

MY HERO ACADEMIA

PLUS ULTRA!

BOARD GAME

RULEBOOK

Jasco Animation



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In the *My Hero Academia: Plus Ultra! Board Game*, you and the other players will control students from U.A. High's Class 1-A. Prove that you have what it takes to be a Pro Hero by earning Hero Points. Defeating Villains, completing Events, recruiting Allies, and resolving Encounters all reward you with Hero Points. Supporting the other Heroes will of course also reward you with some Hero Points. The game ends after you, or another Hero, earns 20 or more Hero Points. At which point the Hero with the most Hero Points is declared the winner!

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CONTENTS AND GAME ELEMENTS



1 GAME BOARD

The game board is made up of 5 spaces called Locations. During their turns, Heroes move around the board and interact with any card in their Location.



10 HERO BOARDS

Each Hero has a Hero Board which shows their unique Quirk and Stamina value. Quirks are always active and can be resolved whenever their conditions are met.



10 HERO STANDEES



6 BLUE HERO DICE

Players roll these dice up to 3 times on their turn and spend them for various effects.



1 RED POWER DIE

A player rolls this die with their Hero Dice when they gain the Overwhelming Power card.



27 DAMAGE TOKENS

These tokens track how close Heroes and Villains are to being Knocked Out or Captured.



10 PLASTIC BASES

Used to hold the Hero Standees.



32 HERO POINT TOKENS

These tokens track the total number of Hero Points a Hero has gained. The game ends once a player has earned 20. At which point, any Heroes that have not had a turn, complete one.



3 ICE TOKENS

Shoto Todoroki uses these tokens with his Quirk.



6 PLUS ULTRA CARDS

These cards are gained when the indicated requirements on them are met. They reward Hero Points at various points during or after the game.



22 EVENT CARDS

These cards are gained by spending the indicated dice symbols on them. Each card also has a Pass and Fail section on it.



7 ALLY CARDS

These cards are gained by spending the indicated amount of Hero Points for them. They provide an ongoing effect to the Hero that recruits them during the game.



5 ENCOUNTER CARDS

These cards remain in play until they are completed. They resolve a negative effect against all Heroes at the end of each Hero's turn.



1 DARK SHADOW TOKEN

Fumikage Tokoyami uses this token with his Quirk.



12 VILLAIN CARDS

These cards list each Villain's unique Quirk, Reveal Effect, and Stamina. They reward Hero Points each time a Hero damages them.

GAME SETUP



1. Place the Game Board in the center of the table within easy reach of all players.
2. Each player chooses a Hero and collects the Hero's corresponding Hero Board, Hero's Standee, and a Plastic Base. All players carefully insert their standee into the base and place them on U.A. High School in the center of the Game Board.
3. Set aside the 6 Plus Ultra Cards a. Shuffle all remaining cards into a single 46-card deck, then place the deck next to the board within reach of all players.
4. Select a number of Plus Ultra cards to use for the game. Then randomly draw and place that number faceup near the board. We recommend using 3 Plus Ultra cards. Return the rest to the game box.

5. Draw 4 cards from the top of the deck and place 1 faceup on each of the Locations outside of U.A. High School. If All For One's card is drawn, set it aside and draw a new card, then shuffle it back into the deck.



Ignore the Reveal effects on all Villain cards drawn during this step.

6. Gather all and tokens into two separate pools.
7. Each player rolls 6 Hero Dice, then the player that rolled the most symbols chooses who will be the First Player. Players who tie for first, reroll until one of them rolls more symbols than the other players.

HOW TO PLAY

Beginning with the First Player and continuing clockwise, each player completes the following steps for their turn.

- 1. MOVE TO A LOCATION**
- 2. ROLL HERO DICE**
- 3. SPEND HERO DICE**
- 4. RESOLVE CARDS**
- 5. END OF TURN**

1 - MOVE TO A LOCATION

On your turn, you may choose to stay at your current Location or move to any other Location on the board.



2 - ROLL HERO DICE

You will roll the 6 Hero Dice up to 3 times.

Always roll all 6 Hero Dice for your first Roll. Then, set aside any dice that you would like to spend later during your Spend Dice step. You may also choose to stop rolling and keep the dice you rolled. After setting dice aside, roll a second time with the remaining dice.



After your second Roll, you may set aside any dice that you would like to spend during your Spend Dice step, or you may stop rolling.

On your third Roll, you may roll any of the 6 dice, including dice you set aside from your previous Rolls.

You may choose to proceed to the Spend Dice step after any of your 3 Rolls, but you must end the Roll Hero Dice step, after your third Roll.

ROLL HERO DICE EXAMPLE

1) First Roll

You roll the following result. Since the skull symbol will cause you to lose 1 star or take 1 token, you decide to reroll it, along with the 2 sun symbols, since they will have no effect on the card in your location.



2) Second Roll

Another skull! Seeing the possibility of rolling three 3 star symbols, you decide to reroll the skull symbol and the previously rolled 1 star symbol.



3) Third Roll

Success! You spend the four matching 3 star symbols to gain 4 stars, and spend the heart symbol to remove 1 token from another hero in your location, gaining 1 more star. The left over 2 star symbol cannot be spent.



3 - SPEND HERO DICE

You may spend each symbol on your Hero Dice to either complete the requirements on the card in your Location, or you may spend each symbol to resolve its unique effect.



FIST

For each fist symbol you spend, a Villain at your location takes 1 damage. Gain 1 Stamina after each damage is placed on the Villain.



HEART

For each heart symbol you spend, remove 1 damage from your Hero or another Hero at the same Location. If you remove damage from another Hero, you may gain 1 Stamina for each damage that you removed.



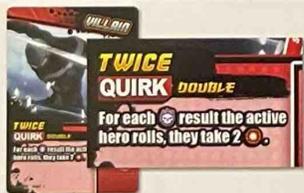
HERO POINT

These range from 1 to 3. If you spend 3 matching stars, you score Stamina equal to the number in the star. You gain 1 additional Stamina for each additional die spent with that matching value.



VILLAIN

You must spend all villain symbols that you rolled. First, check to see if a Villain is in your Location. If there is a Villain in your Location, the Villain's Card will determine the villain symbol's effects. If you are at a Location without a Villain, you must lose 1 Stamina or take 1 damage for each villain symbol spent.



For example, a Hero at the same location as Twice, takes 2 damage for each villain symbol, instead of 1.

U.A. High School Effect - While at U.A. High School, you cannot take damage or gain Stamina. While this makes it a safe Location to recover in, you are also unable to get ahead of your classmates.

Hero Knockout - When the number of damage placed on your Hero Board is equal to their Stamina value, you lose 3 Stamina and are moved to U.A. High School. Then, your turn ends without spending the rest of your dice.



4 - RESOLVE CARDS

If the card at your Location was completed, then take it and collect the rewards. Cards that are not completed will stay.

Event Cards are completed by spending the required symbols. Gain the reward noted in the 'If Passed' section of the card. If an Event is not completed, then resolve the 'If Failed' section on the card.



IF PASSED

TO COMPLETE

IF FAILED

Ally Cards will have a recruit requirement. Simply spend the required amount of ★ tokens and move the card next to your Hero Board. You gain the listed effect for the rest of the game, or until the card effect says otherwise.



Encounter Cards will describe what is required to complete them, along with their reward for passing them and penalty for failing them, if any.

Villain Cards reward players with ★ when the Villain takes ☀. A Hero gains 1 ★ for each ☀ that the Villain takes during their turn. Villains are captured when they take ☀ tokens equal to the Stamina value listed on their card. Some Villains have effects that resolve when they are captured. Make sure to resolve these before collecting the card.



5 - END OF TURN

Resolve the following steps in order:

1. Resolve all End of Turn effects on Encounter cards.



2. Draw and place a new card faceup on all Locations without one. If a Villain card is revealed, all Heroes not on U.A. High School resolve the Reveal effect.



3. Pass the Hero Dice to the next player in clockwise order to mark the start of their turn.

GAME END

The Pro Heroes show up when a Hero gains 20 ★. Any player who has not had a turn this round, completes their turn. Then calculate final scores.

The player with the most ★ is the Number 1 Hero!



After counting up the Hero Points gained from your tokens and cards, your final score is 26 Hero Points! But is it enough to be declared Number 1 Hero?

TURN SEQUENCE

1. Move your Hero
2. Roll Dice (may reroll any dice up to 2 times)
3. Spend Dice (each die may only be spent once)
4. Resolve Card (take the card if you complete it)
5. End of Turn

DICE SYMBOLS



Fist - For each  symbol you spend, a Villain at your location takes 1 . Gain 1  after each  is placed on the Villain.



Heart - For each  symbol you spend, remove 1  from your Hero or another Hero at the same Location. If you remove  from another Hero, you may gain 1  for each  that you removed.



Hero Point - These range from 1 to 3. If you spend 3 matching , you score  equal to the number in the . You gain 1 additional  for each additional die spent with that matching value.



Villain - You must spend all  symbols that you rolled. First, check to see if a Villain is in your Location. If there is a Villain in your Location, the Villain's Card will determine the  symbol's effects. If you are at a Location without a Villain, you must lose 1  or take 1  for each  symbol spent.

GLOSSARY

Active Hero - The hero belonging to the player that is completing the current turn.

Move - To move in the game, take your Hero's Standee and place it on one of the Locations on the game board.

Complete - Take the card from the its current play area and place it next to your Hero Board.

Pass - A card is passed and completed when a player spends the required symbols listed on it.

Fail - Encounters and Events are failed when a player doesn't spend the required symbols. They are left on the Location.

Hero Knockout - When the number of  tokens placed on your Hero Board is equal to their Stamina value, you lose 3  and are moved to the U.A. High. Then, your turn ends without spending the rest of your dice.



Hero Points - When you gain Hero Points, gather an equal amount of  tokens from the pool. When you lose Hero Points, return an equal number of  tokens to the pool. If you cannot lose the required amount, you take 1  for each Hero Point you lack.



Damage - When your Hero or a Villain takes Damage, gather an equal amount of  tokens from the pool and place them on the appropriate Hero Board or Villain Card. When a Hero or Villain removes Damage, return an equal number of  tokens to the pool.