

OFFICIAL



TRADING CARD GAME

**RULE
BOOK**

Introduction

Spider-Man flings his webs! Iron Man fires his Repulsor Rays! Thor throws his magical hammer!

Welcome to the Marvel Super Hero Squad Card Game! In this two-player game, you'll use your own deck of awesome Marvel super heroes to battle your opponent. Build the ultimate deck and prove you've got the best Super Hero Squad of all! Learn more about the game at www.upperdeck.com! Play the card game for free at www.heropus.com!

Parts of the Card

Level: You need this much power to play this attack.

Factor: What type of attack this card is.

Attack: This card does this much damage.

Blocking Icon: What type of attack this card can block.

Overpower
Thing

Hero Face

Team Logo: X-Men, Avengers, etc.

This attack can't be blocked from the deck.

"You may be the strongest one there is, Greenie, but body odor isn't everything!"
—Thing

Special Ability: Do enough damage with this attack, and you get this effect!



Animal



Strength



Elemental



Energy



Tech



Speed

The Six Factors

How to Play

The *Marvel Super Hero Squad Card Game* is an action-packed battle between two players. Each player makes a deck of 40 cards from their collection. Each player takes turns playing awesome attacks to knock cards off of the other player's deck. When your opponent runs out of cards in their hand and their deck, you win!

Starting the Game

Each player shuffles their own deck and draws a starting hand of 4 cards. Flip a coin to see who goes first.

Power

The "power" is a number that starts at 1 and goes up during the game. The higher the power gets, the more powerful attacks you can play. When the power is 1, you can only play an attack of level 1. When the power is 2, you can play an attack of level 1 or level 2. When the power is 3, you can play any attack of level 3 or less. And so on. Both players share the same power number.

On Your Turn

On your turn, you flip a coin, draw a card, and play an attack. Here's how it works:

1. **POWER UP:** Flip a coin. If it's heads, the game's power goes up by 1.
•(On the first player's very first turn of the game, don't flip the coin.)
2. **DRAW:** Draw one card from your deck.
3. **ATTACK:** You can play one card from your hand. The card you play is called an "attack." Remember: if the game's power is 4, you can play any attack of level 4 or less.
4. **BLOCK:** The other player can block by discarding any card with a blocking icon matching the color of your attack. If they block, the attack is canceled and doesn't do anything else.
•For example: If you attack with a green 'Strength Factor' card, your opponent can block by discarding any card with a green 'Strength' blocking icon.
5. **DAMAGE:** If your attack was not blocked, look at its attack number. That's how many cards your attack will discard from your opponent's deck, one at a time.
•But watch out! If any card discarded from that deck has a blocking icon that matches the color of your attack, then your attack will stop doing any more damage.
•For example: You play a red



"Animal Factor" attack with attack value 8. Your opponent starts flipping cards from his deck into his discard pile, one at a time. Say the second card they flip has a red "Animal" block. Then your attack stops there and did 2 damage.

6. SPECIAL ABILITY: Some attacks have a special ability with a number in front of it (like "**2** Draw a card."). You follow those instructions only if you did at least that much damage with that attack.

- The amount of damage your attack did is the total number of cards that your opponent had to discard. If your opponent discarded a card to block from their hand, your attack did 1 damage. If your opponent hit a matching block on their third flip from the deck, your attack did 3 damage.

7. DISCARD YOUR ATTACK: Now that you have finished with your attack, discard it.

Winning the Game

You win at the end of any turn when your opponent is completely out of cards, both in their hand and in their deck. If your deck is empty, but you still have cards in your hand, then you still have a fighting chance to win! If both players run out of cards on the same turn, then the winner is the player whose turn it is. So you can sometimes win by playing your very last card to knock out your opponent's last cards!

Running out of Cards in Your Deck

When a player runs out of cards in their deck, they have to take the rest of the damage by discarding cards from their hand. If a matching blocking icon is ever discarded from the hand, the damage stops.

- Note: If a player has no cards in their deck, and is supposed to draw a card, they skip that draw and continue as normal.



Keepers

Some cards have a special ability that says "**2** Keeper". This means that if you do at least 2 damage with this attack, then you can put this card into play as a "Keeper" that helps you throughout the game. The rest of the card tells you what the card does once it becomes a Keeper.

Damage from Keepers

If a Keeper says that it "hits for 2," that means that the keeper will try to do up to 2 damage to your opponent. Your opponent can block damage from a Keeper just like damage from an attack. That means your opponent could discard a matching blocking icon from their hand to block the attack. Or your opponent could try to flip a matching blocking icon from their deck to stop the keeper from doing any more damage.

Misfire

Keepers have a special weakness called "misfire." If a Keeper does damage and the very first point of that damage is blocked, then the Keeper immediately "misfires" and is destroyed. Destroyed Keepers are put into the discard pile. Misfires can happen if your opponent blocks keeper damage from their hand or if they get lucky and flip a matching blocking icon from the very top of their deck. This can happen any time the Keeper does damage. If a Keeper hits for 2 or 3, it will only misfire if the very first hit is blocked.



You Are Ready To Play !

Now you know the basics of how to play the game. Go play the game and have fun! The next section, "Frequently Asked Questions," explores some of the trickier parts of the rules. You don't need to read this section to play. If you have a question, or if you want to become a true expert, then this section can help you out.

Frequently Asked Questions

Question: Are there any rules for building my deck?

Answer: Yes. Your deck must be exactly 40 cards, and you cannot have more than 4 copies of the same card. If you bring more than 40 cards, shuffle them and use 40 of those cards at random as your deck.



Question: Is there a limit to how many cards I can have in my hand or how many Keepers I can have in play?

Answer: Yes. At the end of your turn, if you have more than 8 cards in hand, discard until you have 8. If you have more than 6 Keepers in play, destroy some until you have 6.

Question: How do two-color and two-factor cards work?

Answer: A "team-up" card is a hard-to-find, powerful card that has two different colors, two different heroes working together, and two different Factor symbols, like the Speed + Animal card shown here.

- Note: A "Speed + Animal" team-up both a Speed card and an Animal card. An "Elektra & Daredevil" team-up card counts as both an Elektra card and a Daredevil card.

There are also powerful "Twin-Factor" cards that have just one color, one hero, and two of the same Factor symbol, like the Tech + Tech card shown here. Both "team-ups" and "Twin-Factor" cards are called "Multi-Factor" cards, since they both have two factor symbols and they both work in a similar way.

To stop a Multi-Factor attack, a player has to block both of its Factors, either from the hand or from the deck. Say your opponent plays a Speed + Animal attack with attack value 6. Here are some different ways that you could block both Factors:



Option 1) Discard one card from your hand with a Speed blocking icon, then discard a second card from your hand with an Animal blocking icon. You discarded two cards total, so the attack did 2 damage to you.

Option 2) Discard a Speed blocking icon from your hand, then hope to flip an Animal blocking icon from your deck (or the other way around). The first card discarded from your hand counts as one point of damage. You will have to discard up to 5 more cards from your deck.

- If the top card flipped from your deck is an Animal block, then the attack will stop, doing 2 damage total, since you discarded 2 cards total.
- If the second card flipped from your deck is an Animal block, then the attack will stop, doing 3 damage total, since you discarded 3 cards total.
- If none of the 5 cards flipped from your deck is an Animal block, then the attack did 6 damage total: 1 discard from your hand and 5 discards from your deck.

Option 3) You could discard nothing from your hand, and just hope to flip both blocking icons from your deck. If you hit both blocking icons in the first two flips, then the attack stops there, doing 2 damage total. If you don't hit both matching blocks anywhere in the top 6 flips, then the attack would do 6 damage total.

Question: Do I have to attack?

Answer: No. You don't have to play a card if you don't want to attack or if you don't have enough power.

Question: Can I play more than one attack in a turn?

Answer: No, not normally. However, some cards have special abilities that let you play more attacks in the same turn.

Question: When I am discarding a card to block, does its level matter?

Answer: No. Your cards' blocking icons always work perfectly well, no matter what level your blocking cards are or what the current power is. You can use a level 9 card to block even if the power is only 1.



Question: When is "the start of my turn"?

Answer: Keepers that say to do something "at the start of your turn" take effect immediately after you draw your normal card for the turn.

Question: What if a card breaks the game rules?

Answer: Many cards tell you to do things that are outside the normal rules, such as playing additional cards on your turn, increasing your power, and so on. These cards do exactly what they say and are allowed to make changes to the rules.

- But remember: even if a special ability lets you play another card, you still have to follow the rules about power and level. So while your power is 5, you can still only play a card of level 5 or less. See more on this under "Specific Card Effects" below.

Question: If I don't want to use my special ability, am I allowed to skip it?

Answer: Some cards say "you may" do something, which means you don't have to do that thing if you don't want to. However, if a card tells you to do something without saying "you may", then you have to follow its instructions as well as you can.

Question: What if I can't do what a card tells me to do?

Answer: If you can't do everything a special effect tells you to, follow the guideline "Do as much as you can."

- For example: A card tells you to "draw two cards." But you only have one card left in your deck. So you just draw one card.
- For example: A card tells you to "draw three cards, then discard a card." But you have no cards left in your deck. So you draw no cards, but you still have to discard a card.

Question: Say I am getting hit for 6, and I flip a matching blocking icon on my 6th flip. Does it help me?

Answer: No. It doesn't help you to flip a matching blocking icon on the final point of damage. Try to flip matching blocking icons early in the attack!



Question: Is damage from a Keeper already in play considered an "attack?"

Answer: No. Damage from Keepers already in play is not "an attack." That means Keepers that say things like "Whenever you do at least 2 damage with an X-Men attack, this Keeper hits for 1" don't get triggered when you do 2 damage from an X-Men Keeper already in play.



Question: If I start taking damage from my deck, can I suddenly decide to block from my hand after all?

Answer: No. Once you start taking damage from your deck, it's too late to block from your hand. Of course, if you run out of cards in your deck, then you will have to take the rest of the damage from your hand.

Question: How high can the power go?

Answer: The highest the power can go is 20. The most power a player can have is 20. If the power would go higher than that, it just stays at 20.

Question: How low can my power go?

Answer: Your lowest your power can go is 1. Even if your opponent uses lots of special abilities that reduce your power and say "Your opponent's power is -1", you are still allowed to play a Level 1 attack.

Question: Can I search through players' discard piles?

Answer: No. Discard piles are face-up, so you can see the top card of each discard pile. You can see each card as it goes into the discard pile. But you can't pick up a discard pile and search through it.

Question: Can I ask my opponent to count the number of cards remaining in their deck?

Answer: Yes. The number of cards remaining in any deck is public knowledge.

Frequently Asked Questions on Specific Card Effects

This section gives more information on some of the most frequently appearing card effects.

Question: If a special ability lets me play another card, do I have to follow the normal power and level rules?

Answer: Yes. If a special ability lets you play another card, you still need to have enough power to play the new card.

- For example: If your power is 7, and you play "Snikkity Snikt", you won't be able to play "The Best at What I Do" because you don't have enough power. But you could play a level 7 Animal card.
- For example: If your power is 7, and you play "Whisk on the Winds", revealing "The Best at What I Do" on the top of your deck, you won't be able to play "The Best at What I Do" because you don't have enough power. But you could play a level 7 X-Men card that you revealed on top of your deck.



Question: What if a card says "Destroy a Keeper"?

Answer: "Destroy a Keeper" means take a Keeper that is already in play and put it into the discard pile.



Question: What if a card says "Heal"?

Answer: To "Heal 2", take the bottom 2 cards from your discard pile, rearrange them face-down so neither player knows what order they are in, and put them on the bottom of your deck.



Question: What if a card says "Your power is +2 for Storm and Thor cards"?

Answer: These cards boost your power for specific kinds of cards, so you can play higher-level cards than normal. With this card in particular, if the game's power is 3, you can play a Storm or Thor card of level 5 or less, or you can play another hero's card of level 3 or less.



Question: A card tells me to reveal a card from somewhere. What do I do after I finish revealing it?

Answer: Sometimes a special ability tells you to play the card, which will put the card in your discard pile after you finish the attack. Other times, the ability tells you where to put the card you revealed. If it doesn't, just put the revealed card back where it came from.

Question: What if a card says "You may play a Speed or Elemental card at attack +1"?

Answer: After your attack with this card is done, if you did at least 2 damage, you may choose a (yellow) Speed or (blue) Elemental card from your hand and play it. If this extra card you play has a printed attack value 4, then the attack bonus makes it count as attack value 5. So the bonus attack could do up to 5 damage.

- Remember: if the power is 7, the new card you play still has to be level 7 or less.

Question: What if a card says "Your Black Panther and Storm cards are attack +1"?

Answer: If you have this Keeper, and you play a Storm attack with attack value 2, it will instead count as having attack value 3, so it could do up to 3 damage.



Question: What if a card says "This attack is unblockable"?

Answer: This means that blocking icons can't stop this attack, whether the blocking icons are discarded from the deck or the hand. The damage has to come from the deck unless there are no more cards remaining in the deck. If no cards remain, the player has to discard cards from their hand.

Question: What if a card says "Each of your opponent's Keepers hits your opponent for 2"?

Answer: This means that each of your opponent's Keepers does 2 damage to your opponent. If one of these Keepers hits a matching blocking icon on the very first point of damage, that Keeper will misfire as normal and be destroyed.

- Remember: when your opponent has to hit themselves with their own keepers, sometimes their own deck makes their keepers misfire!

Question: What if a card says "Your opponent's power is -3". At the end of your opponent's turn, destroy the Keeper"?

Answer: This ability lowers your opponent's power by 3 for a turn.

- For example: If the game's power is 7 during your opponent's next turn, then your opponent has to act as if the power is only 4.
- Remember: A player's power can never go lower than 1. No matter how many special abilities try to reduce a player's power, that player can still play a Level 1 attack.



Question: What if a card says "Your opponent's cards are attack -5". At the end of your opponent's turn, Destroy the Keeper"?

Answer: This means that if your opponent plays a card with attack value 8 next turn, it will only count as having attack value 3.

- For example: If your opponent plays a card with attack value 2 next turn, it will count as having attack value 0, so it won't do any damage, won't cause any cards to be discarded, and won't get any "2" [Do something]" effects.



Question: What if a card says "At the start of your turn, if you have at least three keepers in play, this Keeper hits for 1"?

Answer: After your draw phase, if you have three Keepers in play, this card hits your opponent for one point of damage. Remember that Keepers resolve in order from oldest to newest. If something happens to a Keeper that needs to resolve before this Keeper, and that resolution causes the Keeper to go into your discard pile, and you no longer have three Keepers in play, this card no longer hits for any damage.



Special Effects and Timing

When lots of special effects want to happen at the same time, the timing can be tricky. You can usually ignore the timing rules unless something complicated comes up. If you want to be a timing expert, this section can help you out!

Question: What if several cards want to have effects at the same time?

Answer: Sometimes there are several cards that are all supposed to have their effects at the same time, like at the start of your turn. Because the order might matter, arrange your Keepers in the order they came into play, from oldest to newest. First do all of your opponent's effects that are supposed to happen, from oldest to newest. Then do all of your effects, from oldest to newest. If you are currently playing a card with "**2**" [Do something]" effect, that counts as your newest effect of all, so it goes last of all.



Example of Extra Tricky Timing

Here is an especially tricky example, to show how the timing rules work in tricky situations. Most game situations are not as complicated as this one.

- Let's say you have a "Scarlet Witch: Reality Shift" Keeper in play from a long time ago, and you have a "Falcon: Avengers Assemble!" Keeper that you put into play more recently. Your opponent has a "Hulk: You Wouldn't Like Me..." Keeper in play.
- Now you play a new attack, "Iron Man: Go Team". First you handle all of the "Iron Man: Go Team!" attack damage. You don't interrupt the attack damage to handle other Keepers' effects. Say you don't hit any blocks, and you do all 5 damage with your attack.
- Now that the attack damage is done, it's time to handle "triggered abilities," which are abilities that get triggered by a certain thing happening. All three Keepers and your attack card all have triggered abilities that want to occur at the same time. So you start by handling your opponent's effects, from oldest to newest.
- Your opponent just has one effect, "You Wouldn't Like Me", so you handle that effect, and that Keeper hits you for 2 and is destroyed.
- Then you handle your own effects, from oldest to newest. Your Scarlet Witch Keeper has been in play the longest, so it is your "oldest" special effect and you handle that one now. Then you handle your Falcon Keeper's effect.
- Finally, you handle the triggered ability of your main attack, Go Team!, and draw a card.



Question: What if a Keeper disappears before it finishes doing all of its effects?

Answer: If a Keeper misfires, it is destroyed immediately, faster than anything else happening, and the Keeper doesn't do the rest of its effects. If a Keeper is supposed to have an effect, but the Keeper isn't in play anymore, then you skip that Keeper's effect.

- For example: Say you have the Keeper 'Hulk: Flailing Wildly' in play. Then you play the attack 'Iron Man: Spring Cleaning' and you destroy both of your opponent's Keepers with it.
- Now your Flailing Wildly Keeper is supposed to have its effect twice in a row, since two other Keepers were destroyed.
- But if your Flailing Wildly Keeper misfires and is destroyed during its first effect, then you will skip its second effect, since Flailing Wildly will not be in play anymore when it is time to do its second effect.



Question: What if a Keeper wants to have an effect during another Keeper's effect?

Answer: Once you start handling an effect, finish that effect completely before moving onto a new one. The only thing that can interrupt an effect in progress is a misfire, since misfires always happen immediately, faster than anything else.

Question: What order do I place cards into the discard pile?

Answer: Let's take the following example:

- You play the Yoink! card. It does full damage and results in the top card of your discard pile (Spider-Strikes) to be played. Spider-Strikes does full damage and results in the top card of your draw pile (Spider-Swing) to be played. This card also does full damage.
- The cards are placed in the graveyard in the order that they were fully resolved. In this case, Spider-Swing would go into the discard pile first as it was the first card to fully resolve. Spider Strikes is still an extension of the initial Yoink! Card attack. Second into the discard pile would be Spider-Strikes followed by Yoink!



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QUICK RULES

You Need:

Two decks of the same size, up to 40 cards each. A coin. A way to track a shared "Power" from 1-20.


Starting the Game:

Set the Power to 1. Shuffle each deck. Flip a coin to see who goes first. Each player draws 4 cards.

On Your Turn:

- Flip a coin (unless you go first). Heads, the Power goes up by 1.
- Draw 1 card (if you have any left).
- You can't play a card whose Level is higher than the current Power.
- Every card you play from your hand is an attack. Your opponent must discard cards to absorb the damage - one at a time from his hand and/or deck.
- If your opponent ever discards a Blocking Icon that matches the attack's Factor, the attack is blocked and the damage stops there. Blocks can happen from the hand or the deck!

Special Effects:

If a special effect has a number in front of it (like:  Draw a card.), then the attack must deal at least that much damage to get that effect.

Keepers:

These are cards that stay in play. If a Keeper deals damage, and the very first point of damage is blocked, it's a Misfire, and the Keeper is destroyed.

Winning:

When your opponent has no cards left in their deck, hand and play zone, you win!



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