CITAL

COLLECTIBLE CARD GAME

MEANWHILE, IN PARAGON CITY™...

In the heart of Rhode Island stands Paragon City. The site of the first extra-dimensional portal in earth's history, Paragon City. drew the attention of the savage Rikt. — aliens from a parallel world bent on conquest. Desperate to battle this growing evil, the city's most powerful and renowned hero, Statesman, sent out a plea for aid. from across the world, from across the universe itself, they came. Though the forces of evil are relentless, these valiant voices that answered Statesman's™ plea seem limitless.



hero from Paragon City*. You build your Hero by selecting Powers and combinations of Enhancements and special tactics, then test him or her against another Hero in Paragon's*

The Heroes of Paragon City" have reality-changing powers, and no rules can constrain them. Therefore, if the text of a card contradicts these rules, follow the card's text.









RULES SHEET



Hero card - On the Hero's left side Health ratings. Above the text box are the Hero's starting Powers, and on the Hero's starting Powers, and on the right side of the card you can find icons that tell you his archetype (top) and travel power (bottom). Below the Hero's name are the powersets (types of Powers) he can use. Both Heroes Power card - Powers set your Hero attacks against your opponent come from your Powers. On the left side of

the card is a "charge icon" showing how far the Power card is turned when

it's activated, which affects how long it takes for the Power to be ready to use again. The power's powerset (type of power) is right below the

Enhancement card — A Hero is not by how he chooses to focus those powers. Each Enhancement changes the Power it is attached to in some way (more damage, faster recharge,

Edge card - An Edge card represents a one-shot effect from your hand that alters the course of the battle in Sidekick card — Sidekicks are fledgling superheroes who use their abilities to help you fight your enemies. Sidekicks do not enter play with Powers as a Hero does, but can gain Powers normally. Sidekicks, like Heroes, are supers.

Mission card - A mission card represents a new threat to Paragon City™. The villain hurts all of the Heroes and Sidekicks until he is defeated, at which time all of the supers are rewarded. The mission's villain has defense and Health (like a Hero) shown on the left.



HERO CARD

- 1) Name
- Powersets Accuracy, Defense,
- Health
- 4) Starting **Powers**
- Archetype
- 6) Travel Power















TYPES OF HEROES



Heroes, masters of long-range attacks. Though their power burns brightly, it also burns briefly, for Blasters typically have few defenses. Controller — While Controllers do not boast high offense or defense, they use their Powers to confuse distract their opponents making them formidable foes. known for helping his team with healing and power boosts, he is extremely versatile and can boost himself to become a fearsome opponent.

Scrapper — Up close and personal is just how the Scrapper likes it. These Heroes are masters of melee combat, inflicting incredible damage at a blistering pace.

Tanker — The toughest Heroes in Paragon City³⁰, a Tanker can withstand incredible damage, often thingships by properly extracting the property of the property of the paragon. triumphing by merely outlasting everything the bad guys have to offer.















THE SETUP

All players begin by simultaneously revealing their Hero card and that Hero's two starting Power cards (named above the Hero's text box) from their deck. You will need a pad of of your Hero's Health, which goes up and down throughout the game — if his Health

be his starting hand. Any time you must discard cards, put them in a separate, face-up discard pile. If you ever run out of cards in your deck, shuffle your discard pile and turn it face down, creating a new deck. If you ever have more than ten cards in your hand, discard until you have only ten. All Heroes begin the game in Toe-to-Toe Combat (see "Combat Tactics").



GAMEPLAY

ACTIONS

Randomly determine who goes first (flip a coin or roll a die). Players take turns performing exactly one action each until only one Hero is left standing. When it is your turn to perform an action, you may do any one of the following:

- ver Up Put one new Power, Enhancement, or Sidekick into play to increase your firepower or defense. See "Putting Cards into Play".
- Act You can use an action printed on an Edge card in your hand, or on a ready super or Power card you have in play. This includes all of your attacks
- that come from your Powers in play. This also includes turning on (or off) a Toggle Power.
- Move Change your Hero's (or Sidekick's) Combat Tactics, from Run-'n'-Gun to Toe-to-Toe or vice versa (see "Combat Tactics").
- You call for allies, Search your deck for a Sidekick card, show it to your opponent, and put it in your hand. Shuffle your deck afterward.
- You gather your strength. All of your non-ready Powers (including those on your Sidekick) turn 1 "click" counterclockwise toward the "ready" position (see "Charging Powers").
- 6) Mission You receive a message from a contact, warning of a new villainous plot. Put a Mission card into play from your hand, revealing the threat to Paragon City[™].
- Rest Draw two cards from your deck and add them to your hand. You will use this action frequently throughout the battle to replenish your hand.

REACTS

Reacts are similar to but different from Actions. Cards that have the "React: trait are instantly used at a specific time described in the card text (the trigger is described right after the word "React," between the first and second colons).

Using a React does not count as an Action. You can React to the same trigger more than once using different cards, but a single card can only React once. The card is used, activated, or discarded after the React just as if it were an action (i.e. an Edge card with a React is discarded, a Power with a React must be activated and charged, etc.)

If multiple players wish to play Reacts at the same time, start with the player performing the current action and go clockwise around the table until everyone has played all the Reacts that

briterian supers approach contact and take out their foes at long range. Your Hero (and this Sidskick) will change tactis during the course of a flight. This is expresented by their positions on the table. The two Combat Tactics you can use are Toe-to-Toe (up closer) providing remains in make range) or mun-fr-Sun (avoiding close contact to use long-distance attacks). Move expers using Toe-to-Toe-Tactics several inches closer to your opponent and supers using Rum-fr-Sun several inches away, so that each Hero's and Sidskick's Combat Tactics are obvious. A super with melee attacks tends to fight Toe-to-Toe, and supers with









AND GHASITE "'60 AHEAD AND RUN... THAT JUST MAKES IT MORE FUN FOR ME!" - MYNX

and Ranged. Melee attacks are designed to work at close range, so a super who wishes to attack a distant target must briefly chase down his target just long enough to make the attack — chasing does not change either the attack — chasing does not change either super's position. If an attack is redirected to a new target (by a tanker's Taunt Power, for example), the attacker can decide not to chase the new target. Chasing down another

super sometimes requires you to discard cards based on the attacker's and target's Combat Tactics (see "Combat Tactics") — if

ittacker's actics	Target's Tactics	Discard?
oe-to-Toe	Toe-to-Toe	No
		Melee 1 card,

ACCURACY

Run-'n'-Gun

"ALWAYS AIM FOR THE CENTER OF YOUR TARGET."

Once you have paid the costs of a Power (charging, discarding, etc.), compare the accuracy of the Power to the target's defense. The accuracy is the attacking super's base accuracy plus any bonuses (and super's oase accuracy plus any donuses, and penalties,) provided by other card effects. The attacker and target may each play Inspirations and other Reacts (like some Edge cards and Powers; see "Reacts") to boost their accuracy and defense until both sides un out of bonuses they want to play. on the target (typically damage, though sometimes Powers have other effects).



DAMAGE RESISTANCE "IT'S GOING TO TAKE MORE THAN THAT TO KEEP ME DOWN."

Hospital and removed from the game along with all cards attached to him (Powers,

STATUS EFFECTS

EXTENDED GAMEPLAY

TARGETING super's player takes a number of Actions noted in the Power's description. Status effects can AND CHASING be ended early by card effects, most commonly with a Break Free Inspiration.

Power or move. He may still rest, recharge, and play cards normally. Effects that stun also turn off the target's Toggle Powers.

Immobilize — An immobilized super may not move or chase, though he can perform all

PUTTING CARDS INTO PLAY PUTTING CALL BOMEBODY NEED A BIDEKICK?" - APEX

you already have an active mission in play, or if the mission has already been completed this game. Powers enter play fully charged, in the ready position. Sidekicks enter play using Toe-to-Toe Tactics.

Many cards have requirements before

they may be put into play. Powers in particular nearly always require that the super have access to the Power's powerset, and may require that the super have one or more Powers from that powerset already in more rowers from that powerset affeatly in play. For example, the Power "Fiery Nova" may only be attached to a super who already has 3 Fire Blast Powers. All supers can use Powers from the Common Pool powerset.

MISSIONS

up to the Heroes to bring the evil-doers to justice. As an action, you may put a mission card into play, introducing a new threat to the city. When you play a mission card, ulstand any inission can't that is currently in play — villains are notoriously unwilling to share the headlines. While the mission card is in play, the villain's plot affects the whole game in a way described after "Threat:".

ways: by fulfilling the mission's "Defeat" condition or by damaging the villain. Each defeat condition is different (and some villains cannot be tricked into defeat in this fashion), but involves performing an action and paying but involves periorining an action and paying the necessary costs (discarding cards, charging Powers, etc). More commonly, a super can simply use his attacks to defeat the villain — a super who reduces the mission's Health to Toe-to-Toe. Area attacks targeting villains cannot target other supers, and vice-versa.

The super who completes the mission places the mission card under himself. All supers receive the "Victory:" prize from the mission card, now that Paragon City"

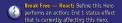
INSPIRATIONS

Insight — React: After this Hero targets an attack: Add +2 Accuracy to this attack.











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ACTIVATING POWERS

"THE FIRST TIME LEAPING IN FRONT OF A RUNAWAY TRAIN IS THE HARDEST." - WASTELAND

Each one activates differently, whether for an Action or a React (see "Reacts").

(1) (2) (3) rotating it 1, 2, or 3 "clicks" (90°, 180°, or 270°) clockwise. The

recharge icon on the left side of the Power

card tells you how many clicks to turn the Power. You can only activate Click Powers that are in the ready (upright) position. Powers are recharged either through the recharge action or

be activated until it has been turned "on," which takes an active so long as the



super cannot turn on a Toggle Powers. When a Toggle Power is activated, rotate it 180° to indicate it is on. So long as the Power remains in this position, the super gains the benefits of that Power and can activate any **Action** or **React** on the Power. If a Toggle Power is turned off (intentionally or by an opponent's card effect), turn the Power 1 click toward ready — it will take one

Constant Powers are on as soon as you put them into play. You can activate any Action or React on the

ATTACKS

You may attack an opponent's Hero or

Sidekick by activating any Power that has the "Melee Attack" or "Ranged Attack" descriptor in the action text. An attack is resolved in several stages.

- 1) Declare what attack your Hero (or Sidekick) is performing, and which
- Pay all costs of the Power, charging the Power and also paying any other special costs in the Power's description (between the first and second

Paragon City™ is a vibrant city with many challenges for a budding hero, and likewise there are many ways to play and enjoy the City of Heroes™ CCG. After learning the game with Battlepack™ challenges, you will want to try building a full tournament-style deck. A tourney deck contains at least 40 cards (not including your hero and

starting powers), with no more than 3 copies of any card in the deck. There will always be cards out there that can improve your deck. You can get them through

sating powers, min in one dural supers of my leaves the way aways be caused the data improve you doek not always the trading with upon triferids, or by buying new cards in Battlepacks" or in booster packs available at your local games store or come book shop. Also, watch for future expansion sets that will introduce new Heroes, new types of powers, and other new cards so the playing field constantly evolves.

With either Battlepacks" or a built deck, the City of Heroes CCG works exceptionally well with team plays 2-on-2, 3-on-3, and even bigger battles are all exciting and playable. Sealed-play events provide another type of challenge for 1-on-1 or multiplayer play – you design and play your deck with only a limited pool of cards. Whether you play from a single Battlepack*, add a few booster packs to the mix, or draft cards from a series of packs, each variant provides a different challenge for you to overcome.

Welcome to Paragon City™. We need more heroes like you!