



GAME REGULATION



BOOMERZ

HERO 3D CARD GAME



MARVEL

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INSTRUCTIONS

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BOOMEZ

HERO 3D CARD GAME



CARD

- Nome del personaggio
- Character name
- Nom du personnage
- Nombre del personaje
- Nome do personagem
- Name der Figur
- Imię postaci
- Имя персонажа

- Nome della collezione
- Collection name
- Nom de la collection
- Nombre de la colección
- Nome da coleção
- Name der Sammlung
- Nazwa kolekcji
- Название коллекции



LOGO

Numero carta
Card number
Nom de la carte
Número de carta
Numeração da carta
Kartenwert
Numeracja kart
Нумерация карты

- | Icona Rarità | C | Comune | R | Rara | UR | UltraRare | SPECIAL | Speciale |
|-------------------|---|---------|---|--------|----|---------------|---------|-------------|
| Rarity icon | | Common | | Rare | | UltraRare | | Special |
| Ícone de rareté | | Commun | | Rare | | UltraRare | | Spécial |
| Ícono de rareza | | Comun | | Raro | | UltraRaro | | Especial |
| ícone de raridade | | Comum | | Raro | | Ultra Raro | | Especial |
| Seltenheitswert | | Häufig | | Selten | | Sehr selten | | Spezial |
| Ikona rzadkości | | Wspólne | | Rzadka | | Bardzo rzadka | | Specjalny |
| Класс Редкости | | Обычная | | Редкая | | Очень редкая | | Специальная |



POWER

Costo del Team

Cost per Team
Coût de l'Équipe
Coste del Equipo
Custo da Equipa
Teamwert
Koszt zespołu
Номинал Команды

FACTION

Fasce

Tier
Bandes
Franjas
Faixa
Feld
Paski
Полосы

1

2

3

Valori di Difesa

Defence value
Valeurs de défense
Valores de defensa
Valores de defesa
Verteidigungswerte
Wartości obronne
Значения Обороны

Allineamento

Alignment
Alignement
Alineación
Alinhamento
Gesinnung
Ustawienie liniowe
Нравственная позиция



Buono

Hero
Héros
Héroe
Bom
Held
Bohater
Герой



Neutrale

Neutral
Neutre
Neutral
Neutro
Neutral
Neutralny
Нейтральный



Malvagio

Villain
Méchant
Villano
Mau
Bösewicht
Zły
Злой

Abilità e Supporto

Ability and Support

Capacité et Soutien

Habilidad y Apoyo

Habilidades e Suporte

Fertigkeiten und Unterstützung

Umiejętności i Wsparcie

Боевые навыки и Cannon

Numero di Dadi da usare per l'Attacco

Number of attack roll attempts with one dice
Nombre tentatives de attaque avec un dé.
Número de intentos de tirada de ataque con un dado
Número de dados a serem usados para o Ataque
Anzahl der Würfe für den Angriff
Liczba kości używanych do rzutu Ataku
Число попыток Атака с одним игральным кубиком



GAME

BOOMEZ

HERO 3D CARD GAME

A game by Riccardo Fabiani and Alessio Meda

2
PLAYERS
+6 years

1 Figure per player!

You can play with one booster pack each!

Each booster pack includes:

- One **Marvel Universe 3D BOOMEZ figure**
- The corresponding character **GAMING CARD**
- One **twenty sided Die**



CARD
CHARACTER
SIDE

PREPARATION FOR THE BATTLE:

Place the Card in front of you, with the side showing the dice face up.
Place your Character figure on the **TOP TIER** of the card:
Your opponent will do the same.



START PLAYING!

Both players roll their dice.
The player with the **highest roll starts**.

The first player chooses which characters to use to launch the dice attack, and against whom, if you're playing against a team.

To attack, roll your die as many times as indicated by the **ATTACK** value.



If one of your rolls **EQUAL** or **EXCEEDS** the **DEFENCE** value of the opponent, then the attack has been successful!
Your opponent must then retreat a tier on their card (e.g. from tier **GREEN** to **YELLOW**, or from **YELLOW** to **RED**).
If the opponent is already on the 3rd (**RED**) tier when your attack hits, then they are no longer able to defend and are defeated.



If you roll a number **LOWER** than the **DEFENCE** value of the opponent the attack does not inflict any damage and the turn ends.

The game ends when your opponent's character (or characters during team mode) have been defeated.



BUILD
YOUR TEAM!

COST OF THE TEAM:

1. The two challenging teams must have the same **POWER**.
2. The **POWER** of a team is the sum of the **POWER** values of all characters within the team.
3. All teams must have a minimum value of 5 **POWER**.
4. In each team the heroes must all be different characters, you can't use duplicated cards.



ABILITIES AND SUPPORT RULES:

1. Players have the option to activate **Abilities** or **Support** moves after each player has declared which characters they will attack.
2. These moves must be activated before rolling the dice.
3. You can only activate 1 **Ability** or **Support** per turn.
4. Abilities can only be used **if the character is involved in the battle**.
5. The **Support** must be from an ally that is not involved in the battle. Who belongs to the **same TEAM** as the character involved.
6. You don't have to activate **Abilities** or **Support**.

ABILITIES

There are special character moves that can be activated. But not all characters have them.



COUNTER-ATTACK

During your opponents turn, counter-attack by **rolling the number of dice indicated** to try and inflict damage.



DODGE

After your opponent has rolled their attack Dice.
The opponent must **re-roll as many dice as indicated on the icon Dodge**.
You decide which dice to roll again.



SUPPORTS

ONLY IN TEAM MODE

Support only benefits allies that belong to the same faction, moral alignment or **POWER** value that is shown on the red strip.



ATTACK

During your turn to attack.
Add the number of X dice shown to that of the **attacking** ally.



DEFENCE

During the opponent's turn to attack.
Add the number of X **SHIELD** to your allies **Defence** value up to a maximum of 20.



SWITCH

During the opponent's turn to attack.
You can replace the character that is **under attack** with another that has the **Switch** feature.



* The name before the number tells you who can benefit.