MARVEL

BOOMEZ®

HERO 3D CARD GAME

INSTRUCTIONS

BOOMEZ®

HERO 3D CARD GAME

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MARVEL

BOOMEZ
HERO 3D CARD GAME

CARD

LOGO

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

THOR

BOOMEZ WAVE 2

2 ❤ AVENGERS THOR
AVENGERS **+2**

FACTION

1

2

3

18

17

15

5

6

2

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**

MARVEL

THANOS

BOOMEZ WAVE 2

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.

RETREAT
ONE TIER
FOR
EVERY
INJURY

3rd TIER
2nd TIER
Starting Position
(TOP TIER)

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.

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.