

A Heroic Death

Introduction

The world is in jeopardy. As usual. And as usual, it's up to the SuperHeroicJusticeDoomSquad to save the day. The problem is that they all had a big party last night celebrating something exciting that they can't quite remember; and this morning, their manager Bernard was found dead on the lovely faux-sheepskin rug in their Lounge.

Their secret base, the location of this party, has impenetrable defences (being inside a giant dormant volcano, naturally) and it was locked shut all night—so they have come to the realization that the killer must have been one of the Squad... or possibly their cleaner, Miguel.

The big red 'World in Danger!' light is flashing in the control room, so they really need to get out there and defeat the bad guys, but there's another problem. Bernard was the only one who had the access code to the main computer which controls everything, and it somehow got logged out last night.

Now the Heroes can neither speak to the outside world to find out what crisis is going on *this* time, nor can they turn off the SuperHeroicSuperiorAlarmSystems alarm and leave the base. The outside door (which is controlled by the main computer) is locked shut until the alarm system can be reset, and it has been specially made to withstand anything.

Our Heroes need to find a way to get out of the base in time to save the world—and find out which of them is a murderer, and why—before it's too late!

NOTE: *A Heroic Death* includes a *free* kids' version, which has been designed to be more suitable for younger teens and for more conservative groups of players. It has no references to alcohol or to contacting the dead.

Will you face *A Heroic Death*?

What is included when you buy *A Heroic Death*?

- A step-by-step guide on how to run the game.
- Character booklets for each guest, including background, goals and objectives, rules and special abilities.
- Items and money for each guest; handouts and other essential items.
- The solution!
- The free kids' version of the game.

How does *A Heroic Death* work?

A Heroic Death has been written for 8 to 12 guests—plus the host or co-ordinator. The step-by-step guide explains which characters to omit should you have fewer than 12 guests (you do need at least 8, however). Here's how that works:

Number of guests	Male characters	Female characters	Characters that can be played as any gender
8	3	3	2
9	3	3	3
10	4	4	2
11	4	4	3
12	4	4	4

A Heroic Death runs over the course of three or four hours and is particularly suited to a buffet meal. One person is the Host, and acts as organizer and co-ordinator, responsible for making sure everything runs smoothly and that all the guests have the information they need.

The guests, members of the SuperHeroicJusticeDoomSquad, are all present in their secret base as Bernard's body is discovered. They have their own goals and agendas, and how they choose to achieve these goals is up to them. *A Heroic Death* is an evening of mistrust, feuding, betrayal, and murder!

Where can I get *A Heroic Death*?

A Heroic Death is available from www.freeformgames.com. We accept all major payment methods.

When you purchase the game, you'll be taken to a page where you can download it right away. We will also email you a download link and password, so you can come back to the site and collect your game later if that's more convenient.

What if I don't like *A Heroic Death*?

No product is perfect for everyone. We know that and you know that and that's why we offer a cast-iron, no quibble guarantee. If you're not completely satisfied with *A Heroic Death*, let us know within 30 days and we will refund you.

The CityVille Post

June 29th 2108

Welcome to another great edition of the CityVille Post, crammed full of exciting stories of heroic deeds above the spires and rooftops of our grimy yet beloved city and capital of the great country of United North America. Yet again we have the SuperHeroicJusticeDoomSquad to thank for our continuing liberty from the forces of Evil, embodied by the particularly loathsome villain ReptoMan – Ed.

Amazing! Capture of ReptoMan

Captain Amazing! has finally managed to do what we all thought was impossible, and put ReptoMan away for good inside the safe walls of New-Alcatraz High Security prison for the Incurably Evil. The CityVille Post wants



Captain Amazing! to know just how incredibly grateful we all are to him, and his band of supporting Heroes. **MORE ON PAGES 2–5. CAPTAIN AMAZING! PHOTOS AND INTERVIEWS ON PAGES 8–21**

LADIES! Turn to pages 24 and 25 for our Fashion and Beauty Section. This week, WhizzoGirl gives us her favourite Beauty tips and tells us how to achieve her great hairstyle – ‘The WhizzoSwish’! She also gives us the inside scoop on her hectic life as a Superhero and incredibly glamorous Style Icon.

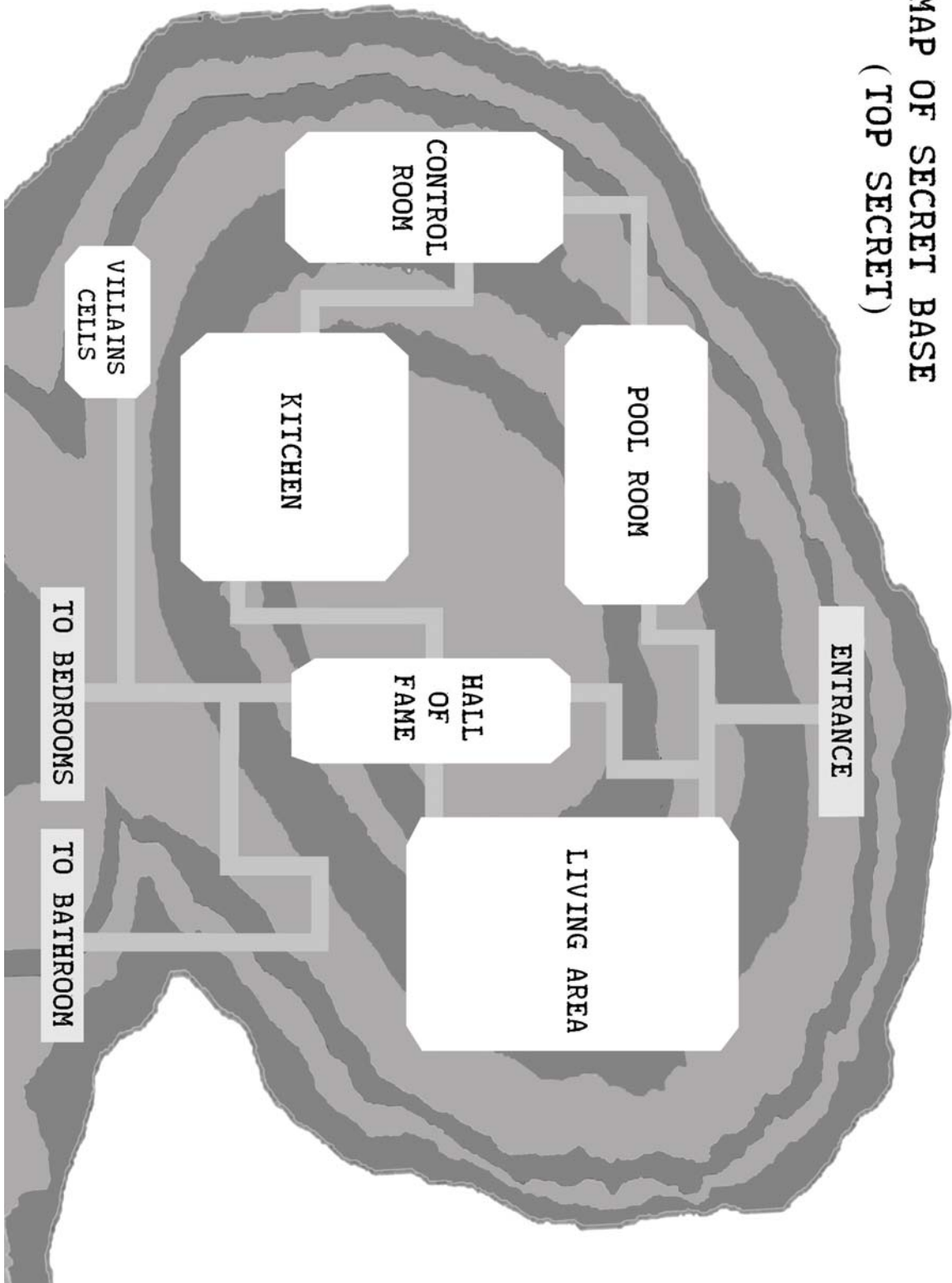
INTERNATIONAL NEWS ON PAGE 26: South America mourns the anniversary of the death of their Superhero ‘The Warrior of Hope’ at the hands of the evil Doom Lord; and African Hero Mr Zuzu retires, after eighty years of distinguished service.

BUSINESS NEWS ON PAGE 27: Industrial Spy targets CityVille! CEOs of top food companies claim that top secret recipes have been stolen. The business world is on high alert! CV\$5,000 reward offered to anyone who can identify the spy.

Cityville’s new Mayor is to be announced tomorrow, after months of voting and allegations of vote-rigging. From the safety of his prison cell, ReptoMan has denied all claims that he has attempted to influence the election in favour of politician Dave Xanadu. While Dave has never been directly linked to ReptoMan’s evil plots, he is widely believed to be in the supervillain’s employment. Pundits claim that ReptoMan stands no chance of winning the election, no matter how much intimidation he tries... **MORE ON PAGES 6&7.**

The disappearance of banker I. Lentyov from Wall Street may have caused the CityVille Dollar to plummet in value. We hear from experts on the likely effects of this unexpected drop and whether now is a good time to buy property or not. We also ask if ReptoMan’s recent capture by Captain Amazing! will help boost the economy of our beloved CityVille, as a mood of unexpected optimism grips the Nation... **MORE ON PAGES 22&23**

**MAP OF SECRET BASE
(TOP SECRET)**



A Heroic Death—Cast List

- **Captain Amazing!**—He thought this name up himself. The exclamation mark is a compulsory part of the spelling, apparently. Not the brightest of men, but has lots of charisma and is very photogenic, which is probably the most important thing for a superhero, and that's why he's the group Leader. **Superpower**—None as such, but he's very good at martial arts, and he sometimes manages to dazzle enemies with his whitened teeth.
- **Doctor Robot-Neck**— An industrial accident left this qualified doctor with the neck of a robot. He's the brains behind the group, and more involved with the planning side of the missions than the actual groundwork. He's Captain Amazing!'s Second-in-Command. **Superpower**— He can rotate his neck 360 degrees and extend it by up to 3 metres, which allows him to see over things, but isn't that great for crime-fighting. Hence the largely supportive role he plays in missions.
- **Bloody Mary**—Likes fighting villains and drinking cocktails. Often at the same time. Always the first to get into a fight and frequently very argumentative, but she's a good person to have on your side when the going gets tough. A long-standing and respected group member. **Superpower**—Super Strength.
- **WhizzoGirl**—A very girly superhero who is as photogenic as Captain Amazing! and likewise possibly more interested in being in all the newspapers than in the actual crime-fighting aspect of the job. Usually to be seen giving interviews to adoring news crews just after a fight that she did very little in to avoid breaking any nails. A long-standing group member. **Superpower**—Can fly, so she is often used to help break into secure areas etc.
- **InvisoGirl**—A shy and retiring character in large groups, but with a few close friends she is known for her mischievous sense of humor, and takes full advantage of her powers to play practical jokes on them whenever possible. A middle-ranking group member. **Superpower**— Can make herself invisible.
- **Shaman**—Once a librarian, Shaman is possessed by the spirit of a powerful Native American shaman. Very regal and wise, and 100 % accurate with a bow and arrow, so often used to provide covering fire in missions. A middle-ranking group member. **Superpower**—Has visions of the past and future when drinking special 'firewater', and claims to be able to contact the dead.
- **Puss-in-Boots**—Nobody knows what Puss is doing here, but you don't question a talking homicidal cat wearing clothes. A recent addition to the group. **Superpower**—Well apart from the whole talking / standing upright thing, which when you think about it is rather

impressive in itself, Puss has a very sharp set of claws that you *really* don't want to have to make a closer acquaintance with...

- **S.**—A very recent addition to the group, this superhero appears to REALLY like snakes, as evidenced by a snake-themed costume, favoured conversational topics and general reading materials. **Superpower**—Claims to have a very venomous bite...
- **The Masked Crusader**—An old friend of Captain Amazing!, who has recently returned from a much praised five-year-stint fighting crime in South America. Co-founder of the group. **Superpower**—Energy bolts fired from the hands.
- **Ice Queen**—A proud and haughty lady who wears a crown and appears to be made almost entirely of ice... hence the imaginative nickname the superheroes have given her. A recent addition to the group. **Superpower**—She uses her ice-staff to send blasts of ice at people and freeze them in their tracks.
- **The Russian**—A very mysterious character who has only recently joined the group, and who came with some impressive references from Paris. Nobody knows where the nickname came from, as 'The Russian' has a French accent. **Superpower**—No-one's found out yet.
- **Miguel**—The hired help. A Mexican cleaner who seems to mysteriously keep appearing everywhere when least expected. He has a pretty poor grasp of English but a strong work ethic, and it would be a brave superhero indeed that would dare to risk his wrath by walking muddy footsteps over a freshly mopped floor. **Superpower**—Do you think he'd be doing this job if he had a superpower?
- **Bernard**—**[The Dead Guy]** Bernard was the squad's manager. He ran the base, coordinated missions, recruited new heroes, and organized everything so that all the squad had to do was fight crime and save the world. He was found lying on the sheepskin rug this morning with a blue face but no blood spilt, thank goodness, because that rug was worth a *fortune*.
- **HOST**—**[The Host]** The Computer's back-up system. A 3-D projection created to assist the SuperHeroes when the computer is logged out.

