

MARVEL
UNIVERSE

TOP TRUMPS TOURNAMENT

THE RULES



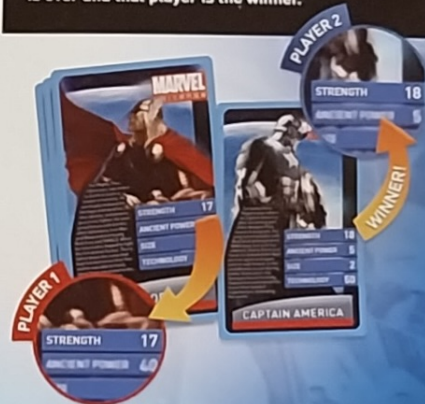
To play a standard game of Top Trumps, deal the cards face down equally among 2 to 6 players. Each player holds their cards face up and may only look at the top card. Don't let other players see your cards.

The first player chooses the highest statistic from their card – for example 'Ancient Power 40'.

Everyone reads out the same statistic. Whoever has the highest value wins and collects the first card from all the other players. They place them, including their own, to the bottom of their pile, and choose the statistic for the next round.

If 2 or more cards 'tie' then all the cards are placed to one side. The same player chooses again from their next card and the winner of that round also takes the cards that were placed to one side.

When only one player has any cards left, the game is over and that player is the winner.



AIM OF THE GAME

The aim of the game is to be the first player to fill your Top Trumps scorebar with pegs, and win the Top Trumps Tournament Final.

You fill your scorebar by winning the Tournament mini-games: Head To Head, My Pack, Shoot Out, Hi Lo, Steal A Peg, and Win 2 Pegs.



SET UP

Assemble the spinner by unclipping the arrow from its circular base. Put the base underneath the hexagonal spinner and clip the arrow back into place from above. The spinner then sits in the middle of the Hub.

Choose one player to be Pegmaster. They are responsible for giving out the pegs.

Place a pack into each of the six slots on the Tournament Hub. Place the cards so that the back of the pack is closest to the spinner. Always take the cards out of the case before you begin the Tournament, and put any non-play cards to one side.

Each player needs a scorebar. Keep your scorebar where the other players can see it – no hiding!

When playing the mini-games, always deal from the top of the pack. There is no need to shuffle.

Whenever you finish one of the mini-games, put the cards to the bottom of that pack, and put them back in their slot on the Hub before the next player's turn begins.

HOW TO PLAY

Spin the spinner to see who goes first. Whoever the arrow points at starts the game by spinning again to choose the first mini-game. Some of the mini-games involve all players, some are just one-on-one. When the mini-game is over, that player's turn ends and play passes to the left.

Players win pegs for their scorebars by winning the mini-games. When one person has filled their scorebar with all 9 pegs, The Final begins.

TOP TRUMPS TOURNAMENT: WHAT'S NEW?

DISCARD RULE : "LOSER DISCARDS"

During the game, players discard any losing cards. This means that instead of handing over losing cards to the player who has the winning card, you put losing cards on the table in front of you.

This speeds up play as players lose cards rapidly. When a player has run out of cards, they are out of that mini-game. Discarded cards go back in the Hub after each mini-game.

The Discard Rule applies to all mini-games in the Tournament, and the Tournament Final.

DRAWs

If two or more cards draw on the same stat, then both players discard that card and the same stat category is used for the next card.

If this means you have no cards left, you're out. If this happens to two or more players at once, those players are given a new card and the same category is used. Even if drawing players have a higher value stat than some of the other players' cards, they still have to discard because they drew with another player. The same category is used for the next card.

ONE CARD LEFT

If the player choosing the next stat has only 1 card left, they cannot call the same stat twice in a row.

STATS

In the Heroines pack, if you play the 'Debut' category, the most recent year (or highest number) wins. In 'Classic Comic Covers' the highest number wins for the 'Year' and 'Cost' categories.

MINI-GAMES

MU PACK - ALL PLAY

2
PEG

This is your big chance to win 2 pegs with your best pack. Choose your favourite pack from the Hub, and deal 3 cards to every player. You get the advantage of choosing the first stat. The player with the winning card chooses the next stat from their next card, and the losing player discards. Play continues until only one player has any cards left. That player is the winner and gets 2 pegs for their scorebar.

HEAD TO HEAD - 2 PLAYERS

1
PEG

Spin the spinner again to choose which pack you will play. Then, pick which player you'd like to take on. Try to avoid the players you think will know the pack best! Deal 3 cards to both players. You get the advantage of choosing the first stat. The player with the winning card chooses the next stat from their next card, and losing players discard. Play continues until only one player has any cards left. That player is the winner and gets one peg for their scorebar.

SHOOT OUT - ALL PLAY

1
PEG

Spin the spinner again to choose which pack you will play. Deal 1 card to every player. You get the advantage of choosing which stat to play from your card. The player with the best card wins a peg for their scorebar. If there's a tie between two or more players, deal another card to those players and use the same category.

HI LO - SINGLE PLAYER

1 or 2
PEG

Spin the spinner again to choose which pack you will play. Deal 3 cards face-down in a row in front of you. Flip over the first one and look at its stats. You must choose one category during this mini-game - do you think the next card will have a higher or lower value? Say which category you're going to play, and the stat, and then say "high" or "low" depending on whether you think the next card will have a higher or lower value. Now flip the next card and find out! If you were wrong, your turn ends. If you were right, guess again - will the next card be higher or lower than the second card? Turn the last card and find out if you were right. A draw wins. If the card reads "N/A" then take the next card from the pack and flip it over.

STEAL A PEG

1
PEG

Steal A Peg lets you steal a peg from another player's scorebar and add it to your own! But watch out, as they might try and take revenge later in the game... If there are no pegs to take, spin the spinner again and choose a different mini-game.

WIN 2 PEGS

2
PEG

Win 2 Pegs is simple - get two pegs from the Peg bag and add them to your scorebar.

THE FINAL - ALL PLAY

When one player has filled their scorebar with all 9 pegs, The Final begins! Spin the spinner again to choose which pack to play. Shuffle it before beginning. Each player counts the number of pegs in their scorebar. This is the number of cards that they get dealt in The Final. So if you filled your scorebar first, you get 9 cards. If you only had 5 pegs, you get 5 cards. If you have no pegs, you're out! If there are more than 30 pegs in play, then deal 6 cards to the player with the most pegs, 5 cards to the second, 4 to the third, 3 to the fourth, 2 to the fifth, and 1 to the sixth. If some players have the same amount of pegs, they get the same amount of cards. E.g., if you are joint-second, you both get 5 cards each. The player with the most pegs gets the big advantage: they get to choose the first category, and The Final begins. As always, the Discard Rule is used, and players are out when they have no cards left. Play continues until only one player is left - that person is the Top Trumps Tournament Winner!

THE HUB

The six Marvel packs that come in this game are just the beginning. Every pack ever made can be used in a Top Trumps Tournament. All you have to do is pick your favourite packs from your own collection, load up your Hub and away you go!

So now Dad can dust off his old pack from the loft and Mum can dig out a childhood favourite. The Hub brings everyone's packs together for the first time. You can create your own personal Tournament, so grab your packs and start spinning!

