



**WELCOME TO THE AVENGERS INITIATIVE**

The background is a solid blue gradient. Overlaid on this are white, stylized circuit board traces. These lines are most prominent along the left and right edges, where they branch out and connect to small white circles, resembling nodes or components on a circuit. The lines vary in thickness and angle, creating a technical, digital aesthetic.

# **TASK 1: YOU HAVE 10 MINUTES TO DESIGN YOUR OWN SUPERHERO**

# **CHOOSE 5 SUPER POWER FOR YOUR HERO – BUT CHOOSE WISELY!**

- **Super strength**
- **Super speed**
- **Healing/regeneration**
- **Super senses**
- **Climbing/wall-crawling**
- **Flight**
- **Teleportation**
- **Elemental Control/Manipulation**
- **Telekinesis (moving objects mentally)**
- **Telepathy (reading minds)**
- **Forcefields**
- **Shapeshifting**
- **Invisibility**

# **FIRST MISSION**

**On your first mission you have been captured and need to escape**

- **Gain 30 points if you have Teleportation.**
  - **Gain 20 points if you have Flight.**
  - **Gain 10 points if you have Invisibility**
- **Gain 5 points if you have Shapeshifting .**
  - **Otherwise loose 30 points.**



## **MISSION 2**

**You need to save a school bus filled  
with your friends**

- **Gain 20 points for Super strength.**
- **Gain 20 points for Super speed.**
- **Gain 20 points for Telekinesis.**
- **Gain 10 points for a Forcefields.**

## **MISSION 3**

**You need to infiltrate a hydra base without being detected**

- **Gain 10 points if you have Climbing.**
- **Gain 10 points if you have a Invisibility.**
  - **Gain 10 points for shapeshifting**
- **Gain 40 points if you have all three.**
  - **Otherwise, lose 20 points.**

# **MISSION 4**

**A team of super villains has escaped from the raft you've been sent in to stop them**

- **Gain 10 points for any of the following:**
- **Super strength, Super speed, Healing/regeneration, Elemental Control/Manipulation, Telekinesis (moving objects mentally), Forcefields, Shapeshifting**

**Loose 10 points if you have none of these power.**

# MISSION 5

**One of the Super Villains has managed to get away, you now need to track them down**

- **Gain 30 points for having: Super senses or Telepathy.**
- **Gain 10 points for having: Super speed or Teleportation.**
  - **Otherwise, lose 20 points.**



# **MISSION 6**

**Aliens have invaded Earth and we need to defend the Planet**

- **Gain 20 points for having Super Strength or Forcefields.**
  - **Gain 10 points for having Elemental Control or Telekinesis**
  - **Gain 5 points for Flight or Wall Crawling**
  - **Otherwise lose 20 points.**

**If you got a score of 110  
or more, then congratulations!  
You're a Avenger!**

**If you got a score of 60-110 you  
are now part of the 'Young  
Avengers' initiative**