

PTC Super Cubs! Blue & Gold

I needed to start working on the PTC Blue and Gold lunch decorations, but the 2018-2019 pack meeting plans hadn't been released yet. So I re-used the "Super Cub" pack meeting theme from 2015. The Super Hero theme is a fun one for a Blue & Gold Celebration.

Several years ago I met an amazing Cub Master who used to be an event planner. So his approach to Blue & Gold Banquets was to turn them into memorable and fun events. Instead of a traditional program, he did a simple dinner, and created an adventure for the kids with an amazing setting. One year they explored a Mayan Temple maze made from moving boxes, and fought off Mayan Mummies using Nerf guns.

I have used a modified version of this approach for our pack's Blue & Gold Celebrations. We have a short program, play games or do other fun activities, and have snacks rather than a full-blown dinner.

Gathering Activity: Superhero Costume Creation Station – make headbands & armbands.
(Ideas are in Craft section.)

Scouts are **Thrifty**, making their own inexpensive Super Hero Costumes.

Pledge of Allegiance: Please salute the flag, the symbol of truth and justice. Please join me in saying the Pledge of Allegiance.



Opening Ceremony: Cub Scout Super Powers (Scout Law)

(Scout Law Super Powers are from the Super Cub pack meeting plan.)

Props: Scout Law Points written on posters, super hero style. (See link below for printables.)

<http://akelascouncil.blogspot.com/2015/10/super-cub-superhero-comic-bubbles-with.html>

13 Cub Scouts are needed. The first one says the first line. The other 12 Cubs hold up their poster as they say the other lines in order. Everyone says the last line together.

Scout #1: Cub Scouts work to develop their Super Powers, outlined in the Scout Law:

Scout #2: Trustworthy: Always answers the call.

Scout #3: Loyal: Defends the earth from evil forces.

Scout #4: Helpful: Rushes to the rescue.
Scout #5: Friendly: Turns evildoers good.
Scout #6: Courteous: Protects old and young alike.
Scout #7: Kind: Balances strength with gentleness.
Scout #8: Obedient: Enforces right over wrong.
Scout #9: Cheerful: Laughs in the face of difficulty.
Scout #10: Thrifty: Saves precious Earth resources by using them wisely.
Scout #11: Brave: Overcomes fear when threatened.
Scout #12: Clean: Repels evil influences over mind and body.
Scout #13: Reverent: Has the power to believe.
Everyone: These Super Powers make us Super Cubs!

Awards:

COMMITTEE CHAIR: Stronger than a square knot, faster than a speeding Cub Scout, able to mesmerize an audience with a single joke. It's Super Cubmaster! (Play Rocky Theme on kazoo.)
CUBMASTER: Hello, everyone! I'm Super Cubmaster! Tonight we're here to celebrate some Super Cub Scouts with some Super Awards!

Lion Awards:

COMMITTEE CHAIR: Fierce Amazonian Princesses,
(You may want to skip this line if there are boys in the Lion den.)
CUBMASTER: Bullets bounce harmlessly off their arm bracers!
COMMITTEE CHAIR: Criminals must reveal their fiendish plans when captured by the Lasso of Truth!
CUBMASTER: Arriving by invisible jet..
COMMITTEE CHAIR: It's the Wonder Cubs from the Lion Dens!
Distribute awards and parent pins; do cheer (see list below).

Tiger Awards:

Sing words to the tune of "Teenage Mutant Ninja Turtles" theme song.
Cub Scout Mutant Ninja Tigers,
Cub Scout Mutant Ninja Tigers,
Cub Scout Mutant Ninja Tigers,
Heroes in a furry skin. Tiger Power!
Distribute awards and parent pins; do cheer (see list below).

Wolf Awards:

COMMITTEE CHAIR: Stronger than the Incredible Hulk...
CUBMASTER: But with better anger management skills...
COMMITTEE CHAIR: And not nearly so green...
CUBMASTER: It's the Incredible Riley S.! (or It's the Incredible Wolf Dens!)
Distribute awards and parent pins; do cheer (see list below).

Bear Awards:

COMMITTEE CHAIR: These Super Heroes patrol the night,
CUBMASTER: Keeping the good citizens of Gotham City Safe.
COMMITTEE CHAIR: Criminals don't stand a chance when they're around!
CUBMASTER: Straight from the Bat Cave, it's the Bat Bears!
Distribute awards and parent pins; do cheer (see list below).

Webelos Awards:

CUBMASTER: Mild mannered student by day...
COMMITTEE CHAIR: Wild Web Spinner and Swinger by night...
CUBMASTER: It's Parker W., the amazing Spider Cub! (or It's the Webelos Dens' Spider Cubs!) *Distribute awards and parent pins; do cheer (see list below).*

Arrow of Light Den Awards:

COMMITTEE CHAIR: Faster than a speeding bullet!
CUBMASTER: Able to leap tall buildings in a single bound!
COMMITTEE CHAIR: Stronger than a locomotive!
CUBMASTER: It's Super Seth! (or It's the Super Scouts from the Arrow of Light Dens!)
Distribute awards and parent pins; do cheer (see list below).

Cheers:

Superman: Raise both fists in air above head. Say "up, up, and away!" Pretend to fly.
Batman: "Say "To the Bat Mobile!" Hold imaginary steering wheel, and pretend to drive crazy.
Make car and squealing tire noises.
Teenage Mutant Ninja Turtle: strike a cool martial arts pose. Shout "Turtle Power!"
Justice League: "For Truth & Justice!"

Skit: The Unknown Superhero (original skit changed, using super hero terminology)

Heart of America Council, '08 Baloo's Bugle, Adventures in Books

Scene: A group of Cub Scouts standing around.

Cub Scout #1: I hear a Superhero is coming to Pack Night.

Cub Scout #2: Have you seen him?

Cub Scout #3: No.

Cub Scout #4: Couldn't be as strong as Super Man.

Cub Scout #5: Or as brave as Spider Man.

Cub Scout #6: Couldn't be as awesome as Iron Man.

Cub Scout #7: Oh yeah? He's more than all those Super Heroes put together!

All Together: Here he comes!

Out walks a den chief or den leaders, flexing muscles and grinning.

(Curtains close/Cubs exit.)

Special Guest Speakers: Invite real community heroes to talk to the pack.

Fire Fighters or Police Officers (Tiger Safe & Smart #9; Wolf Council Fire #3; Bear Paws for Action #3A; Webelos First Responder #8; Webelos Build My Own Hero #1)

Military Service Men or Women; Veterans (Wolf Council Fire #3; Webelos Build My Own Hero #1)

For Webelos Build My Own Hero #1, maybe have Webelos Den work together to write a letter to a community agency to invite a speaker to come to the Blue & Gold Celebration.

Closing Ceremony: Cub Scout Super Power for All

CUB #1: Just like our Super Hero Centerpieces,

CUB #2: Super Heroes come in all shapes and sizes,

CUB #3: and have different abilities.

CUB #4: We may have blue or brown eyes,

CUB #5: Brown, yellow, or red hair.

CUB #6: Some of us like to play soccer or baseball.

CUB #7: Others like to play video games or build with Legos.

CUB #8: But whoever we are,

CUB #9: and whatever we like to do,

EVERYONE: We all have Cub Scout Super Power!

Cub Master Minute: “Juggling for Jesus” by Colin Ryan (Moth Radio Story)

On the first day of school his 6th grade year, Colin quickly realizes there are two ways to survive middle school: be cool, or be invisible. He’s doing pretty well at being invisible, until his third class. The teacher passes out a getting-to-know-you questionnaire. Colin assumes that only the teacher will see the answers. But to his horror, the teacher passes out the papers randomly. One by one the kids say the name on the paper they have, and read out loud their 3 favorite questions and answers from the paper.

The coolest, meanest kid in the class reads Colin’s paper. What is your favorite movie? All the other kids named assorted R-rated movies. Colin’s answer: “Beauty & the Beast.” Next question: Where would you like to travel? The other kids answered cool places like Australia, Japan, Paris, etc. Colin answered “Wherever a book takes me.” Final question: What do you like to do on weekends? Other kids answered “hang out with friends,” “go to the mall,” etc. Colin answered: “Performing with Clowns for Christ.” (His church youth group dressed up like clowns and juggled.)

Each of Colin’s answers was greeted with explosive laughter, which got louder and louder with each successive answer. Colin’s cheeks got redder and redder. He says “I remember that I felt about an inch tall. I remember staring at my Trapper-Keeper, and trying to figure out if I could somehow disappear inside of it... But right then something amazing happened. A voice from the back of the room said “Guys! Cut it out!” And the room went silent. The voice belonged to Michelle Seever. And Michelle Seever was popular, and cool. Michelle Seever had sway. And the room was quiet. But Michelle wasn’t done. She turned to the teacher and said “Why are you letting this happen? What is the point of this if we’re just going to make fun of each other?” And to this day, I don’t remember the teacher, the class, the names of any of the kids in that class. But I remember Michelle Seever’s first and last name. I remember how it felt when she spoke up for me, because on that day, she showed me that we actually have 3 options. You can be cool, and you might be remembered for a little while. You can be invisible, and you won’t be remembered at all. But if you stand up for somebody when they need you most, then

you will be remembered as their hero for the rest of their life.” (From *Moth GrandSlam “Life & Death”* episode, “*Juggling for Jesus*” story. Aired in January 2016. 5 minutes.
<http://themoth.org/posts/episodes/1609>)

Super Heroes Save the World! (Super Hero Challenge Course)

CUBMASTER: Tonight you will be using your Cub Scout Superpowers to defeat the fiendish plots of Dr. Evil, and save the city of Metropolis. If there’s a long wait at one of the challenges, go to another one, or work some more on your Super Hero costume. Good luck!

Superhero Challenge Course:

Objective: Cub Scouts/families must complete various activities to chase or track down the villain and defeat him/her, and neutralize a super weapon in the villain’s lair.

Set up: Choose activities/challenges from the Ideas Section below. Set up the activities in your meeting area. Sample write-ups for several of the Super Hero Challenges are after the Ideas section in Signs part 1.

Cubs and families can go to the challenges in any order. If you want to direct the activity flow or create a more cohesive plot line, use the signs in Signs part 2.

If Cubs/families fail at a task, they can use their “rewind time” super power to try again. You might want to make a limited number of Rewind Time Super Power tokens for each Scout/family.

Each activity requires the use of a Super Power (from the Scout Law or Oath). The Challenge Course also uses the following Super Powers:

Citizenship (from Scout Oath) – save the city.

Trustworthy – must finish a challenge before moving on to the next one.

Obedient -- obey the rules.

Helpful, Courteous, Kind, Clean – reset challenges for the next group of Super Heroes.

Courteous – wait to take turn at challenges.

Friendly – Scouts can work with other scouts and families to complete the challenges.

Super Hero Activities & Ideas:

Bears could run the activities below to pass off carnival games for Grin and Bear It #2 and #3. Trying out the Nuclear Waste Game below and discussing it passes off Grin & Bear It #1. Bears could also create a Hero cheer for carnival helpers to pass off Grin & Bear It #5.

Super Cub! pack meeting plan:

[https://filestore.scouting.org/filestore/cubscouts/pdf/YEAR1/310-842\(15\)_October%20Brave_WEB.pdf](https://filestore.scouting.org/filestore/cubscouts/pdf/YEAR1/310-842(15)_October%20Brave_WEB.pdf)

Baloo’s Bugle Super Cub theme (Oct. 2015): <http://usscouts.org/bbugle2015-2016.asp>

Pinterest: <https://www.pinterest.com/beadiemom/cub-scout-superhero-theme/?lp=true>

<https://www.pinterest.com/txterritips/super-hero-party/>

<https://www.pinterest.com/showclay/superhero-party/>

Draw a random super power: <http://www.pinterest.com/pin/365987907190557385/>

Bowling (Cheerful -- Perseverance): knock over pop bottle villains. (Pictures of villains taped to pop bottles.) Or use a pendulum hung from a ladder to knock over water bottle villains. (Villain pictures taped to water bottles.)

Ring the Villain (Cheerful – Patience; Loyal): toss a ring over a villain. Could use medium size rings on a pop bottle villain, or hula hoops on a large villain (maybe an actual person). Henchman tries to convince Super Heroes to join Dr. Evil. (Post signs saying things like: “Being a Super Hero is a lot of work. The people of Metropolis are lazy and selfish, and don’t deserve to be saved. They don’t appreciate everything you’ve done for them. Come join Dr. Evil!”)

Find the hidden “bomb” (alarm) before it rings (Brave; Clean). Save the city by keeping the bomb from spraying glue all over the city, trapping cars, people, pets, etc.

Dis-arm or disable a bomb, rocket, or robot (Mentally Awake, from Scout Oath): Use tools to cut or disconnect wires, or remove parts from a circuit kit.

Nuclear waste game (Helpful; Friendly; Clean):

The object of the game is to transport the nuclear waste (cup or can of water) from one area to another, without spilling the water. The students, using only the strings, must raise the transport, take it to the designated area and then set it down without a spill. Sound easy? Nope, if you play indoors you will need some towels ready.



Variation: Another homemade variation is to make the transport from a pony tail holder or surgical tubing tied to make a ring. In this version you use a cup or coffee can as the nuclear waste. The tube circumference should be slightly smaller than the coffee can. However, when stretched it will be larger than the can. In this version, players will stretch the tube over the can, then let the tube contract around the can so that it can be lifted and transported. The object of the game is the same, but how the container is carried is the difference.

HELPFUL HINTS: First, my students would choke up on the string (making it shorter). To fix this problem I attached washers to the end of the string and the players had to hold the washers. Second, if students were not careful in putting down the transport, string would easily tangle. This can be fixed by using thin rope. From mrgym.com.



Kryptonite Carry (Clean): Use a robotic grabber to carry Kryptonite crystals (golf balls) to the lead box (foil wrapped box) before Strength is drained (20 seconds). Each ball takes about 10 seconds to transport 10 feet. Wrap golf balls in ¼ sheet of neon green paper, then iridescent cellophane.

Neutralize Poison (Kind): “Poison” and neutralizing ingredients are in Dr. Evil’s lab. Cubs put on gloves & masks and mix the ingredients to neutralize the poison. (They add lemon juice and baking soda to grape juice.) Cubs/sibs get to drink the neutralized result (soda). Story: Poison

creates laughing gas, which would paralyze the city because everyone would be too busy laughing to do anything. Directions for neutralizing the potion are written in a lab notebook. Recipe: Add 1 teaspoon lemon juice to 1 cup 100% grape juice; stir. Add 1/8 teaspoon baking soda and stir. The liquid will be bubbly, and taste like grape soda.



<https://www.pinterest.com/pin/182888434843846539/>

Jump over a Building (Super Strength -- Physically Strong, from Scout Oath): jump over boxes decorated to look like buildings.

Super Heroes Skills Practice (Wolf Running with the Pack #2,#3,#5)

#2 Balance Walking: Practice walking forward, backwards, and sideways on a rope or 2"x 4" laid on the ground.

#3 Rolls & Frog stand.

#5: Jumping Super Power: jump like a frog and kangaroo. Jump for height, and distance.



<https://www.pinterest.com/pin/182888434843163792/>

"Laser" Obstacle (Cheerful – Positive Attitude): go through yarn/surveyor tape strips without touching them.



Silly String Spider Web target practice <https://www.pinterest.com/jobones7/kids-events-superhero-party/>



Beanbags or Frisbee Toss into target (Cheerful - Perseverance): Decorate beanbags or Frisbees with super hero motifs.

<https://www.pinterest.com/source/kidsparties123.com/>



<https://www.pinterest.com/source/catchmyparty.com/>

Phone Booth Costume Change: how fast can kids change from ordinary to super hero? Time kids to see how fast they can put on their super hero costume props while in the phone booth. Then take pictures (below.)



<https://www.pinterest.com/source/thegoodlifebyerin.blogspot.com/>

Photos (paparazzi): Kids lay on the ground next to the buildings, arms stretched out. Need a stepstool or ladder to take pictures above kids. Use a blue bedsheet for background; decorate boxes to look like buildings. Have a cape costume. Provide a Press Pass for photographer. Maybe have a sign that says “Superhero saves the Day!”

Reporter: “Thank you so much for saving Metropolis! You’re our Heroes! I’d like to take your picture for our paper, The Daily Planet.” (Maybe give Heroes medals?)

Care Package & Thank You Note for Service Men & Women

Team Tiger #4 With your den or family, participate as a team in a service project that helps our country or community

Wolf Hometown Heroes #4A Care package & note for service men & women.

Collect supplies for care packages. Write notes thanking servicemen & women for their service.

<https://dod.defense.gov/Resources/Community-Resources/carepackages/>

Food (keep self physically strong, from Scout Oath)



Super hero cupcakes (photo from Pinterest)



Spider web cookies <https://www.pinterest.com/source/flickr.com/> Spread red frosting on cookies. Using a frosting tip, squeeze chocolate frosting onto cookies, creating concentric circles. Starting at the center circle, use a toothpick to drag the chocolate frosting toward the cookie edge to create a web. <https://www.youtube.com/watch?v=cwoc8S6KRuU>



Power enhancing foods. Maybe eat “Super Foods”? (Pinterest photo)

Super bubble gum.

“Hero” sub sandwiches.

Bottled Water: Cut a hole in a felt cape and slide over a water bottle.

<https://www.madebyaprincessparties.com/superhero-water-bottle-cape-party-idea-free-printable/>

Crafts



Super hero suckers: <http://zakkalife.blogspot.com/2011/02/new-superhero-lollipop-templates.html?m=1> Alternative mask: thin strips of duct tape. Color eye holes using black permanent marker.



Cover the box with blue wrapping or butcher paper. Print out the super hero style Scout Law points (see additional Scout Law document.) Cut out the Scout Law points -- make them a variety of shapes. Glue the Scout Law points to the box. Punch holes in the box top for the suckers using a nail or awl. Reach underneath and support the box top with your hand while punching holes. Push sucker super heroes through the holes, again supporting the box top while you do.



Neckerchief Slides: Pin super hero mini buttons to small stretchy pony tail holders. Superhero mini buttons are available from Oriental Trading and Amazon.



Web Spinning: use yarn to make spider webs on notched paper plates. (Photo from Pinterest.)

Thread yarn through a notch on outer edge of plate. Lay the yarn across the plate, and through the notch on the other side. Continue until there are 4 strands crossing each other in the middle. (8 half lines radiating out from the middle.) Tie the yarn to the center, and gradually spiral it out, wrapping the yarn around each of the crossed strands that it passes.

Costume Creation Station

Use *Thrift Super Power* to make own Costume.



<https://www.pinterest.com/pin/145874475402513411/>,
<https://www.pinterest.com/pin/145874475401297103/>

Super hero cuffs: use lightning bolts, stars, etc.

Super hero belts

Super hero headbands or ninja style headband



Garbage bag capes: decorate large garbage bags with super hero designs, and tie the ends around the kids necks. <https://ourlifeinaction.wordpress.com/2012/09/18/super-easy-superhero-capes/>

Initials in superman diamond. <http://www.pinterest.com/pin/33425222208022802/>



Centerpieces (Webelos Build My Own Hero #6 Create Super Hero)

Water bottle, cardboard milk carton, can, and carpet tube super hero/villains.

Sand cardboard milk cartons so glue works better. Cut carpet tubes into 9 inch sections. Cutting carpet tubes is a great way for Bears and Webelos to practice using a saw. (Bear Baloo the Builder #1; Webelos Build It #1.) A fine tooth sawblade (hacksaw) leaves a cleaner edge.

Milk Carton, Carpet Tube, or Can Hero: wrap colorful paper around carton/can/carpet tube to create super hero outfit. Glue or tape in place. Draw face and hair on strip of paper sack and glue or tape to carton/can/carpet tube. Add accessories (below).



Accessories:

Belt: ribbon, washi tape, or strips of paper.

Capes: make from fabric, paper, felt, or plastic tablecloth. Staple tie to top of tablecloth cape.

Roll tie over a couple of times so staples are covered by plastic. The staples scratch the paint on the bottles if they aren't covered. Draw designs on cape using permanent markers, or add stickers. To remove fold creases from plastic tablecloth, sandwich capes between 2 pieces of paper, and iron on acetate or nylon setting. Tacky glue & hot glue work best on felt. Adhesive glitter foam needs additional glue to stick to felt.

Masks: cut from paper or cardstock. Glitter paper would be extra-cool.

Super Hero Mask shapes:

<https://www.kidspartyworks.com/superhero-printables.html> 2/3 down page.

Weapons: plastic ninja sword food picks are available at Oriental Trading.

Villains, Monsters, Aliens & Robots: Maybe have the Super Heroes fight Villains, Monsters, Aliens, or Robots. Wrap foil around containers to create robots. Draw features using permanent markers.

How to Create a Super Hero (From Super Cub Baloo's Bugle, Oct. 2015)

<http://www.wikihow.com/Create-a-Super-Hero>

- Choose your superhero's powers. Some superheroes don't have any super powers and instead rely on gadgets and training. Others specialize in a single weapon or fighting style.
- Decide how the character got those powers.

- Give your superhero a tragic flaw. By giving him or her a fatal weakness, you make battles more interesting.
- Choose a gender and body type for your superhero.
- Flesh out your character's superhero personality.
- Flesh out your character's *everyday* personality.
- Create a weakness for your hero. What is your superhero's 'soft spot'? Are they mortally afraid of anything or anyone?
- Name your superhero.
- Design a costume for your superhero.
- Give your superhero a trademark or two: A symbol or logo, weapons, vehicles, and other useful tools. Be sure to name these items.
- Decide whether or not to give your superhero a sidekick/team.
- Decide if your superhero has any main enemies.

Super Hero Challenge Signs, part 1

Instruction signs to go with the activities listed above.

Kryptonite Carry

Uh, oh! You've walked into a trap – Kryptonite!

You'll need to use your **Clean** Super Power to neutralize the Kryptonite before it overpowers you!

Using the robotic grabber, carry the Kryptonite Crystals (balls) to the lead box and drop them in to block the harmful Kryptonite radiation. You only have 20 seconds to work before your Health/Strength is completely drained away.

Super Heroes should take turns (20 seconds each) using the grabber to completely clear away all the deadly Kryptonite.

After the Kryptonite has been neutralized (put in the box), please be **Courteous** and reset the challenge for the next group of Super Heroes. The Kryptonite Crystals should be scattered 10 feet away from the lead box, and the grabber put by the directions & timer.

Find the Bomb!

Dr. Evil has hidden a bomb somewhere in this area!

Use your **Brave** Super Power to find the bomb (cell phone) before it blows up (rings), and sprays glue all over the city, trapping people, cars, and pets!

If the bomb goes off before the Super Heroes find it, they can use their "Rewind Time" Super Power to try again.

Nuclear Waste

Save the city from toxic nuclear waste!

A nuclear power plant next to the city is oozing out waste that will kill everyone. Using your **Helpful** Superpower, carry the cup of waste and place it on top of the building so Superman can fly it away. Hold the ropes by only the knot, and carefully stretch the rubber band over the cup. Then carry the cup and place it on the building. If you spill any waste you must start over.

Be **Friendly** to others as you work together to **Clean** up the nuclear waste.

After you've cleared the waste, please be **Courteous** and return everything to where it was for the next Superheroes. Please make sure to pick up any spilled waste!

Ring the Villian

Save Metropolis from Dr. Evil's henchman!

Even though the Henchman may try to convince you to join Dr. Evil, be **Loyal** to the Forces of Good, and ignore him. Throw the Ring of Confinement (hula hoop) over the Henchman to subdue him!

Please be **Kind** and re-set the challenge for the next group of Superheroes.

Superhero Shield Toss

Superheroes must constantly practice their Superhero skills, because they never know when they will have to defeat the forces of evil!

You'll need to have a **Cheerful** attitude as you attempt to throw your Superhero Shield (Frisbee) through the hole in the target.

Please be **Kind** and re-set the challenge for the next group of Superheroes.

Laser Maze Challenge

You need a **Cheerful Attitude**, and a bit of agility, to make your way through the maze.

Objective: Get to the other side safely without touching the lasers. Good luck!

And if you happen to get stuck, please be **Helpful** and re-stick any laser that may have been damaged.

Neutralize the Poison!

Your mission is to foil Dr. Evil's latest fiendish plan!

Dr. Evil's latest plot to take over the world is to add poison to the water supply. When the poison is mixed with water, it creates bubbles of laughing gas. This will paralyze the city because after people drink the water, everyone will be too busy laughing to do anything!

Luckily, you've sneaked into the lab when Dr. Evil is out!

Use your **Kind** Super Power to rescue the good people of Metropolis by neutralizing the poison!

Each Superhero can only neutralize one beaker (cup) of Poison. After Superheroes have neutralized the poison, they can drink the completely harmless liquid.

Laughing Gas Poison Antidote

Notes: Laughing Gas Poison is extremely toxic. Failure to wear a mask may result in hysterical laughing fits. If the poison comes into contact with the skin, it will dissolve into gelatinous goo.

Directions:

Carefully add one dropper full/syringe of yellow liquid to the purple poison, and stir. The poison should turn pink if this step is done correctly.

Next add one spoonful of white powder to the pink poison, and carefully stir. The potion will start to bubble if it has been neutralized.

Notes: if too much or too little of the neutralizing agents are added to the poison, the resulting explosion will probably blow up the lab, nearby buildings, and possibly the entire city.

Once the neutralizing agents have been added to the poison, it is completely harmless, and quite tasty, rather like grape soda.

**DOCTOR
EVIL'S
LABORATORY**

DANGER!



KEEP OUT!

Super Heroes Challenge Signs, part 2

If desired, post signs directing Superheroes to the next challenge activity.

To the rescue! Go to challenge #1.

Guards report nuclear waste has been stolen from the power plant! You must stop the Villains, and fast! Go to Challenge #2.

A Superhero's work is never done! Go to challenge #3.

The Mayor of Metropolis is frantic! There are rumors a bomb has been hidden somewhere in the city! Go to challenge #4.

With your Super Hearing Power you hear far off cries for help. Go to challenge #5

Dr. Evil is trying to take over the world! Go to challenge #6.

Once again Villains threaten the fair city of Metropolis. Go to challenge #7.

People are eager to see the mysterious Superheroes they've been hearing so much about. Go have your picture taken for the newspaper at #8.

Congratulations! You've defeated the dastardly Villains and saved the city of Metropolis! Once again peace and tranquility reign supreme. (That is, until the next time evil rears its ugly head, and Super Heroes must once again save the day.) A grateful city offers you their thanks, and holds a banquet in your honor. Go and eat refreshments.