MY HERO ACADEMIA
COLLECTIBLE CARD GAME

DEMO NIGHT
LEARN TO PLAY DEMO SCRIPT

This Demo Script document will guide you through how to demo My Hero Academia CCG to new players. You will need the following items:

- 1x 30 card demo deck: Izuku Midoriya
- 1x 30 card demo deck: Katsuki Bakugo
- 2x demo playmats, one for each player

Visit mhacardgame.com for more info on UniVersus and MHACCG.

TEACHER INSTRUCTIONS

This demo script is meant to teach brand new players how to play the UniVersus CCG. For any additional questions, you can find help on our Discord channel: DISCORD.GG/ MHACCG.

Every player is different and learns at their own pace. Once you have a handle over the demo script, tailor it to the new player as you see fit!

For advanced players, you can refer to the demo summary and tailor the demo to your own style.

*Everything in black text is meant for the teacher to say out loud to the **NEW PLAYER**. Some parts are given emphasis for easier reference, or to help guide attention to specific things.*

BASIC INTRODUCTION

Welcome to the world of UniVersus!

This demo will teach you the basics of the game. There will be a lot of information, but don't sweat it too much— every expert starts as a beginner! Typically, it takes 3-4 games before players are confident playing the game! The initial effort is worth it though, UniVersus is a beautiful game, with a TON of strategic depth.

Let's start with a very brief overview of card types and how to set up our board before jumping into a demo game.

PLAY AREA

The **HEALTH TRACKER** along the top is for tracking your health. Place a token on the number equal to your characters starting health.

The **CARDPOOL** is where you play cards during your turn.

The **STAGE** is where you place your foundations once they are built.

There are four zones to be aware of:

First off, on the left, you have your **CHARACTER ZONE**, where you will place your **character card**. Go ahead and place your character there now.
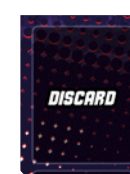
On the far right you have your **DECK ZONE**, go ahead and shuffle your deck and place your deck there.

The **MOMENTUM** is a resource pool where attacks go at the end of the turn when they have dealt damage. Think about momentum as a power bar in a fighting game!

Finally, there is the **DISCARD PILE**. We'll go over which cards enter the discard pile as we play!

CHARACTER CARDS

[SHOW CHARACTER CARDS TO NEW PLAYER]

In UniVersus, we each play as a character from one of our favorite shows or video games.

The **HEART SYMBOL** on your character card indicates your health total of your character.

You win the game by knocking down your rival's character to 0 health!

The number over the card icons indicates your character's **HAND SIZE**.

In this game, you draw up to your hand size at the beginning of each turn. Each character card also has special abilities, we'll get into these later.

THE BLOCK MODIFIER symbol in the Top Right – Used for blocking attacks.

ATTACK CARDS

Next up are the orange **ATTACK CARDS**!

You will use these cards to deal damage and win the game! Attacks are one-time use and can be blocked by the defending player. We'll get into attacks in more detail later when we start playing!

On the middle right of the card, the arrow icon indicates the **ATTACK'S SPEED AND DIRECTION**.

The damage of each attack is indicated by the **YELLOW SPLAT ICON**.

FOUNDATION CARDS

FOUNDATION CARDS are UniVersus' gray resource cards. Once foundations are built, they will live in your stage for the rest of your game, helping you out throughout!

Attacks and foundations are the basic card types that make up the majority of cards in any deck. There are other more advanced card types, but we won't need to learn about them for your first game.

LET'S START PLAYING!

Alright, let's get into the action. For the demo, pick **FOUR RANDOM FOUNDATIONS AND TWO RANDOM ATTACKS** from your deck to be your starting hand. Then, shuffle your deck and place it back into the deck zone. In a normal game, you would draw your hand and perform a Mulligan Step if you'd like, but we'll be skipping this step for your first game.

TURN 1-A - PLAYING CARDS

As the turn one player, I start with my **CHARACTER COMMITTED**. That means it is turned sideways. When a card is "ready" it is upright. Your character will start ready as you are going second. When a card is committed, that card can no longer use any of its abilities. My character will only be readied at the start of my next turn.

On both player's first turn, we must play foundations as neither player is allowed to play attacks. I will start by playing this **FOUNDATION**.

[PLAY ONE FOUNDATION IN YOUR CARD POOL]
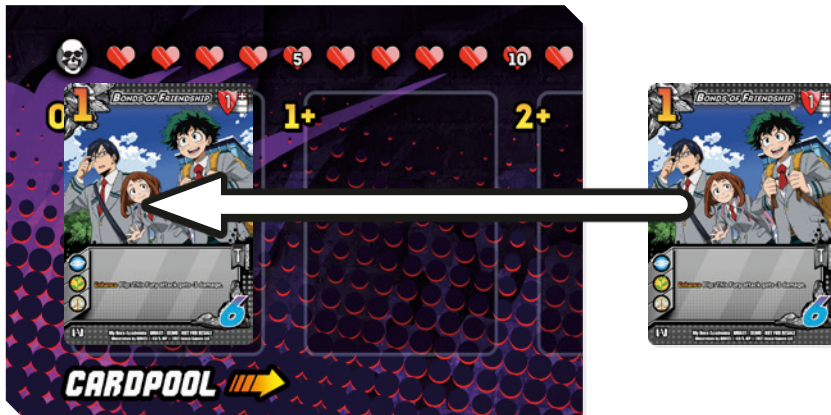
Every card in the game has two numbers on opposite corners of the card.

- **A DIFFICULTY VALUE** in its top left corner
- **A CHECK VALUE** on its bottom right

[POINT TO CARDS THROUGHOUT THE FOLLOWING]

DIFFICULTY VALUE

CHECK VALUE

The difficulty tells us how hard it is to play any card. To play this foundation, I have to **PERFORM A CHECK** by discarding the top card of my deck and comparing the **DIFFICULTY** of the foundation to the **CHECK** of the discarded card.

[CHECK A CARD TO PASS YOUR FOUNDATION]

The check value must be greater than or equal to the difficulty value. In this case, my check value is greater than the difficulty of my card, so I have successfully passed my check.

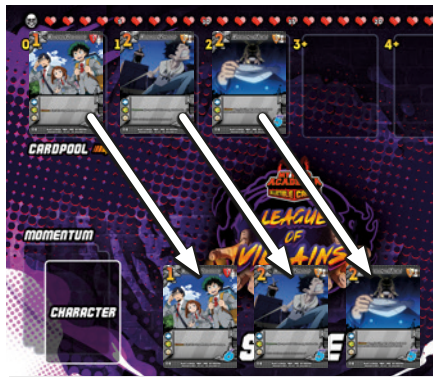**DISCARDED CARD CHECK VALUE** => **PLAYED CARD DIFFICULTY**
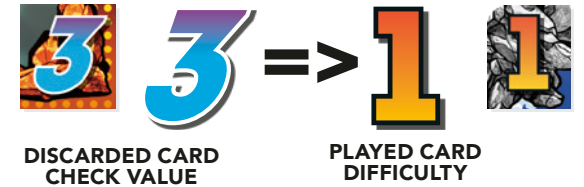
If your check value is lower than the difficulty of the card you are playing, the check fails and your turn ends. The attempted card would be discarded in that case.

However, I can also use any **READY FOUNDATIONS** and my character card to add +1 to my check by committing them. **Each card committed this way adds +1 to my check**. This will become very relevant in future turns.

During my first turn, my character is already committed so I cannot use it to pass any checks. At the end of my turn, the foundations that I have played and successfully checked in my cardpool will build down to my Stage. In future turns, I will be able to use these foundations to pass future checks.

[PLAY YOUR SECOND FOUNDATION]

CARDPOOL

I can play as many cards as I want during a turn, as long as I can pass the check. For my second foundation this turn, I will add +1 to the difficulty value as indicated by the +1 number in the cardpool. Each subsequent card I play this turn will have increasing difficulty. We call this **PROGRESSIVE DIFFICULTY**. This is where having a lot of foundations will come in handy later on, as you will have to pass bigger and bigger checks as you play more and more cards in the same turn!

At the end of turns, we have to clear our card pool. The **foundations that I have successfully checked are built down into my stage**. Attacks, foundations, and blocks are all cleared and can end up in the discard pile, stage or momentum depending on the situation. We'll go over each scenario as we continue.

TURN 1-B - PLAYING CARDS

Now it's your turn. At the beginning of each turn, each player can choose to discard a card from their hand before drawing up to their hand size. This is called a **REVIEW STEP**. As the player going second, you can also draw one extra card, but only during your first turn.

For your first turn, let's try to **build 3 or 4 foundations**.

At the end of your turn, you should keep 2-3 cards for blocking, as it will be my turn next, and I will be throwing attacks at you. You will only be able to block with cards that you hold at the end of your turn. Remember to keep cards for blocking as you will only draw cards up to your hand size at the beginning of your next turn!

TURN 2-A - ATTACKS & BLOCKS

Now that it's my turn again, I will go through the following turn sequence:

1. **READY STEP**, where I ready all cards in my stage including my character

2. **REVIEW STEP**, where I can choose to discard a card if I wish

3. **DRAW STEP**, where I draw cards up to my hand size

4. **COMBAT PHASE**, where I now start playing foundations or attacks

5. **END PHASE**, after my Combat Phase is over, I will clear my cardpool. Where every card goes will be discussed at the end of my turn.

Now that I've finished the first three steps, I will start my Combat Phase by playing an attack. Let's go through the attack sequence:

1. **CHECK**: First, I'll need to pass the check for my attack.

2. **ENHANCE STEP**: Starting with the turn player (me), we usually would take **turns activating enhances on our current attack, character cards, and foundations**. This is where a lot of the strategic depth of the game comes in, and things can get a bit more complicated. For this first attack, we'll just skip the Enhance Step.

3. **BLOCK STEP**: Now, let's go to the Block Step on this first attack. Start by looking at the number here. **[POINT AT THE SPEED ON THE ATTACK]**. This is the speed and direction of my attack:

   a. The number indicates the **SPEED OF MY ATTACK**. The higher the number, the harder it will be to block.

   b. The arrow and its color indicate the **ZONE OF THE ATTACK**. Think about it as the direction of my attack.

   i. Am I attacking you with a body punch? That's a **MID ATTACK**, indicated by orange and a middle arrow

   ii. Am I performing an Overhead blow? That's a **HIGH ATTACK**, indicated by a red arrow pointing up.

   iii. Am I sweeping at your legs? That's a **LOW ATTACK** indicated by a yellow icon and an arrow pointing down
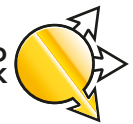

ATTACK LOCATIONS

MID ATTACK   HIGH ATTACK   MID ATTACK

Now, look at your hand and try to **match the zone of my attack with a block zone that matches its direction**. Every card has a block zone in the upper right. These block zones share the same color code as the speed **(ORANGE=MID, HIGH=RED, LOW=YELLOW)** and they also have a plus symbol to indicate the zone as well.

MID ATTACK	HIGH ATTACK	LOW ATTACK

If you have a card with a matching zone, play that card now in your cardpool. If you don't, let's play a card that has a matching zone from your deck for the purposes of the demo.

Next, the blocking player will have to pass a check to block. The block check is different from the check to play a card. Do not look at the difficulty value. Instead, we will **add the Speed of the Attack, to the Difficulty Modifier in the Top Right of the card used for blocking**. A lower number in your shield logo is therefore better for you— low block numbers make for the best blocking cards. Now, let's calculate the amount you'll need to check to block this attack. If the check fails, then the block is discarded from the cardpool, and the damage is taken in full. Blocks are also affected by progressive difficulty, but since this is the first block of this turn, that will not apply here.

BLOCK DIFFICULTY FORMULA

$$4 + 2 = 6$$

ATTACK SPEED	BLOCK MODIFIER DIFFICULTY	TOTAL DIFFICULTY
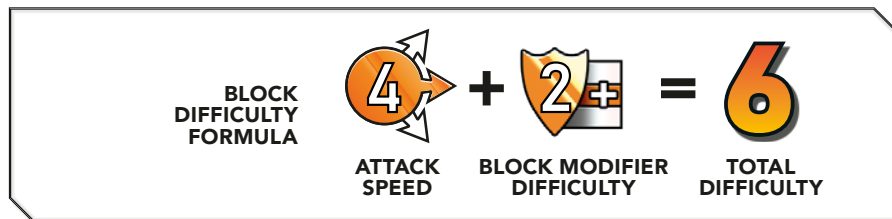
Congrats, you have successfully blocked your first attack in UniVersus! Blocking is optional, if you choose not to **block** you'll simply take the full damage.

4. **THE DAMAGE STEP**: After the Block Step, comes the Damage Step. If you had not blocked this attack, you would have taken the damage as indicated by the number in the yellow splat icon, but because you have successfully blocked with the right zone, you will take 0 damage!

At the end of my turn, if an attack dealt damage, it can be added to my momentum face down underneath my character. This momentum can be used to boost powerful abilities later on in the game. Since this attack was blocked, it goes into my discard pile instead.

On your side, you will discard the block from your cardpool. All blocks are discarded at the end of the turn.

TURN 2-B - ENHANCES

Your turn now. You'll start with the **START PHASE (READY, REVIEW, DRAW)** and proceed to the Combat Phase to play an attack against me! We'll go through the attack sequence again together (play, enhance, block, damage). Remember, you can commit foundations in order to pass your checks. For this attack, **let's add in the Enhance Step that we previously skipped, but limit the Enhance Step to one enhance while you're learning!**

After you play your attack successfully, look at your current attack, character card, and foundations. Is there any enhance ability that will make your attack more powerful?

In a regular Enhance Step, we would take turns enhancing until we both choose to skip our enhances. For this turn, we will go to blocking immediately after you use one enhance.

Now I will block your attack. Notice that I am not using the same zone for my block, but a zone that is adjacent to the zone of your attack. **ADJACENT ZONE BLOCKS** can be used, but will only block half of your attacks damage if I pass the check. Think of it as a glancing blow. I can't prevent the full damage, but I'm still partially protecting myself. In UniVersus, **we take half damage rounded up on a half-block**. Apart from the damage, everything else proceeds the same way as a full block.
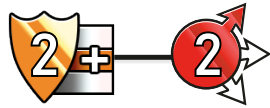
**PARTIAL BLOCK =
HALF DAMAGE, ROUNDED UP**
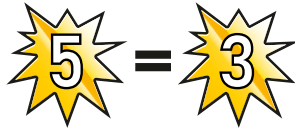
[RESOLVE THE BLOCK WITH A CHECK]

After your first attack, you can continue to play attacks or foundations from your hand. Right now, I would suggest building up to 2 more foundations and passing your turn. Playing foundations after attacks is a typical strategy as foundations have lower difficulties and will be easier to check at a higher progressive difficulty than attacks.

At the **END STEP**, build your foundations into your stage. Since your attack dealt damage, it can be added to your momentum behind your character. You will be able to use that momentum later to boost powerful abilities on your attacks or foundations!
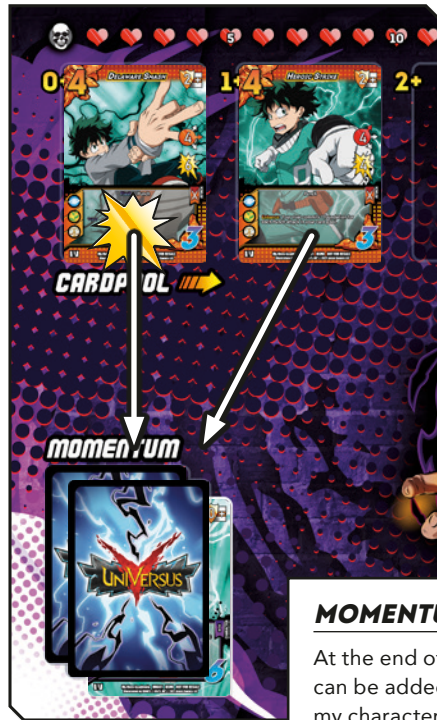
MOMENTUM

At the end of my turn, if an attack dealt damage 💥, it can be added to my momentum face down underneath my character. This momentum can be used to boost powerful abilities later on in the game.

TURN 3-A - RESPONSES

Starting with this turn, we will play with a normal **ENHANCE STEP**. In UniVersus, enhance abilities are where characters really come to life! Each character has their own unique kit that synergizes with their strengths. But there's another type of **ability!** Alongside enhances, we also have responses. **RESPONSES** are abilities that are activated at specific times depending on the response text. Read your foundations and character cards to see if you have any responses that can be played over the next few turns!
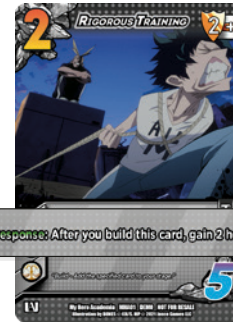
[PLAY 1-2 ATTACKS THIS TURN AND 1-2 FOUNDATIONS]

[QUICK NOTE: IN THE DEMO GAME, IF THE DECK RUNS OUT OF CARDS, YOU SIMPLY SHUFFLE THE DISCARD PILE AND PLAY WITH THAT AS YOUR DECK]

TURN 3-B

Now it's your turn to start playing attacks with full enhances!

[AFTER THIS TURN, TEACHER/PLAYER CAN CHOOSE TO RESTART THE GAME FRESH OR CONTINUE THE CURRENT GAME. WE ALWAYS RECOMMEND LETTING THE PLAYER WIN!]

DEMO SUMMARY

- Basic explanation of type of cards (**Character, Attacks, Foundation**) and **Win condition** (Character health down to 0)
- Basic explanation of playmat zones (**Cardpool, Character zone, Momentum, Stage, Deck zone, Discard pile**)
- Teacher picks 4 random foundations and 2 random attacks for their opening hand
- Player picks 4 random foundations and 2 random attacks.

TURN 1-A

- Teacher plays 3 Foundations.
- Teacher explains how to **check, failed checks, progressive difficulty**, using foundations to pass checks and building foundations at the End Step.

TURN 1-B

- Player plays 3-4 Foundations.
- Teacher explains **Review Step**.

TURN 2-A

- Teacher plays 1 Attack (no enhances) AND Player full blocks the Attack.
- Teacher explains **Turn Sequence** and **Attack Sequence**, skipping enhance step. Careful walk-through of **Block Direction** and checks to block.

TURN 2-B

- Player plays 1 Attack (one enhance from Player) AND Teacher partial blocks the Attack.
- Teacher explains **Turn Sequence**, **One Enhance Step** and **Partial Blocking**

TURN 3

- Both players start playing the game with full enhances.
- Teacher explains **Responses** and the **core combo potential** of each character

POST-GAME 1 - RESET THE BOARD AND PLAY WITHOUT TRAINING WHEELS!

TURN SEQUENCE

1. **STARTING PHASE:**
   a. **Ready Step**: Ready your foundations and your characters by turning them upright.
   b. **Review Step** [Optional]: You may discard one card before the draw phase.
   c. **Draw Step**: Draw cards up to your character's hand size.

2. **COMBAT PHASE**: Play your cards in the cardpool by passing checks. Resolve attacks with the Attack Sequence. Remember to add Progressive Difficulty.

3. **END PHASE**: Clear your cardpool from Right to Left, build foundations down into your Stage, discard attacks that did no damage, and optionally move any attacks that did damage into your Momentum (otherwise these attacks can be discarded). Your foundations will only become ready at the beginning of your next turn.

ATTACK SEQUENCE

1. **PLAY**: Place the attack into your Card Pool and make a check to play it!

2. **THE ENHANCE STEP**: Starting with the Attacking Player, you and your Rival will alternate playing Enhance Abilities on their cards until both players pass their enhances in succession.

3. **THE BLOCK STEP**: The Defending Player can attempt to Block with a card that matches or is adjacent to the zone (High, Mid, or Low) of the Attack. The Defending Player has to make a check against the Total Block Difficulty:
   a. Total Block Difficulty = Block Difficulty Modifier + Speed of the Attack + Progressive Difficulty

4. **THE DAMAGE STEP**:
   a. If the attack is unblocked or the block failed – defending player takes full damage
   b. If the attack is partially blocked – defending player takes half damage rounded up
   c. If the attack is full blocked – defending player takes no damage

At the end of the turn, if an attack dealt damage, it can be added to your momentum face down underneath your character. This momentum can be used for powerful abilities later on in the game. Attacks that dealt no damage are discarded.

END PHASE SEQUENCE

1. Starting with the right-most card in your card pool, move cards from your card pool to the appropriate zone.
2. Foundation cards build into your stage.
3. Any attack that dealt damage may either be placed face down in your momentum, or go to your discard pile.
4. Any attack that did not deal damage goes to your discard pile.
5. After the active player clears their card pool, all cards in the defending player's card pool go to their discard pile.
6. After the End Phase, the defending player becomes the active player.