

Pick an attack card or choose PASS.

Welcome to the Marvel  
Super Hero Squad Online  
Card Game!

You and your cards  
are always on the left.

Discard

PASS

35

Deck

Hand

Deck

31

Discard

Hand

1

QUIT



Pick an attack card or choose PASS.

You win the game by playing cards as attacks. Attacks knock cards off of your opponent's deck.

When you opponent runs out of cards, you win!

Hand

Deck



Discard

Discard

PASS

35

Deck



Hand

Power

1

QUIT



The power number tells you what attacks you can play.

When the power is 3, you can play any attack that's level 3 or less.

When the power is 1, you can only play level 1 attacks.



Hand



Discard



PASS

Deck



Hand



Deck

QUIT



At the start of each turn,  
a coin flips. If it's heads...



...the power goes up by 1,  
letting you play more  
powerful attacks.



QUIT

Keepers

Hand

Deck

Discard



Bewildering Fire Penguin  
SPIDER-MAN



Deck



Hand



Pick an attack card or choose PASS.

When it's your turn to attack, you'll see a message up here.

Click any card in your hand that's lit up to attack with that card.

If you can't attack or don't want to attack, click PASS.

QUIT

Discard



PASS



Deck



Bewildering Fire Penguin  
SPIDER-MAN



Hand



Pick a card to block with or PASS.

On your opponent's  
turn they attack you.

Here your opponent  
is attacking you with  
Holographic Wings, a  
silver Tech attack.

It can do up to 3  
damage.

QUIT



Pick a card to block with or PASS.

You can block with any card that has a blocking icon matching the color of the attack.

Blocking stops that attack.

If you don't want to block, you can click PASS to try to get a lucky block.

QUIT



Discard



3



Deck

Your opponent's silver Tech attack can discard up to 3 cards from your deck.



But if you flip a silver Tech block...

...the attack will stop and won't do any more damage.

QUIT



Pick an attack card or choose PASS.

Some cards have cool special abilities.

If a card says:



3

**Animal Instinct**  
Black Panther

2

2 Draw a card.

...then you need to do at least 2 damage with that attack to use that ability.

QUIT

Discard



PASS



Deck



Hand





Some attacks  
can become  
"Keepers."

That means they  
stick around and can  
help you for the rest  
of the game.

But if the first point of  
damage from a Keeper  
is blocked, the Keeper  
misfires and is  
destroyed.

QUIT



Discard



When you run out of  
cards in your deck...



3



Deck



Hand

...you have to discard cards  
from your hand to take the  
rest of the damage.

QUIT

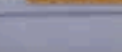
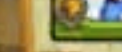
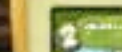
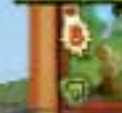


When you make your  
opponent run out of  
cards in their deck...



...and their hand,  
**YOU WIN!**

Deck



Discard

QUIT



## REWARDS



**2** TICKETS



**20** SILVER



**200** XP

Rematch

Next  
Battle

When you win, you earn tickets, silver, and XP!

When you win a battle in a card quest, you get the exclusive reward card for that battle!

QUIT





Booster packs are filled with awesome cards to power-up your card decks!



This 10-card Booster Pack is a great way to build up your card collection! It has 6 "Rise of Heroes" Commons, 3 Uncommons, and 1 hard-to-find Rare card!



Gold  
879

Silver  
749

**CHECK THIS OUT!**  
Buy great gear for your HQ!



Welcome back!  
Check out the Agent-Only store!

**QUIT**



## PICK DECK THEMES:

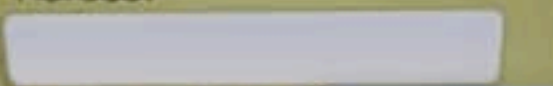
Factors:



Teams:



Heroes:



Then have a deck built for you automatically in the deck builder or build one yourself.

## DECK BUILDER

Pick some themes, then press the 'Build a Deck' button...

**Build a Deck**



**My Cards**

**Buy Cards**

Load

Save

Back

**Play**

**QUIT**



There are hundreds of cool cards to collect! So go out there and build the ultimate collection!

QUIT