MY HERO ACADEMIA

COLLECTIBLE CARD GAME

HOW TO PLAY

UNIVERSUS

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INDEX

LESSON 0:
WIN CONDITIONS

The **My Hero Academia Collectible Card Game** is a fighting card game where you play as any of your favorite characters from the hit anime.

A match in the MHA CCG is best 2 out of 3 games.

Each player has a character card and a deck of at least 50 cards. Decks contain attacks that players will use to **reduce their rival's health to 0!**

Also, if a player ever runs out of cards in their deck and has no cards left after cycling (p.13) they instantly lose the game!

Finally, some cards may provide special win conditions, allowing players to win in a unique way.

For the full game rules, visit *WWW.MHACARDGAME.COM*.

All Might

0 +

Enhance Discard the top card of your deck: This Punch or Fury attack gets +X damage. X equals the block modifier of the discarded card.

Enhance [Once per turn] Remove 1 momentum: Add the top card of your discard pile to your hand.

Response Commit: After you block an attack, draw 2 cards and then discard 1 card.

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All For One

0 +

Enhance Your non-Throw attack gets +1 damage for every 3 foundations in your stage (maximum 5).

Enhance Commit, discard 1 momentum: If this attack is blocked, it deals no damage.

Response At the start of the Combat Phase, add 1 card from your momentum to your hand, then add 1 card from your hand to your momentum.

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LESSON 1:
GAME ZONES / SETUP

Each player has their own play area in the game, consisting of multiple game zones.

The diagram on this page explains each of the game zones.

GAME SETUP

Players put their characters and decks in the appropriate game zones.

1. Randomly determine who will go first.

2. The first player commits their character.

3. Both players draw up to their hand size.

4. Both players may mulligan once. To mulligan, follow the rules below:

   - The first player puts their entire hand on the bottom of their deck and draws a new hand.

   - The second player may select any number of cards in their hand to put on the bottom of the deck before drawing back to their printed hand size.

   - Players who have chosen to mulligan shuffle their deck afterwards.

5. Begin the first player's turn. (The first player skips their first Start Phase.)

On their first turn only, the second player may draw 1 additional card during the Draw Step. This means the second player will draw above their printed hand size.
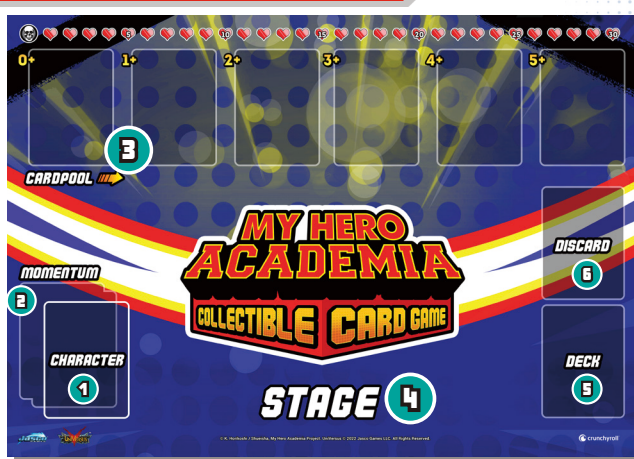
1 **Character** is the hero or villain you'll be playing.

2 **Momentum** is where you store successful attacks to fuel mighty abilities later.

3 **Card Pool** is where you play cards during your turn. (The card pool slot indicators are for demo purposes only to demonstrate progressive difficulty.)

4 **The Stage** is where you keep played cards that remain in play.

5 **Deck** is where you keep your game deck.

6 **Discard Pile** is where you place cards that are no longer in play.*
   *There is no specific zone location for cards that are removed from the game, but these cards should be kept in a face up pile, outside of the play area.

CHARACTER

ATTACK

FOUNDATION

There are 3 types of cards in these Clash decks: Characters, Attacks, and Foundations. Let's go over what all three cards have in common!

1. **Difficulty:** This is how difficult the card is to play.

2. **Card Name**

3. **Block:** This is the value and zone of the block. Blocks prevent your rival's attack from dealing damage. More on blocks later!

4. **Card Type:** This icon identifies the card's type.

5. **Text Box:** This is where any keywords or special abilities on a card will be located.

6. **Symbols:** Every card has 3 symbols. Symbols are used for deck building, which we'll return to later for an advanced lesson.

7. **Check:** This is the value of the card when making a check to play another card.

There are 2 other card types, but we'll talk about those in another section (p.9).

LESSON 3:
CHARACTERS

Characters (purple cards) represent the Hero or Villain you have chosen to play as during the game. Your Character begins in play!*

1. **Starting Hand Size:** The number in the card icon is your starting hand size. This is the number of cards you begin the game with and will draw back up to during the Draw Step on each of your turns.

2. **Maximum Health:** The number in the heart icon is your character's maximum health. This is how much health you begin the game with. You can never have more health than this number.

3. **Version:** The numeral here will identify which version of a character the card represents. There will be different versions of many characters. This is important to differentiate which version of a character you are playing.
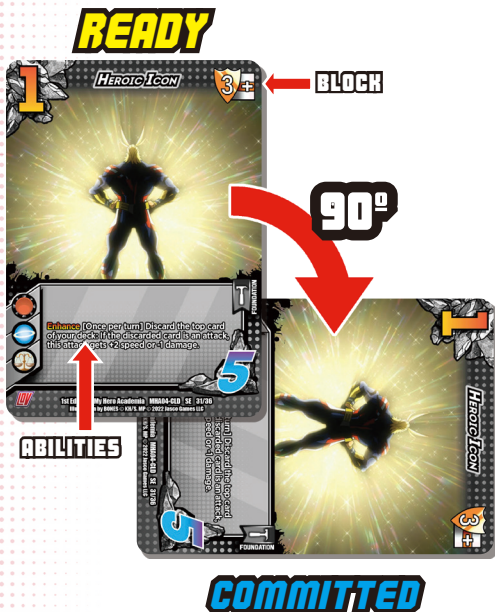
*You do not need to play your character at the start of the game. Some characters may have advanced play styles using additional character cards in their deck.

Only character cards that match both the Name and Version of your starting character may be attached and added to your Stage.

ALL FOR ONE

Enhance: Your non-Throw attack gets +1 damage for every 3 foundations in your stage (maximum 5).

Enhance: Commit, discard 1 momentum: If this attack is blocked, it deals no damage.

Response: At the start of the Combat Phase, add 1 card from your momentum to your hand, then add 1 card from your hand to your momentum.

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READY

BLOCK

90°

ABILITIES

COMMITTED

┬ **Foundations** (gray cards) expand a character's abilities. Most foundations do not have an effect on the turn they are played. However, on following turns, they provide a player access to more abilities or the chance to play more cards than they otherwise would be able to.

While in the hand, foundations may be used to Block attacks. On "Heroic Icon", the Block symbol is present and has the Mid Zone identifier. This will be explained in further detail in the Block Step (p.18).

While in the Stage, the abilities on a foundation may be used. Foundations can also be used to boost your checks. This process is called **Committing**.

Commit: The foundation is turned 90°.

Cards that are not **Committed** are **Ready**.

After you make a check, each foundation committed adds +1 to the check value.*

*You cannot commit more foundations than the amount needed to pass a check.

LESSON 5:
ATTACKS

⚔️ **Attacks** (orange cards) are your primary source of dealing damage to your rival.

PROPERTIES OF ATTACKS!

HIGH   **MID**   **LOW**

The number in this icon is the speed of the attack.

The color of the arrow will be **Red**, **Orange**, or **Yellow** to indicate the zone of your attack.

 The number in this icon is the base damage this attack will deal if unblocked.

Most attacks will also have **Keywords!** Keywords are terms like **Fury**, **Punch**, **Weapon,** or **Throw**! Some keywords are traits, which are only referenced by other cards. Other keywords will be highlighted with a color such as **Powerful: 4** on Ultimate Combination. This means the keyword is shorthand for an ability.

ZONE & SPEED

DAMAGE

KEYWORDS

Fury · **Powerful: 4** · Punch

Enhance: Build all foundations discarded to pay the cost of this attack's Powerful ability.

Enhance: This attack gets +1 speed for every 3 foundations in your stage.

ABILITIES

Showdown — 3

Response: After you block with this card, commit 2 rival foundations.

Response: Commit 2 foundations: After your rival plays an ability on an action card, cancel it.

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Tracking Device — 2

Tech

Form: Remove: Look at the top 4 cards of your deck and put them back in any order.

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⚡ **Actions** (blue cards) are special events or abilities that can seriously impact the game! Abilities on these cards are played from your hand. You can play them any time that a similar ability can be played.

Example: Enhance abilities on an action card can only be played during the Enhance Step. Response abilities can only be played after its trigger is met.

Actions stay in your card pool after they are played, or are sent to the discard pile if the check to play them fails.

⚙ **Assets** (green cards) come in the form of tools, allies, or even special locations, and are used to get a leg up in battle!

Assets are similar to foundations, but you cannot commit them in order to pass checks. Because of this, they tend to have strong abilities!

LESSON 7:
TURN SEQUENCE

Your turn is divided into three Phases: The Start Phase, the Combat Phase, and the End Phase (in that order).

The first player **SKIPS** the Start Phase on their first turn.

DURING YOUR READY STEP, READY ALL COMMITTED CARDS IN YOUR STAGE

READY

READY

90º

90º

COMMITTED

COMMITTED

LESSON 8:
START PHASE

This phase contains 3 Steps: The **Ready** Step, the **Review** Step, and the **Draw** Step, in that order.

During your Ready Step, you Ready all the cards in your stage.

During your Review Step, you may discard up to 1 card before drawing for the Draw Step. This is called Reviewing.

During your Draw Step, you draw up to your character's Hand Size.

CARDS IN HAND

DURING YOUR REVIEW STEP, YOU MAY CHOOSE ONE CARD FROM YOUR HAND TO DISCARD

DISCARD PILE

DECK

FINALLY, DURING YOUR DRAW STEP, YOU DRAW ALL THE WAY BACK UP TO YOUR CHARACTER'S HAND SIZE. ALL MIGHT HAS A HAND SIZE OF 6.

DID NOT DEAL DAMAGE → DISCARDED

DEALT DAMAGE, MOMENTUM

DISCARD PILE

STAGE

MOMENTUM

DECK

The Combat Phase is the main phase of the game. During your Combat Phase, you may do any of the following things any number of times:

Play an Attack, Foundation, Asset, or Character card. If you fail to play one of these card types during your turn, immediately move to the End Phase.

Play **Form** abilities on cards in your stage, or on Action cards in your hand. If you fail to play a **Form** ability on an Action card during your turn, immediately move to the End Phase.

At any point (except during an Attack Sequence), you may pass and end your Combat Phase.

In this phase, the card pools are cleared to end the turn.

To clear your card pool, move cards from your card pool to other zones using the following rules:

The player whose turn it is, clears their card pool first.

Clear your card pool going from right to left. Build any foundations or Assets played during your turn to your Stage. You may add any of your attacks that dealt damage to your Momentum (see p.21). If you played a character card during your turn that shares the same name and version as your starting character, build it to your stage and attach it to your starting character.

All other cards are discarded.

Then your rival will place all cards in their card pool in the discard pile from right to left.

After your End Phase, your rival's turn begins.

HEROES, LISTEN UP IF YOU WANT TO BECOME A PRO!

You will have to master the art of progressive difficulty in order to play as many cards as you can. Let's go through an example sequence to help hone your skills.

When playing a card, add it after all other cards in your card pool. You can now determine the total difficulty.

Start with the printed difficulty (top left of the card), then **ADD your progressive difficulty** to determine the total difficulty.

To find **progressive difficulty**, just count each card in the card pool before the card you are trying to play. This is your progressive difficulty.

Once you know the total difficulty, you make a check (see next page).

IMPORTANT!
The card pool always fills from left to right, and new cards will always be placed to the right of all other cards in the card pool.

CARD POOL

PROGRESSIVE DIFFICULTY ✚ **PRINTED DIFFICULTY**

TOTAL DIFFICULTY = 2

PROGRESSIVE DIFFICULTY ✚ **PRINTED DIFFICULTY** = **TOTAL DIFFICULTY** 2

0+

2 Now... It's Your Turn 4+

5 Plus Ultra Smash 2+

DECK

UNIVERSUS
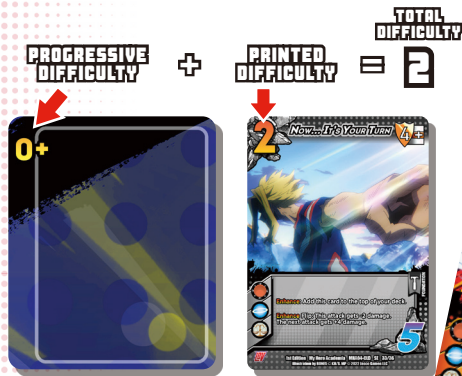
DISCARD THE TOP CARD OF YOUR DECK

CHECK

YOU'VE NOW SUCCESSFULLY PLAYED YOUR CARD!

MAKING A CHECK

The **total difficulty** to play "Now… It's Your Turn" is **2.**

+0 (Progressive Difficulty)
+2 (Printed Difficulty)
=2 (Total Difficulty)

Now you need to check a 2 or greater. To make a check, discard the top card of your deck.

The check value is the blue number in the bottom right. If that blue number is equal to or greater than your total difficulty, you've successfully played your card!

In the example, we checked a "Plus Ultra Smash" which has a **check** of **3**.

CYCLING

When your deck runs out of cards, shuffle your discard pile to create a new deck, and then remove the top 10 cards of your new deck from the game. If you ever run out of cards after this process, you've exhausted yourself and **lost the game!**

LESSON 11:
PLAYING CARDS CONT'D

IT ALL COMES DOWN TO THIS, THE MOMENT OF TRUTH...

HERE'S AN EXAMPLE OF PLAYING A CARD LATER IN YOUR TURN!

You're trying to play a second copy of "Heroic Icon" on **4 difficulty.**

+ 3 (Progressive Difficulty)
+ 1 (Printed Difficulty)
= 4 (Total Difficulty)

Oh no! You have checked a "Counter Smash" with a **Check** of **3**.

To pass the check, you can **commit** any number of ready foundations (you can also commit your Character card). Each card committed this way will add +1 to your check.

So, if you checked a 3 and need a 4, you can commit 1 card to add +1 to your check, totaling 4 and passing the check.

If you fail to play a card, the card you tried to play will go to the discard pile.

IMPORTANT!
When trying to play a card, you must either commit just enough cards to pass the check, or no cards.

PROGRESSIVE DIFFICULTY

DIFFICULTY

CARDPOOL

STAGE

90º

DECK

DISCARD THE TOP CARD OF YOUR DECK

CHECK

ENHANCE ABILITIES

When you play an attack, you enter the Attack Sequence, which consists of three steps. The **Enhance Step**, the Block Step, and the Damage Step (in that order).

Once an Attack Card is successfully played, you will enter the **Enhance Step**. Starting with the player who played the attack, both players take turns playing Enhance abilities.

The attacking player decides to either play an **Enhance** ability or pass. Then the defending player chooses to play an **Enhance** ability or pass.

This will continue back and forth until both players pass consecutively.

Once the **Enhance Step** ends, the Block Step begins!

LESSON 13:
ABILITIES - ENHANCES

THERE ARE TWO MAIN TYPES OF ABILITIES IN THE MHA CCG: ENHANCES AND RESPONSES

Each Enhance ability can only be used during an Attack Sequence, and only once per attack.

Enhance abilities are separated into two parts: the cost and the effect.

Everything before the colon is the cost that you must pay to play the ability.

Once the cost has been paid, the effect will occur in the order it is written on the card.

Here are some of the costs explained! There are many other costs for abilities throughout the game.

Commit means to **Commit** this card.

Flip means to turn this card face down. It no longer has any abilities, but is still a foundation in your Stage.

Destroy means place this card from your Stage into your discard pile.
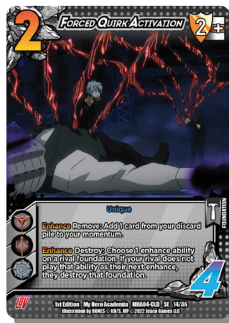
Destroy 1 foundation means place 1 foundation from your Stage into your discard pile.

Discard 1 momentum means to spend 1 momentum and place it into your discard pile.

Discard 2 cards means to discard 2 cards from your hand.

Remove means to remove this card from the game.

> **Note: Abilities on committed cards cannot be played unless the ability states "Playable while committed".**

ABILITIES - RESPONSES

HEROES NEED TO ADAPT AND ACT QUICKLY WHEN CONFRONTED WITH A CHALLENGE!

Responses are abilities that can only be played when a specific condition is met.

Some responses will have costs, just like **Enhances**.

Let's look over some examples!

The **Response** on "Impact Recoil" can only be played after you block with it.

The **Response** on "All For One" can only be played at the start of either player's Combat Phase.

The **Response** on "Helping Tomura" can be only played after a card is added to your momentum.

Also, some abilities are restricted to specific characters, as noted on the card. For example, "Taunt the Hero" has a response that can only be played if your character is All For One.

BLOCK STEP

YOUR RIVAL HAS ATTACKED AND THE ENHANCE STEP IS COMPLETE

Now it's time for the **Block Step**. During the Block Step, you can try to block your rival's attack to reduce the damage you will take.

Blocks have three possible zones, just like attacks (High, Mid, and Low).

- High and Mid zones are adjacent.
- Low and Mid zones are adjacent.
- Mid zone is adjacent to both High and Low zones.
- High and Low zones are **NOT** adjacent zones.

In order to block an attack, the block zone must match or be adjacent to the attack's zone.

You may only try to block once per attack. Blocking is optional: You are not required to block even if you have a card with a matching block zone in hand.

Successful blocks stay in your card pool until the End Phase, while a failed block is sent to the discard pile.

HIGH ATTACKS (RED)
CAN BE BLOCKED BY
HIGH BLOCKS (RED)
OR
MID BLOCKS (ORANGE)

MID ATTACKS (ORANGE)
CAN BE BLOCKED BY ANY BLOCK ZONE

LOW ATTACKS (YELLOW)
CAN BE BLOCKED BY
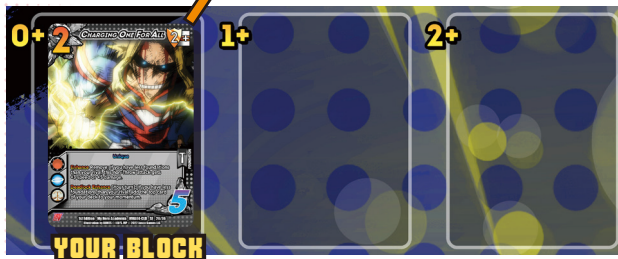**LOW BLOCKS (YELLOW)**
OR
MID BLOCKS (ORANGE)

RIVAL'S SPEED   YOUR BLOCK MODIFIER   PROGRESSIVE DIFFICULTY   TOTAL BLOCK DIFFICULTY

$$4 + 2 + 0 = 6$$

YOUR BLOCK

First, you'll need to determine the total block difficulty:

To determine the total block difficulty, add your rival's speed, plus your block modifier, plus your progressive difficulty.

Finally, make a check against that total difficulty.

If you successfully pass this check, you will reduce the amount of damage you take depending on the zone of the attack and the zone of your block.

DAMAGE STEP

When you block an attack, if your block zone completely matches the zone of the attack, you will take no damage.

If you choose not to block, or fail to block an attack, you will lose health equal to the total damage of the attack.

If you block an attack with an adjacent block zone, you will take half damage, rounded up.

LESSON 15:

BLOCK STEP CONT'D

BLOCK STEP EXAMPLE

"Combination Charge" is a 4 Speed, High Zone Attack with 5 Damage. Let's check our hand to see if we can block!

"Combination Charge" is a High attack. It can only be blocked by High blocks and Mid blocks.

We have the following cards in hand: "Intimidating Charge", "Now... It's Your Turn", & "Charging One For All".

The only two cards we can block with are "Charging One For All" and "Now... It's Your Turn". Let's block with "Charging One For All" to take half damage.

Start by adding "Charging One For All" after all other cards in your card pool (if any). Then, determine the total block difficulty.

  4 (Speed of the attack)
+ 2 (Your block modifier)
+ 0 (Your progressive)
= 6 (Total block difficulty)

Then make a check against the difficulty. We checked "Determined", which has a **check** of **6.**

Since the Check was equal to the difficulty, the block was successful!

BLOCK MODIFIER & ZONE

(IN YOUR HAND)

ZONE & SPEED

DAMAGE

DECK

DISCARD THE TOP CARD OF YOUR DECK

CHECK

We successfully performed a partial block and took 3 damage from Combination Charge!

Some of your card abilities will require momentum as a cost for their effects.

These effects are powerful enough to swing many games in your favor.

Some effects can generate momentum, but the main way to gain momentum is by dealing damage with your attacks.

During the End Phase of each turn, a player may add any of their attacks that dealt damage to their momentum.

Here are two examples of cards that utilize your momentum!

(**EX: 2** - **Enhance** Discard 1 or more momentum: This attack gets +2 speed for each momentum used to pay the cost of this ability.)

IMPACT RECOIL

Breaker: 1 ◦ Slam

Enhance Discard 1 momentum: This attack gets +4 damage.

Response Commit 1 foundation: After you block with this card, build it face down.

"Breaker 1 - Response : After you block with this card, your rival's next check to play a card gets 1"

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CAROLINA SMASH

Breaker: 1 ◦ EX: 2 ◦ Punch

Enhance: If the top card of your discard pile is a foundation, this attack gets +1 speed and +1 damage.

Deadlock Enhance: Destroy 1 rival foundation.

"EX: 2 - Enhance Discard 1 or more momentum: This attack gets +2 speed for each momentum used to pay the cost of this ability."

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LESSON 17:

ADVANCED LESSONS

THE GAME BEYOND THESE CLASH DECKS

So you've played a bunch of games with these Rival decks and now you're ready to build your own unique deck. Here's some important information to help you do so.

Your deck must consist of 1 starting character and a minimum of 50 other cards. The suggested ratio is 30% attacks to 70% non-attacks. You may include up to 4 copies of any card in your deck.

SYMBOLS

There are 12 Symbols in the My Hero Academia CCG. These symbols are used for deck building. Every card has 3 symbols printed on them. Different symbols specialize in different aspects of game play. A list of the 12 symbols and their names is featured here.

All cards in your deck must match the same 1 symbol with your character. For example, if you wanted to build an All For One deck using cards featuring Shigaraki and Kurogiri, you would choose to play a deck with each card having the ⬤ (EVIL) symbol.

To learn more about deck building, please visit *WWW.MHACARDGAME.COM*.

1

30%

70%

Air	All	Chaos
Death	Earth	Evil
Fire	Good	Life
Order	Void	Water

Q: There are only 6 spaces on the playmat. Does this mean I can only play 6 cards per turn?

A: The playmat provided is only for learning purposes. You may play as many cards per turn as you are able to pass checks for.

Q: What's the difference between discarding a card from the card pool and discarding from your hand?

A: All instances of discard mean to place the specified card into the discard pile. Instructions to "discard" a card refer to a card in hand unless otherwise stated.

Q: Is there a maximum hand size?

A: No, there is no maximum hand size. However, if you have more cards in your hand than your starting hand size, you will not draw any cards during the Start Phase.

Q: If I flip a card, do I need to commit it?

A: No. If you need to flip a card, flip it in the same state of ready or committed it is in.

Q: How many times can I play an enhance ability?

A: Each enhance ability on a card may be used once per Enhance Step, provided you can pay the cost of the ability. For example, if you need to commit a card to pay for an enhance, you cannot commit a card that is already committed.

Q: Quirk Combination says "your next attack gets..." and modify the values of the next attack. Will this carry over to the next turn?

A: No. Unless otherwise stated, all card effects end during the End Phase of each player's turn.

Q: Can I block with cards in my stage?

A: No. Blocks can only be played from your hand.

Q: Cards may be played as forms or they may have form abilities. What does form mean?
A: A form is an action (not an Action card) taken during the Combat Phase that furthers the game state and occurs outside of the Attack Sequence.

Q: Are there abilities other than Enhance and Response abilities?

A: Yes. There are other types of abilities such as Form abilities and Continuous (not played) abilities. Form abilities are played during the Combat Phase, at the same time a player could normally play a card from their hand. Continuous abilities do not need to be played and their effects are always active, provided the condition is met. The conditions for these effects are included in the game text on the card.

Q: Where can I find a full list of the Keywords in the game?

A: The keywords are listed in the Rules Reference on the card game web page. You can scan the QR code on the back of this booklet, or visit:

WWW.MHACARDGAME.COM

DON'T FORGET THE GOLDEN RULE! If a card tells you to do something that contradicts the rules, follow the instructions on the card.

REFERENCE

START OF GAME

1. Both players shuffle their decks, then place their characters and decks in the appropriate play zones.
2. Randomly determine who will go first.
3. The first player commits their character.
4. Both players draw up to their hand size.
5. Both players may mulligan (p.4).
6. Begin the first player's turn (the first player skips their first Start Phase).

TURN SEQUENCE

START PHASE (P.10)
- Ready Step (ready all cards in your Stage).
- Review Step (you may discard 1 card).
- Draw Step (draw back up to your hand size).

COMBAT PHASE (P.11)
- Play cards into your card pool, one at a time.
- Any foundations played during your turn will build during the End Phase.
- If you play an attack, go to the Attack Sequence.
- After an Attack Sequence ends, you may continue to play cards.
- You may choose to end your Combat Phase at any time outside of an Attack Sequence.
- If you fail an attempt to play a card during your Combat Phase, immediately move to the End Phase (this does not apply if you fail to play an Enhance or Response ability on an Action card).
- You MUST try to play at least 1 card during your Combat Phase.

END PHASE (P.11)

- Starting with the right-most card in your card pool, move cards from your card pool to the appropriate zone.
- Foundation cards build into your stage.
- Any attack that dealt damage may either be placed face down in your momentum, or go to your discard pile.
- Any attack that did not deal damage goes to your discard pile.
- After the active player clears their card pool, all cards in the defending player's card pool go to their discard pile.
- After the End Phase, the defending player becomes the active player.

PLAYING A CARD (PP.12-14)

Determine the Difficulty of the Check to play the chosen card.

- Add the number of cards already in the card pool to the printed difficulty of the card.

Make the Check to play the card.

1. Place the chosen card into the card pool, then discard the top card of your deck.
2. If the Check value of the discarded card is greater than or equal to the Difficulty of the check, the card is successfully played.
3a. If the Check value of the discarded card is less than the Difficulty of the check, you may commit foundations in your Stage to add +1 to the check for each foundation committed (you may also commit your character to add +1 to the check).
3b. If you cannot commit enough foundations, or choose not to commit any to pass the check, the check fails and the card you tried to play is placed in the discard pile.

ATTACK SEQUENCE (PP.15-20)

After an attack is played into the card pool, begin the Enhance Step.

ENHANCE STEP (P.15)
- Starting with the attacking player, players take turns using Enhance abilities on their current attack or on cards in their Stage. Each Enhance ability can only be used once per attack.
- The attacking player may also use Enhance abilities on the current attack, but not on any previous attacks in the card pool.
- A player may choose not to play an Enhance ability any time they have the opportunity to play one.
- Once both players consecutively choose not to play an Enhance ability (or have no more abilities to play), move to the Block Step.

BLOCK STEP (PP.18-20)
1. The defending player chooses if they will try to block with a card in their hand.
2. The defending player places the block in their card pool, determines the block difficulty (pp.19-20), and makes a check to play the block.
3. After the block is determined, move to the Damage Step.

DAMAGE STEP (P.19)
- If the attack was not blocked, it deals full damage.
- If the attack was completely blocked, it deals no damage.
- If the attack was partially blocked, it deals half damage, rounded up.

ATTACK RESOLUTION
- After the Damage Step, the Attack Sequence ends and play returns to the attacking player's Combat Phase.