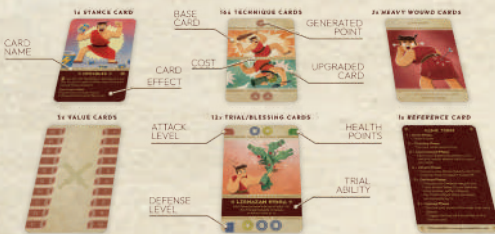




Introduction: the forgotten story of Hercules

A long time ago lived an extraordinary creature known as the Lernaean Hydra. Contrary to the tales of classical legends, the Hydra was no bloodthirsty swamp monster, but a genius artist and uncontested master of ancient theater. The Hydra had a devouring passion for heroic tales, taking inspiration from its surroundings, turning its closest friends into mythical heroes through its stories. Among them was Hercules, who was quite far from being a fearsome warrior. As time passed, the tales from the Hydra's workshop were adapted and transformed into oral stories. Puppets became real warriors, shows were interpreted as historical chronicles, while the Hydra, the visionary artist, was unjustly relegated to the role of a monster slain by its own character. Today, the curtain is finally raised on the truth. Prepare to step into the legend... And manipulate the threads of destiny with flair!

Components: 36 cards (+19 mini-expansion cards)



How to play?

A game of MICRO HERO: Hercules plays over 12 rounds, each corresponding to one of Hercules' Twelve Labors.



Before starting the game, choose the mini-expansions you want to play with, if any, then follow the instructions below.

1. **Draw a Trial:** Shuffle the 12 Trial cards and draw one to determine which Trial you will be facing first.

2. **Place the Value cards:** Take the Attack Value, Defense Value and the Health Points cards and place them around the Trial as instructed below.

- Place the Attack Value card (red) to the left of the Trial card so that the number corresponding to the Attack level of the Trial card is aligned.

Example: If the Attack level of the Trial card is 4, place the Attack Value card so that the number 4 is aligned with the 4 on the Trial card.

- Place the Defense Value card (blue) below the Trial card, following the same logic.

- Place the Health Points card (green) to the right of the Trial card, following the same logic.

3. **Create your Deck and shuffle it:** Select 10 Technique cards to build your starting Deck with. Shuffle that Deck and place it near your game area. For your first play, we recommend you select: 4x Train, 3x Strike and 3x Block.

4. **Create the Reserve:** The 6 remaining Technique cards constitute the Reserve. Add the 3 Heavy Wound cards to the Reserve. Spread the cards in the Reserve face up somewhere visible, ready to be added to your Deck during the game. Furthermore, the cards in the Reserve are always at their base level.

5. **Place the Stance card:** Place the Hercules Stance card in front of you, untapped, with its Stance: Supercharged side (side A) facing up.

Note:

- All cards facing up (Discard Pile, Hand, Reserve) can be viewed at any time during the game. All cards facing down (Deck, Upcoming Trials) cannot be viewed until they are revealed.
- In Micro Hero, the orientation of the cards affects the game. Therefore, it is important to be mindful when handling the cards.
- In case of any contradiction between the cards and the rules, the instructions on the cards take precedence over the rules.

With those steps done, you are ready to start the game and overcome the first of the 12 Trials.

Game Turn

Each turn takes place as follows.

1. **Draw Phase:** Begin your turn by drawing 5 cards from your Deck. Three icons are used on Technique cards: the red icon with a sword symbolizes 1 Attack point, the blue icon with a shield indicates 1 Defense point, the yellow icon with a star represents 1 Experience point.

If your Deck is empty and you need to draw a card, flip your Discard pile without shuffling it to reassemble a new Deck.

Note: It is recommended to draw by flipping the cards over along the long edge in order to maintain their orientation and thus, their effects.

2. **Planning Phase:** Play each Technique card in your Hand, one at a time. A Technique card is split in two halves: the top half, and the bottom half. The top half represents the card's base level, granting a modest effect. Once you upgrade the card (see 3.Improvement Phase), rotate it 180 degrees to reveal the bottom half, which corresponds to its upgraded level, and grants a significantly more powerful effect.

When playing a card, place it so that it covers the bottom half of the previously played card. The order in which you play cards is crucial: each card's effect is triggered again for each card you play after it.



Example: If the first card you play is a Strike with 1 Attack point, the card will generate 5 Attack points in total: 1 for itself, then +1 for each other card subsequently played from your Hand this turn. If you play your second Strike card as your penultimate card, it will generate only 2 Attack points, for a total of 7 Attack points this turn.

An upgraded Technique card (Strike+, Block+, Train+) generates 2 points (instead of 1) per card played after it this turn.

Wound cards are played as any other card during the Planning Phase and trigger the effects of cards played before them.

You can use the action effect of your Stance card at any time during your turn (see section Stance Card).

3. **Improvement Phase:** To strengthen your Deck, you may perform any of the options below as many times as you wish, in any order, as long as it stays within the limit of the Experience points you've generated this turn and the conditions specified:

- Purchase:** Take a card (Technique or Blessing) from the Reserve and place it face up on top of your Discard pile.
- Upgrade:** Upgrade the top card of your Discard pile by rotating it 180 degrees to reveal its upgraded version. A card that has already been upgraded cannot be upgraded again.
- Anticipation:** Place an upgraded card from the top of your Discard pile onto the top of your Deck so you can use it on your next turn.

Each Technique or Blessing card has an Experience point cost, indicated by the number of stars on the card. Regardless of the action (Purchase, Upgrade, Anticipation), the cost depends on the type of card chosen: all Technique cards cost 4 Experience points, while all Blessing cards cost 8 Experience points.

You will not be able to obtain a Blessing card during the first round. At the end of a round, the Trial card you have just triumphed over transforms into a Blessing card and is added to the Reserve (along with the Technique and Wound cards).



Example: if you generate 13 Experience points (1), you can perform the following Improvement sequence.

1. **Purchase:** Take a Block card (2) for 4 points and place it on top of your Discard pile (3).
2. **Upgrade:** Upgrade the Block card (4) to a Block+ for 4 points, rotating it 180 degrees and leaving it on top of your Discard pile.
3. **Anticipation:** Place the Block+ card (5) on top of your Deck for 4 points, ensuring you will draw it next turn.

The last Experience point is lost, unspent points are not carried over to the following turn.

4. **Attack Phase:** To reduce the Trial's Health points, your accumulated Attack points must be equal or higher to the Trial's Defense Value. The number of Health points you cause it to lose depends on the number of times your Attack Value meets its Defense Value: 1 Health point if your Attack is equal to or higher than its Defense, 2 Health points if your Attack is at least twice its Defense, 3 Health points if your Attack is triple its Defense, and so on. After inflicting Wounds, move the Trial's Health Points card to reflect the number of points you have caused it to lose.

Example: If the Trial has a Defense Value of 4 and you have an Attack Value of 7, you cause it to lose 1 Health point (7 is higher than 4 but lower than 8). If you have an Attack Value of 13, you cause it to lose 3 Health points (4, 8, 12). Excess Attack points are not carried over to the following turn and are lost.

5. **Defense Phase :** The Trial attacks you. Its Attack Value corresponds to the number shown on its Attack Value card (red). If your Defense Value is equal to or greater than its Attack Value, you block the attack. However, if your Defense Value is lower, you suffer 1 Wound. Add a Wound card on top of your Discard Pile, face up. At any time, if you need to add a Wound card to your Discard Pile but there are none left in the Reserve, you instantly lose the game.

Once the Defense Phase is resolved, the Trial's Attack Value automatically increases by +1.

Example: You are facing the Lernaean Hydra. Its Attack Value is 3, and your Defense Value is 1. Since its Attack Value is greater than your Defense Value, you suffer the attack. You must then take 1 Wound card and place it on top of your Discard Pile. However, if your Defense Value had been 3 or higher, you would have blocked the attack and avoided any Wound. In both cases, the Hydra's Attack Value increases by +1.

Additionally, each Trial has a special ability that impacts your strategy for overcoming it.

Example: due to its special ability, the Lernaean Hydra immediately and permanently increases its Attack Value by +1 whenever it loses any number of Health points. The more heads you cut off, the more stubborn it gets!

6. **Upkeep Phase :** Place your played cards in your Discard Pile in the order they were played. Trigger the End of Turn effect of the Stance card.

Stance Card

The Stance card has two types of effects: action effects and End of Turn effects. These change depending on the visible side (Side A and Side B).

- The action effects are indicated at the top of the Stance card. If the Stance card is upright, you can activate an action effect at any time during your turn by tapping it (tilting it) and immediately applying the indicated effect. As long as the card is tapped, you can no longer use the action effect.
- The End of Turn effect, indicated at the bottom of the Stance card, automatically activates at the end of the Upkeep Phase.

Example with the Stance:

1. **End of Turn Upgrade:** The player did not use the action effect of their Stance: It's Raining Cards this turn, so it remains upright. As the End of Turn effect triggers: they reveal the top card of their Deck, which is a Strike, and immediately upgrade it by rotating it 180 degrees, transforming the Strike into a Strike+. This Strike+ card is then placed back on top of the Deck, ensuring it will be drawn next turn.
2. **Start of Turn Draw Phase:** At the beginning of their turn, the player draws 5 cards. Among them is the Strike+ card which was just upgraded and placed back on top of the Deck at the end of the previous turn.
3. **Stance Activation and Transformation:** During their turn the player decides to activate the action effect of their Stance: It's Raining Cards. To do so, they tap the Stance card and immediately draw an additional card, bringing their Hand to 6 cards. The Stance is then untapped and flipped to its Stance: Supercharged side.
4. **Using Stance: Supercharged:** Before playing the Strike+ card, the player taps Stance: Supercharged. When they play the Strike+, they tilt it as a reminder that it will be exhausted (i.e., returned to the Reserve at its base level) at the end of the turn, as indicated by the Stance: Supercharged effect.
5. **Strike+ and Other Cards Resolution:** The player then plays their 5 remaining cards after Strike+, which alone deals 12 Attack points. Thanks to Stance: Supercharged, its effect is applied a second time, bringing the total Attack of this single card up to 24 points against the Trial. Finally, during the Upkeep Phase, the tilted Strike+ card is exhausted.

Note

- A Wound card cannot be targeted by the effect of the Stance: Supercharged.
- If you draw an additional card after your Planning Phase thanks to the Stance: It's Raining Cards, add it to your Hand. You will have to play it during the Planning Phase of your next turn.

End of Turn

Once the Upkeep Phase is resolved, you begin a new turn, returning to 1.Draw Phase, and so on until one of the End of Round conditions is met.

End of Round

A Round ends:

- As soon as the Trial's Health Points card would reach 0 or less. In this case, you win the round and overcome the Trial. You then proceed with the End of Round steps.
- As soon as you must add a Wound to your Discard pile but no Wound cards remain available in the Reserve. In this case, you instantly lose the round and the game.



After overcoming a Trial, complete the following steps before starting the next round:

- 1. Transform the Trial into a Blessing:** The overcome Trial turns into a Blessing card and joins the Reserve. Starting next round, this card will be available for purchase by paying its Experience cost.
- 2. Reset upgraded cards to their base level:** All the upgraded cards in your Deck are rotated back to their base version.
- 3. Set up the next Trial:** Reveal the next Trial and increase its Health Points card by +1 for each overcome Trial (in the Reserve, in the Deck, and under the current Trial if playing on Heroic or Mythic difficulty levels) since the beginning of the game.
- 4. Choose TWO preparation actions** (they can be the same)
 - Exhaust one Wound card from your Deck: return it to the Reserve.
 - Gain one Technique card from the Reserve and add it to your Deck.
 - Exhaust one Technique card or one Blessing card from your Deck: return it to the Reserve.
 - Upgrade a Technique card in your Deck by rotating it 180 degrees.
- 5. Set your Stance card in its untapped position with its *Stance: Supercharged side* (side A) facing up. Then shuffle your Deck.**

Once these steps are complete, start the next round.

End of Game

The game ends in a victory when you have successfully and consecutively overcome all 12 Trials, representing the Twelve Labors of Hercules. The game ends in a defeat if, at any time during the game, you must add a Wound card to your Discard pile but cannot do so because the Wound card Reserve is empty.

ADDITIONAL RULES

Saving the game

You don't have to face all 12 Trial in one single session; you can pause the game between each Trial by carefully storing your cards in a specific order, so you can pick up the game later without losing track.

Follow these steps to store your cards into a single stack:

- 1. Deck:** Start by placing the cards in your Deck face down.
- 2. Stance:** Use the Stance card as a divider. Place it on top of your Deck.
- 3. Reserve:** Then place the cards from the Reserve face up, including Technique, Wound, and Blessing cards
- 4. Upcoming Trials:** Place the uncompleted Trials face down.
- 5. Value cards and Reference card:** Finally, place the 3 Value cards (Attack, Defense, Health Points), and finish with the Reference card at the top of the stack.

Difficulty Levels

Once you have triumphed over all the Trials for the first time, you can attempt to conquer them in Heroic or Mythic difficulty levels.

Heroic Difficulty Level: After triumphing from a Trial, it does not immediately transform into a Blessing. Instead, it remains in play for the next round, with its special ability combining with that of the Trial you're currently attempting to overcome. Each Trial thus remains in play for two consecutive rounds before becoming a Blessing and joining the Reserve. Note that it is still considered an overcome Trial, so it does increase the Health Points of the new Trial by 1.

Mythic Difficulty Level: This time, it's even worse! After overcoming a Trial, its special ability remains active for two additional rounds, combining its effect with the next two upcoming Trials. Each Trial thus stays in play for three consecutive rounds before becoming a Blessing and joining the Reserve.

Cooperative Mode - 2 players

The cooperative mode requires two games in the MICRO HERO collection (two copies of the same game or two different games). This mode lets you work as a team to triumph from the 12 Trials by combining your strengths and resources. Follow the solo rules with the adjustments below.

Setup

Shared Reserve: The Reserve is shared between the two players and consists of cards from both games. Each player selects 10 Technique cards for their starting Deck, and the remaining cards from both games are added

to the Reserve, totaling 12 Technique cards. Also, add the 6 Heavy Wound cards to the shared Reserve.

Trial's Health Points: The Trial's Health Points are doubled. If a Trial has 10 Health points in solo mode, it will have 20 in cooperative mode.

Game Turn

- 1. Draw and Planning Phases :**

Simultaneous turns: each player draws 5 cards and plays them independently, following the same rules as in solo play. Players can discuss the cards to play, but once a card is played, it cannot be returned to their Hands.

- 2. Improvement Phase**

Shared Experience: the players combine their Experience points. Together, they decide which cards to purchase, upgrade, or place on top of their respective Decks.

- 3. Attack Phase**

Shared Attack: when the players start attacking, they combine their Attack points. The sum of their respective Attack Values is compared to the Trial's Defense Value. The attack is then resolved according to the usual rules.

- 4. Defense Phase**

Shared Defense: the Trial attacks each player separately with its full Attack Value. To defend, the players combine their individual Defense Values and then allocate the total between themselves before resolving the Defense Phase as usual.

Example: The Trial has an Attack Value of 7. The players have 6 and 2 individual Defense Values, respectively. They combine their Defense Values for a total of 8. They then decide to distribute these Defense points as follows: 7 points to player A and 1 point to player B. Thus, player A, with 7 against 7, fully avoids the Trial's attack and takes no Wound. However, player B, with 1 against 7, does not avoid the Trial's attack and takes 1 Wound card.

- 5. Upkeep Phase**

When a player must discard their cards, they do not place them in their own Discard pile but in their teammate's Discard pile.

End of Round

Each player gets two preparation actions before starting the next round.

End of game

- Players win the game by overcoming consecutively all 12 Trials together.
- Players lose the game if a player must draw a Wound card from the shared Reserve but there are no more available.

The Cooperative Mode can be played at both Heroic Difficulty Level and Mythic Difficulty Level for an even more intense challenge.

MINI-EXPANSIONS

Mini-expansions enhance your games with new options. You can add one or more to each of your sessions. Each mini-expansion card features an icon that makes it easy to identify. Fully compatible with one another, they can be integrated as optional modules. You can use them in all game configurations: Classic game, Heroic and Mythic difficulty levels, or even in Cooperative Mode for 2 players.

💡 Blood and Bruises mini-expansion (6 cards)

This mini-expansion introduces an entirely new management system for Wound cards, adding greater strategic depth to the game.

Setup: Replace the stack of 3 *Heavy Wound* cards with a stack of 9 Wound cards: place 3 *Deep Wound* cards at the bottom of the stack, 3 *Heavy Wound* cards in the middle, and 3 *Flesh Wound* cards at the top.

If you're playing cooperatively with two MICRO HERO sets, double the number of Wound cards in the stack.

Gameplay : Wound cards have effects that apply when they are discarded.

- *Flesh Wounds* are exhausted instead of discarded, returning to the Reserve, on top of the Wounds stack.
- *Heavy Wounds* remain in the Deck, unless they have been upgraded.
- *Deep Wounds* inflict additional wounds: during Upkeep Phase, the player adds the top card of the Wounds stack in their Discard pile for each Deep Wound discarded.

Additionally, you can now suffer more than 1 Wound during the Defense Phase. The number of Wounds suffered equals the difference between the Trial's Attack Value and your Defense Value: each point of Attack over your Defense inflicts 1 Wound card.

When a Wound card is exhausted, place it back on top of the Wound stack in the Reserve. If the Wound stack is empty and you must add a Wound card to your Discard pile, you lose the game.

After performing your two preparation actions between rounds, reshape the Wound stack with the remaining Wound cards from the Reserve: place the *Deep Wounds* at the bottom, the *Heavy Wounds* in the middle, and the *Flesh Wounds* at the top.

🛡️ Athena's Protection mini-expansion (2 cards)

This mini-expansion provides beginners with an easier first experience through better defense management against the Trial's onslaughts. For experienced players, it becomes a crucial asset in Heroic or Mythic difficulty levels.

Setup : Put the *Shield of Athena* card next to your Stance card. Place the Shield Defense Value card in such a way that the Shield starts at 0.

Gameplay : After each Defense Phase, any excess Defense points are added to the Shield of Athena. These Defense points are carried over from one turn to the next, but they must be spent when the Hero's Defense is insufficient to block an attack, even if spending them still isn't enough to completely negate the attack.

After overcoming a Trial, any remaining Defense points on the Shield of Athena are forfeited: reset the card to 0. Among the two End of Round preparation actions, you now have a new option: add +5 Defense points to the Shield of Athena in an attempt to triumph in the next Trial.

⚡ Hera's Revenge mini-expansion (6 cards)

Increase the challenge by adding a dose of chaos with this mini-expansion, which will make the outcome of your choices uncertain.

Setup : Shuffle the 6 Hera's Revenge cards into a stack and place it next to the Trial card.

Gameplay : After each Planning Phase and just before the Improvement Phase, reveal the top card of the Hera's Vengeance stack, apply its effect, and then discard it.

- If the revealed card features a lightning bolt, tap your Stance card and trigger its effect.
- If the revealed card features a cross, discard the last card you played during your previous Planning Phase. It will not generate any resources for the upcoming Phases (Improvement, Attack, and Defense) and is considered as if it was never played when calculating the total generated by the cards played before it in that turn.
- If the revealed card features a cloud, nothing happens.

When Hera's Revenge stack is empty or once you have overcome a Trial, shuffle the cards from its discard pile and create a new Hera's Revenge stack.

In Cooperative mode, the effect of the revealed card applies to both players.

🕒 Calm and Wrath mini-expansion (4 cards)

This mini-expansion adds an extra challenge by introducing a new mechanic that grants the Trial specific reactions each time its Health Points card is updated. Adjust your attacks to avoid the worst!

Setup: Replace the Health Points card with one of the special Health Points cards of your choice.

Gameplay: The Trial temporarily gains additional Attack and/or Defense points as indicated on the card next to its current Health Points.

When a new Trial is revealed, replace the current special Health Points card with another of your choice.



Alternate Stance card: Omphale (1 card)

In Greek mythology, Omphale was the queen of Lydia and played a particular role in the life of Hercules. After a crime, Hercules was forced to become her servant for a year. This episode's unique nature stems from the inversion of their respective roles: Hercules, usually a symbol of virility and brute strength, was made to wear feminine clothing and perform domestic tasks, while Omphale wore his lion skin and wielded his mace.

This card introduces a new way to play with the specific effects of an alternate Stance.

Setup: Swap Hercules' Stance card with Omphale's Stance card. If you are playing a Cooperative game, each player decides which Stance card they want to use. Players can choose the same Stance card.

Gameplay: This card follows the same rules as the Stance card rules described in the solo play. Apply the action effects when you tap it and the End of Turn effects automatically during the Upkeep Phase.

End of Round: At the end of the round, before performing the two preparation actions, the cards placed under Omphale's Stance card are returned to their Deck.



Credits



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