Instructions

**OBJECT**
Capture all of your opponent's targets to win. Do this by shooting the targets and popping them out of the Helicarrier so they land face-down.

**SET UP**
1. Insert the nine wall panels into the frame to create the containment chamber of the S.H.I.E.L.D. Helicarrier. The wide wall panels insert into the wide slots and the narrow wall panels insert into the narrow slots. Otherwise, you can locate the wall panels however you want.
2. One player takes the Spider-Man shooter, the red targets, and the HEROES cards. The other player takes the Green Goblin shooter, the green targets, and the VILLAINS cards.
3. Each player shuffles their cards and places them in a stack face-down in front of them.
   * When playing with pre-readers, you may set the cards aside and not use them.
4. Take turns placing your targets face-up inside the Helicarrier until all eight targets are inside the Helicarrier.
5. Take one of the shooter discs and flip it like a coin. The player whose symbol lands face-up shoots first.
6. Each player loads six discs into their shooter.

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**WARNING:**
CHOKING HAZARD - Small parts. Not for children under 3 years. Do not aim at eyes or face.
END OF GAME

When all of your opponent’s targets are captured at the beginning of a new round, you win the game. In the case of a tie, play again!

QUICK PLAY GAME

For fast-action fun, try this simplified version of the game: Take turns placing your targets face-up inside the Helicarrier until all eight targets are inside the Helicarrier. Each player loads six discs into their shooter. Then — on the count of three — start blasting at the same time! The player who pops more of their opponent’s targets outside of the Helicarrier and face-down wins the round (repeat ties). Play five rounds. The player that wins the most rounds wins the game!

HOW TO PLAY

For pre-readers, you may set the cards aside and not use them (in which case you would also skip step 4).

1. The starting player shoots ONCE into the Helicarrier, trying to pop out his opponent’s targets (see SHOOTING DISCS below).
2. The second player takes a turn, shooting ONCE.
3. Continue to take turns shooting one disc at a time until both players have shot all of the discs in their shooter. Then the round is over.
4. BEFORE GATHERING ANY OF THE TARGETS, both players flip over the top card of their deck and follow the instructions on the card, then set the card aside (see CARDS below).
5. All targets that are outside of the Helicarrier and face-down are CAPTURED! Set these targets aside.
6. All targets that are outside the Helicarrier and are face-up are NOT CAPTURED. Take turns placing these back into the Helicarrier (face-up).
7. All targets that are inside the Helicarrier and face-down should be flipped over so they are face-up.
8. Retrieve your discs and re-load. Play another round, taking turns being the starting player. Continue playing until one player has captured all of his opponent’s targets at the beginning of a new round.

WARNING:

• NEVER fire discs at people, animals or unintended objects.
• NEVER aim at eyes or face.
• NEVER use discs other than those supplied with this game.

SHOOTING DISCS

• Position your shooter immediately outside ANY opening between wall panels. Choose your angle of attack carefully!
• Shoot one disc at an opponent’s target by pressing the button at the back of the shooter.
• Try to pop an opponent’s target out of the Helicarrier either through an opening or over a wall panel.
• If your shooter jams, open the lid and make sure all the discs inside are laying flat.

EXAMPLE

TARGETS

Captured
Not Captured

Face-up Target
Face-down Target

CARDS

• Card powers only take effect if the target matching the card (the same character) is not yet captured and face up.
• Some cards affect how many discs your opponent loads into their shooter for the next round.
• When you run out of cards, shuffle your cards and place them in a stack face-down in front of you.