *not* win.

The Mad Scientist is on the mad team, and not on the villain or hero team.



INTERN

The Intern wakes, and the Mad Scientist puts out his thumb so she knows who the Mad Scientist is.

The Intern wins if the Mad Scientist gets caught (in which case the Mad Scientist wins too).

If no player is a Mad Scientist, the Intern is responsible for his terrible experiments. She wins exactly like the Mad Scientist would win if he were in the game.

The Intern is on the mad team.



ANNOYING LAD

Annoying Lad wakes and must tap the nearest shoulder of either the player on his left or the player on his right repeatedly (just enough to be annoying).

Annoying Lad is on the hero team.



DETECTOR

Detector wakes and may look at either one other player's card or two of the center cards.

Detector is on the hero team.



ROLE RETRIEVER

Role Retriever wakes and may switch his card with another player's card. The player who switches away Role Retriever looks at his new card. He does not do the action of the new card.

Since the other player doesn't know that they have been switched, they still take the action of the card they started the night with. But otherwise, they are now their new role.

Role Retriever is on the hero team. If the original Role Retriever player switched away his card to another player, he is on the team of the new card.



VOODOO LOU

Voodoo Lou wakes and may look at one center card. If he does, he must switch that card with any player's card (including his own).

He places the player's card in the same location as the center card he looked at. He may not look at the card he puts there.

If Voodoo Lou switched his own card, he does *not* do the action of his new role if it is called later that night.

Since another player doesn't know that they have been switched, they still take the action of the card they started the night with. But otherwise, they are now their new role.

Voodoo Lou is on the hero team. If the Voodoo Lou player switched away his card to the center, he is on the team of the new card.



SWITCHEROO

Switcheroo wakes and may switch the cards of two *other* players without looking at those cards. A player who receives a new role card is on the team of their new card. Since they don't know that they have been switched, they still take the action of the card they started the night with. But otherwise, they are now their new role.

Switcheroo is on the hero team.



SELF-AWARENESS GIRL

Self-Awareness Girl wakes and looks at her card (to see if it has changed).

Self-Awareness Girl is on the hero team.



FLIPPER

Flipper wakes and may flip any other player's card faceup. If the card is not on the hero team, she must flip it back face down. (This includes an Innocent Bystander, who wins with the hero team, but is not on the hero team).

Flipper is on the hero team.



INNOCENT BYSTANDER

The Innocent Bystander has no special action. He wins with the hero team even though he is not a hero. Players may often claim to be "just an Innocent Bystander."

The Innocent Bystander is not on any team, but he wins if the hero team wins.

THANKS PLAYTESTERS

Toni Alspach, Taylor Bogle, Jason Boles, Tony Grappin, Alex Hanna, Sean Holmes, Andrea Lyons, Ryan Moore, Matt Ryan, Whitney Ryan, Stephen Shedden, "Evil" Elizabeth Weaver, and many more.

ABOUT THE DESIGNERS

Ted Alspach is the designer of several games including *Werewords*, *One Night Ultimate Werewolf*, *Castles of Mad King Ludwig*, *Ultimate Werewolf*, and *Suburbia*. He lives in on a secret island lair somewhere in North America, awaiting an eventual showdown with other super-powered beings.

Akihisa Okui is the designer of Japan's *One Night Werewolf*.

ABOUT THE ARTIST

Brazilian artist **Gus Batts** has illustrated more than 50 children's books, and is the artist for the original *One Night Ultimate Werewolf*, *Daybreak*, *Vampire*, and *Alien*. See more of his fantastic artwork at www.gusbatts.com.

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