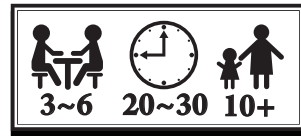


# あつまれ ヒーローバトル



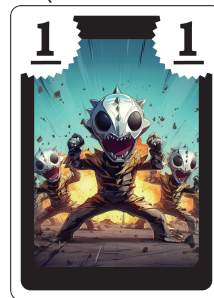
This game is a hero vs Phantom trick-taking game.  
Aim for victory by thinking about which side you're on each trick.

## 【Components】

•25 Hero Cards(5 Colors for values of "1" to "5") •20 Phantom Cards(Black color for values of "1" to "20")



\*Each color (Red, Blue, Green, Yellow, and Pink) has own suit under the numbers.



\*There is no suit under the numbers.

•This rules sheet  
If possible, prepare a pen to keep scores.

## 【Game Preparation】

In case of 3 players game, you don't use one color-set of Hero Cards and "17" to "20" of Phantom Cards. Put them back into the game box.

The player who knows the most heroes will be the starting player, or you can do Rock-Paper-Scissors. Shuffle all Hero Cards and Phantom Cards together, deal them face down.

The number of cards each player can take are depending on the number of players.

6 players game: 7 cards for each player (3 cards are set aside. You don't use them.)

5 players game: 9 cards for each player

4 players game: 9 cards for each player (9 cards are placed as the deck)

3 players game: 9 cards for each player (9 cards are placed as the deck)

The starting player is called the leader, and the leader starts the round.

## 【Game Flow】

### ■Appearance Phase

**In case of 3 or 4 players game, take one card from the deck and place it face up.**

In other cases, the leader plays a card from his/her hand.

When the first card is played, each player in clockwise order plays a card in front of him/herself.

**What you can play is a different color Hero from the cards already played or a Phantom card.**

What you can play is a different color Hero from the cards already played or a Phantom card.

If you cannot play any cards, show your hands, and this round will be over. See <End of the Round>.

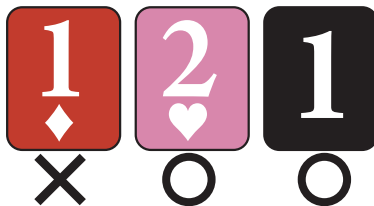
When every player play his/her card, Battle Phase will start.

• Example

cards already been played



cards in your hands



Phantom, Hero Green, and Hero Red have already been played. You can play Hero Pink or Phantom from your hand.

### ■ Battle Phase

When you play a Hero Card, you are in the Hero Force. When Phantom, in the Phantom Force.

The winner is decided by force values.

**The value of the Hero Force is made by adding the numbers shown on the Hero Cards.**

**The value of the Phantom Force is made by subtracting the number of all other Phantom Cards from the highest number of the Phantom Cards.**

**The winner will be the Force of higher value.**

If it's the same, the Hero Force is the winner.

If all players are in the same Force, there is no winner.

The players in the winner Force place the played card face down as one winning point.

Other played cards will be set aside. The next leader is who played the highest number in the winner Force.

If there is no winner, the next leader will be who played the highest number.

If several cards are played with the same highest number, the last person who played it will be the next leader. Perform things as <Appearance Phase>.

• Example



In 5 players game, 5 cards are played in A to E order.

The Hero Force has the force value of **3+3=6**.

The Phantom Force has the force value of **9-1-2=6**.

In this case, the Hero Force wins.

Player B and C gain winning points, and the played number is the same, so player C will be the next leader.

### ■ End of the Round

The following things mean the end of the round.

\*Every player played all cards.

\*Any of the players cannot play the cards.

Each player need to keep the score (winning points).

For the next round, shuffle all cards and deal them face down like Game Preparation.

The next starting player is the person who sits left side of the previous starting player.

### 【End of the Game】

The number of the round you should play is the same as the number of players.

Who gets most score wins the game.

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