

OUTNUMBERED

IMPROBABLE HEROES



WATCH the rules instead!


ATOMIX LAB has created the INFINITY GENERATOR to provide power to Megatropolis, but ABSOLUTE ZERO wants to use it as a powerful weapon! You must work together to protect the Infinity Generator while it is being transferred to a secure location. Stop the Villains and save the city in this cooperative math game for 1 - 6 Players!

GAME SETUP

1 Place the **GAME BOARD** in the center of the play area. Place the **INFINITY GENERATOR TRUCK** on the "Start" space of its route tracker. Fold the 5 **BARRICADE** cards in half and place 1 at the bottom of each Lane.

2 Each player selects a **HERO** Card with a unique Hero Power and places it in front of them. The player who most recently did math homework takes the 3 **DICE** and will take the first turn (as described in "PLAYER TURNS").

3 Prepare the **VILLAIN** deck, consisting of the Minions and their leader, Absolute Zero. Choose your difficulty level:

 For **SIDEKICK MODE** (standard difficulty), use only the Minions with a blue background, and return the rest to the box.

 For **HERO MODE** (hard difficulty), use all of the Villains, keeping Absolute Zero in the bottom half of the deck.

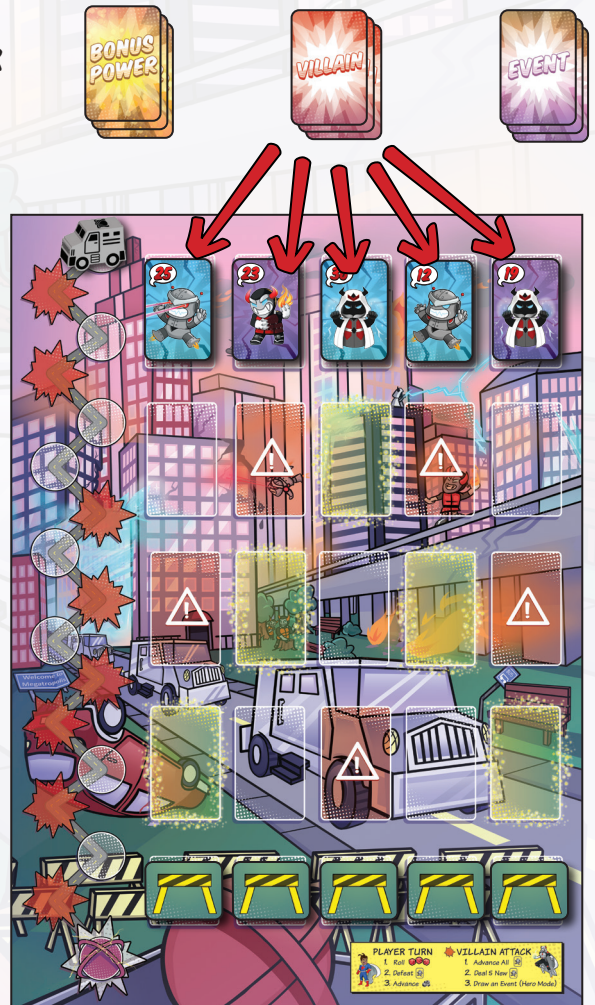
Shuffle the Villain deck, then deal 5 Villain Cards, face up, into the top row of Villain Spaces.

4 Shuffle the **BONUS POWERS** deck and give 1 Bonus Power to each player.

For **HERO MODE**, shuffle the **EVENT** deck.

Place the Card decks near the Game Board, leaving space for a discard pile for each deck. If any deck ever runs out, reshuffle the discard pile.

You're ready to save the city!



GAMEPLAY OVERVIEW

OUTNUMBERED: IMPROBABLE HEROES is a fully-cooperative math game in which players must work together to defeat waves of oncoming Villains approaching down 5 Lanes. Players will take turns rolling **3 DICE**, then use their **HERO POWER** and **MATH OPERATIONS** to combine and change the Dice values. By creating the numbers shown on the Villains, players can defeat the Villains who are attacking the city.

After each player takes their turn, the Infinity Generator Truck will advance to the next space on its route. On some spaces, the Villains will move down the Lanes and new Villains will appear. You must defeat the Villains before too many reach the bottom of the map, breach your Defenses, and capture the Infinity Generator.



INFINITY GENERATOR TRUCK

PLAYER TURNS

On your turn, start by **ROLLING THE 3 DICE**. Your goal is to use your Dice to match the numbers shown on any Villain Cards on the board. To help do this, you have 3 tools:

1 You can **ADD, SUBTRACT, MULTIPLY, AND DIVIDE** any of the 3 values to combine them, in any order, as much as you want.

$$\begin{aligned} \text{Die 1} + \text{Die 2} &= 9 \\ \text{Die 1} \times \text{Die 2} \div \text{Die 3} &= 8 \end{aligned}$$

2 You can **POWER UP** values by **SQUARING** them (multiplying a value by itself). Powering Up helps reach large numbers very quickly!

$$\begin{aligned} \text{Die 1}^2 &= 16 \\ \text{Die 1} + \text{Die 2} = 5 \rightarrow 5^2 &= 25 \end{aligned}$$

3 Once per turn, you may use the **HERO POWER** printed on your Hero Card.



Create the values shown on the Villains to defeat them! You may use the 3 abilities in any order and combination, but may only use **EACH DIE ONCE**. Defeated Villains are discarded and used Dice are set aside. You may continue targeting other Villains with any remaining Dice.

EXAMPLES:

BIG PLUS rolls , , and . He uses his **HERO POWER** to change a 4 into a 5, defeating the 5 Villain. He **MULTIPLIES** the remaining 4 and 2 to make 8, to take out the 8 Villain as well.



$$\begin{aligned} \text{Die 1} + 1 &= 5 \\ \text{Die 1} \times \text{Die 2} &= 8 \end{aligned}$$

DIGITIZER rolls , , and . She finds a clever play: she uses her **HERO POWER** to flip one to a . Next, she **ADDS** and to make 8, then **POWERS UP** the 8 to 64. Nice!



$$\begin{aligned} \text{Die 1} \rightarrow \text{Die 1} &= 2 \\ \text{Die 1} + \text{Die 2} &= 8 \\ 8^2 &= 64 \end{aligned}$$

BONUS POWERS

When you defeat a Villain on a Yellow Space using the Dice, draw 1 **BONUS POWER** Card. The Bonus Powers provide powerful abilities for defeating additional Villains.

You may play Bonus Powers immediately, or save them for later, but you can only play Bonus Powers on your own turn.



Using a Bonus Power to defeat a Villain **cannot earn you another Bonus Power**, even if the defeated Villain was on a Yellow Space.

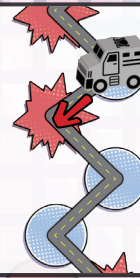


BONUS POWER SPACE




THE INFINITY GENERATOR MOVES

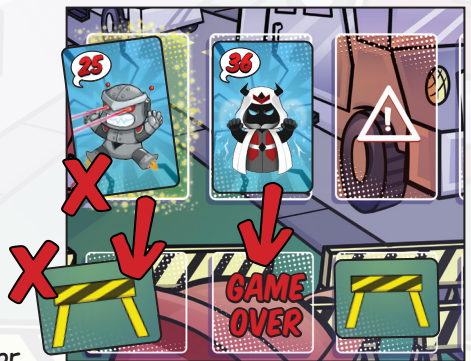
After each player's turn, the **INFINITY GENERATOR TRUCK** will move 1 space down the track. If the space is an empty , pass the Dice to the player on your left for their turn. If the space shows a , it's time for a Villain Attack!



THE VILLAINS ATTACK!

When the Infinity Generator Truck reaches a , the Villains Attack before the next player turn. Villain Attacks have the following steps:

- ADVANCE** all of the Villain Cards by 1 space down their Lanes, toward the Barricades. Villains will always stay in the same Lane, they won't move left or right. If a Villain would move onto a Barricade Space at the bottom of the Lane, it has reached your Defenses!
 - The **FIRST** time a Villain reaches the bottom of each Lane, **DISCARD** the Villain and the Barricade. You are safe for now, but your defenses are compromised.
 - If a Villain reaches the bottom space of a Lane with **NO BARRICADE**, the Villains have taken the Infinity Generator and the **HEROES LOSE!** Avoid this fate at all costs.




- Deal 5 NEW VILLAIN CARDS** into the top spaces of each Lane. The attack continues!


- HERO MODE ONLY:** Draw an **EVENT CARD** and resolve its text. It may add Villains to the Red Spaces on Board, move some of Villains forward, or have no effect. Whenever Villains move forward, they will push any Villains directly in front of them as well, making a full lane very dangerous!

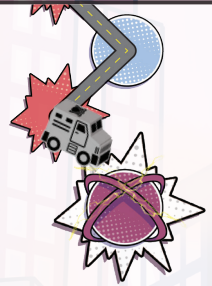


After a Villain Attack, pass the Dice to the player on your left for their normal turn. (Don't advance the Truck after a Villain Turn, it doesn't replace a Player Turn.)

REACHING ATOMIX LAB

Players continue taking their turns and moving the Infinity Generator Truck, with a Villain Attack on each , until the Truck reaches **ATOMIX LAB** at the bottom of its route. Now the Villains begin their final assault!

When the Truck reaches the Atomix Lab , advance all the Villain Cards 1 space down their Lanes, **WITHOUT** drawing new Villain or Event Cards. From now on, after each player turn, the Villains advance 1 space down their Lanes and no new Villains or Events are drawn.




THE FINAL ASSAULT

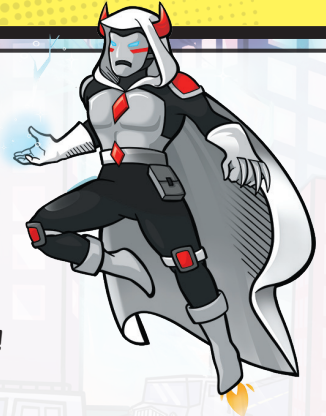
- No New Villains or Events
- Villains advance every turn

WINNING AND LOSING

If the Villains in any Lane overcome your Defenses and would move onto an empty Barricade Space, the Heroes have lost. The Villains have **STOLEN THE INFINITY GENERATOR** and you were unable to stop them.

If the Infinity Generator Truck reached the Atomix Lab  and you defeated all the Villains on the Board, you win! Calculate your final score below:

10 PTS	The INFINITY GENERATOR made it safely to Atomix Lab!
+3 PTS	For EACH remaining Barricade
+5 PTS	If Absolute Zero was defeated (using Dice)



10 - 15 Megatropolis is safe... for now.

16 - 21 Absolute Zero has escaped, but will think twice before returning to town.

22 - 27 The citizens of Megatropolis rest easy knowing that Absolute Zero has been stopped.

30 A perfect victory! Absolute Zero and his Minions are captured and Megatropolis prospers.

TRAINING MODE (AGES 4+)

Younger players can play Outnumbered in Training Mode, battling to stop as many Villains as possible.

Set up the game using only the Minions numbered 1-10, **NO BONUS POWERS**, and **NO EVENTS**. Use only 2 Dice, only the center 3 Lanes, and no Barricades.

Play proceeds like the **SIDEKICK MODE**, but players don't lose the game if Villains make it through the defenses (the other Heroes will stop them). Instead, set these Villains aside and keep track of how many made it through. The goal is to let as few Villains escape as possible. Record your lowest score and track your progress!

CREDITS

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