© 2026 MARVEL

©JASON

MARVEL

HERORUSH

TRADING CARD GAME

CARDFUN

Assemble in Multiverse!



MARVEL

HERORUSH

TRADING CARD GAME

QUICK START RULES

Please read it at will



CATALOGUE

CARD TYPE 3

PLAYMAT 5

PREPARATION 7

WIN CONDITION 8

GAME SETUP/GAME FLOW 9

ACTION PHASE 10

BATTLE PHASE 12

COUNTER PHASE/GLOSSARY 14

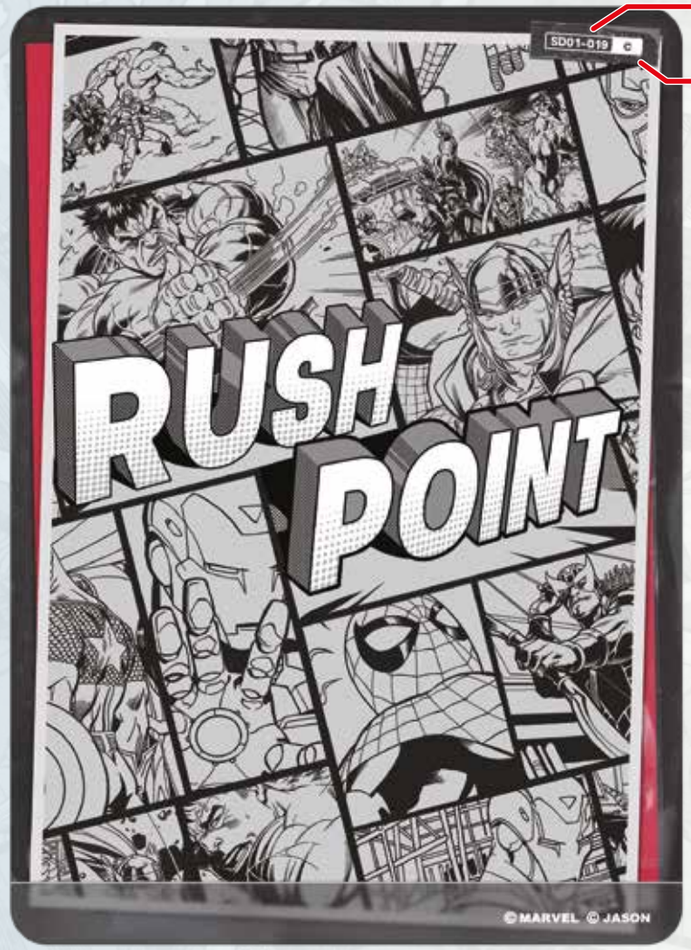
EFFECT TYPE/ABILITY 15

CARD TYPE



Character card

Player plays Character card to fight. It is the core of the deck.



Rush Point card

The Rush Point card represents the progress of winning the game, and is not part of the deck.

*Product images are for reference only. Actual products may vary.

*Product images are for reference only. Actual products may vary.

PLAYMAT

① FRONT:
The zone where player places the Character card.It is also called BATTLE.1 card at most.

② WING:
2 zones where player places the Character card.They are also called BATTLE.
1 card at most for each zone.

③ BACK:
The zone where player places the Character card.It is also called BATTLE.

④ BASE:
The zone where player places the Character cards and set cards.6 cards at most.



Both BATTLE and BASE are also called the field.

⑤ RETREAT:
The zone where player places the retreated and discarded cards.
No limit.

⑥ VOID:
The zone where player places the pruned cards.
No limit.

⑦ TIMELINE:
The zone where player places the Rush Point cards.
No limit.

⑧ DECK:
The zone where player places the deck face down.

⑨ RUSH DECK:
The zone where player places the rush deck face down.

*Product images are for reference only. Actual products may vary.

PREPARATION



1. The Character cards in the deck may include a maximum of 2 colors.
2. A maximum of 3 copies of Character cards with the same name can be included.

The deck consists of 50 Character cards.



Use your 9 Rush Point cards to build your Rush Deck.

*Product images are for reference only. Actual products may vary.

WIN CONDITION

If you reach either of the following conditions, you win the game,and the game ends.

- There are 9 Rush Point cards in your TIMELINE.
- The number of your opponent's deck is 0.

[Every time you successfully attack your opponent's weakness(the empty zone where without Character card), you place 1 Rush Point card face up into your TIMELINE.]



*Product images are for reference only. Actual products may vary.

GAME SETUP

1. Both players shuffle their decks which respectively consists of 50 Character cards according to the rules, and then place them face down into their DECK.
2. Both players place their rush deck which respectively consists of 9 Rush Point cards face down into their RUSH DECK.
3. Determine the First Player and the Second Player using a mutually agreed-upon method.
4. Both players draw 6 cards from the top of their own decks as their starting hands.
5. Both players decide whether mulligan their starting hands.The First Player goes first, then the Second Player.
   To mulligan, player can redraw a certain number of the starting hands by put them to the bottom of the deck and draw the equal of the cards you put. Then, reshuffle your deck.
6. Start the game with the First Player taking the first turn.

GAME FLOW

The First Player takes the first turn. Turn proceed in the following order. After one player ends the turn, the other player starts the turn.

1. START PHASE

Resolving the effects that happen in this phase.

2. DRAW PHASE

Draw 2 cards.

3. ACTION PHASE (View the details on P10-11.)

- ◆ Base Deploy (once per turn)
- ◆ Action Call (3 times per turn)
- ◆ Battle-Base Move
- ◆ Effect Activate

4. BATTLE PHASE (View the details on P12-13.)

5. COUNTER PHASE (View the details on P14.)

6. END PHASE (Follow the steps ①~③ listed below in this phase.)

1. Resolving the effects that happen in this phase.
2. The effects in the current turn end.
3. If you have more than 9 cards in HAND, choose 9 cards to keep.Then discard the remaining cards.

ACTION PHASE You may take the actions listed below in any order in this phase.

◆ Base Deploy (Every turn you may take this action once per turn in this phase.)

Place your 1 card in HAND face down into your BASE. If you do, you draw 1 card.



◆ Action Call (Every turn you may take this action 3 times per turn in this phase.)

Call 1 of your Character cards in HAND.

❗ View the【Call】of GLOSSARY on P14.



❗ The first player may take this action once in this phase at the first turn.

*Product images are for reference only. Actual products may vary.

ACTION PHASE

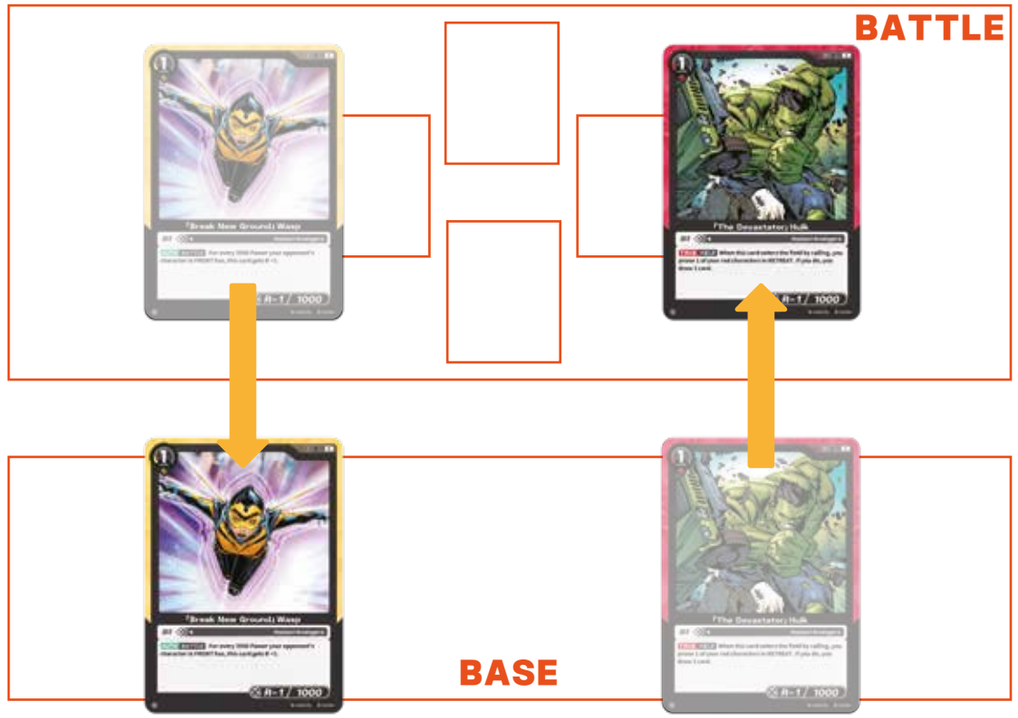
You may take the actions listed below in any order in this phase.

◆ Battle-Base Move

(Every 1 of your Character cards in the field have 1 chance to take Battle-Base Move per turn.)

1 of your Character cards in the field takes Battle-Base Move once.

❗Character card that enters the field in the current turn can not takes Battle-Base Move.



❗Battle-Base Move is the move of the card between 1 player's BATTLE and BASE.

◆ Effect Activate

Activate the Activated-Effect of your card.

ACTI / COUNTER·ACTI

After all the actions are completed, you are about to enter the BATTLE PHASE!

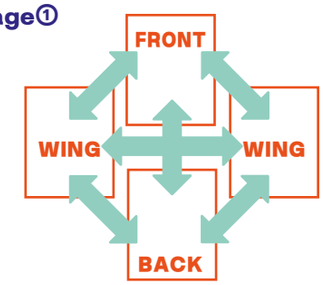
BATTLE PHASE

Follow the steps 1~2 listed below in this phase.The First Player skips this phase at the first turn.

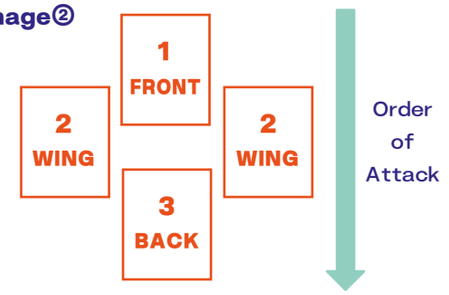
1. You may adjust the positions of 4 of your Character cards in BATTLE at most once. ▶(Refer to image ①.)

2. Every 1 of your Character cards attack in the following order: FRONT, WING, BACK. ▶(Refer to image ②.)

image①



image②

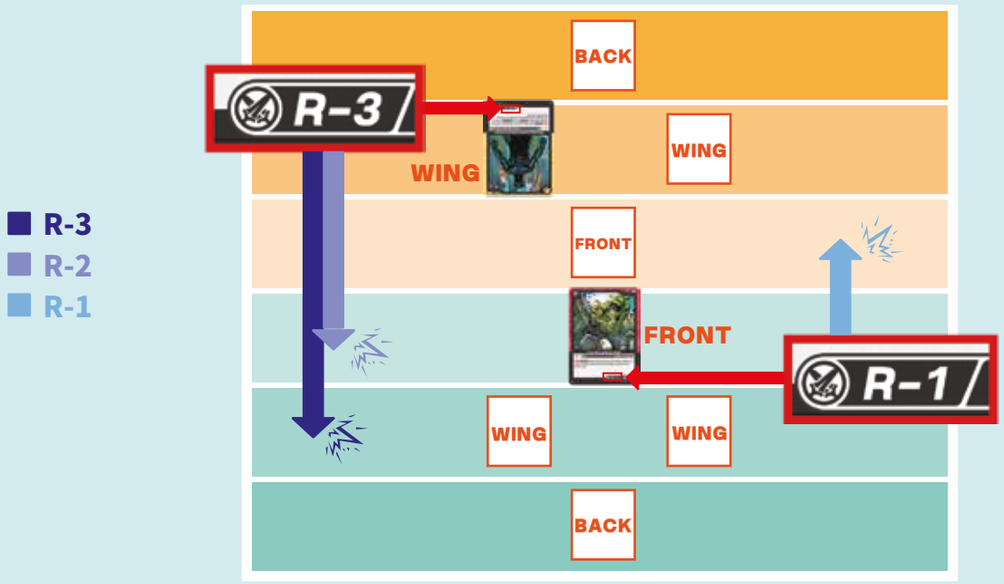


❗Adjustment is not the move.

When your Character card attacks, it follows the step ①-③ listed below to fight:

① TARGET STEP

The Character card attacks and chooses 1 of your opponent's Character card in BATTLE or Weakness within its R(Range). The fight between them happens.



❗If all the triggered effects have been completely resolved in this step, this step ends.

BATTLE PHASE

Follow the steps 1~2 listed below in this phase.The First Player skips this phase at the first turn.

② COUNTER STEP

You will take turns continuously to take 1 action in the order of your opponent choosing first, followed by you choosing 1. If the original attack target can no longer be the target in this step, you return to the TARGET STEP and choose a new attack target after all the triggered effects have been completely resolved.

There are 3 actions in this step listed below which you may take:

◆ The player calls 1 Character card with ability【COUNTER】in HAND.
(Every turn both players may take this action once per turn in this phase.)

COUNTER (AUTO HAND This card may be called in COUNTER PHASE or COUNTER STEP.)

◆ The player activates the COUNTER·ACTI-Effect of your card.

COUNTER· ACTI

◆ The player does not take action.

❗If the players choose continuously not to take action, this step ends.

③ JUDGE STEP

◆ Character card and Character card

- If your Character card's Power is higher than your opponent's, your Character card wins the fight and your opponent's Character card loses the fight.Then retreat your opponent's Character card.
- If your Character card's Power is lower than your opponent's, your Character card loses the fight and your opponent's Character card wins the fight.Then retreat your Character card.
- If your Character card's Power is equal to your opponent's, your Character card and your opponent's Character card lose the fight. Then retreat both of them.

◆ Character card and Weakness

- If your Character card attacks your opponent's Weakness successfully, place the top card of your rush deck into your TIMELINE.

❗If all the triggered effects have been completely resolved in this step, this fight ends.

! Every 1 of your Character cards in the field have 1 chance to attack per turn.
Your Character cards only in BATTLE may attack.
If there is 1 Character card in each of your WING, you may arrange the order of their attack.

COUNTER PHASE

You will take turns continuously to take 1 action in the order of your opponent choosing first, followed by you choosing 1. There are 3 actions in this phase listed below which you may take:

◆ The player calls 1 Character card with ability【COUNTER】in HAND.
COUNTER (AUTO HAND This card may be called in COUNTER PHASE or COUNTER STEP.)
(Every turn both players may take this action once per turn in this phase.)

◆ The player activates the Counter·Activated-Effect of your card. COUNTER·ACTI

◆ The player does not take action.

❗If the players choose continuously not to take action , this phase ends.

GLOSSARY

1. Call

◆ Call of Lv3 or below: Place the called Character card in HAND into your field.

◆ Call of Lv4 or above: Place the called Character card in HAND into your field by retreating 1 or more of your Character cards whose Lv plus in total are equal to the Lv of the called Character card.

2. Weakness

◆ The unoccupied position in BATTLE is called Weakness.

3. Set Card

◆ The Character card may be placed face down into BASE or covered by effect or rule and becomes the set card.

◆ The set card loses its effect and is regarded as being in Non-Public.

◆ Each player may only view their own set cards.

◆ If the player is calling 1 of the Character cards with Lv4 or above in HAND, the player may retreat 1 or more of their set cards to fulfill the requirements. Each of them is regarded as 1 Lv1 card.

4. Battle-Base Move

◆ Battle-Base Move is the move of the card between 1 player's BATTLE and BASE.

5. Discard

◆ Place the card in HAND into RETREAT or place the card into RETREAT from the deck.

6. Retreat

❗When the Character card's Power is 0, retreat that Character card.

◆ Place the card into RETREAT from the field.

7. Prune

◆ Place the card into VOID.

GLOSSARY

8. Attach

- If the card is in the corresponding zone, the effect is triggered when the trigger condition is fulfilled. Sometimes there is an additional requirement.
- The attaching card is in the same zone as the card it attaches to, but it does not occupy the upper limit of that zone.

9. Remove

- The attaching card no longer stacks under another Character card, moves to the designated zone in the field and becomes the Character card again.

EFFECT TYPE

TRIG *ZONE / REQ* If the card is in the corresponding zone, the effect is triggered when the trigger condition is fulfilled. Sometimes there is an additional requirement.

AUTO *ZONE / REQ* If the card is in the corresponding zone, the effect always works. Sometimes there is an additional requirement.

ACTI *ZONE / REQ* If the card is in the corresponding zone, the controller of the card may activate the effect in ACTION PHASE of the controller's turn. Sometimes there is an additional requirement.

COUNTER·ACTI *ZONE / REQ* If the card is in the corresponding zone, the controller of the card may activate the effect in ACTION PHASE of the controller's turn or in COUNTER STEP/PHASE of both player's turns. Sometimes there is an additional requirement.

ABILITY

COUNTER (**AUTO** *HAND* This card may be called in COUNTER PHASE or COUNTER STEP.)

BLOCK (**COUNTER·ACTI** *BATTLE / ONCE PER TURN* If your opponent's character may attack this card, the target attacked by that character changes to this card.)

DOUBLE ATTACK (**AUTO** *BATTLE* This card has the second chance to attack.)

ASSAULT (**AUTO** *BATTLE* If this card wins the fight by attacking, this card attacks the weakness successfully.)

AIR STRIKE (**AUTO** *BATTLE* Even if your opponent has the character in BATTLE, this card may also regard that BATTLE as weakness to attack.)

UNIQUE (**AUTO** *FIELD* You cannot have another card with the same name as this card on the field. This effect cannot be lost.)

"Have fun and enjoy the game!"

MARVEL TRADING CARD GAME——HERO RUSH

Now on sale!

For detailed card information, please refer to official channels.

Instagram: CardFun_Official

Website: Cardfun.com