



## Welcome to the world of MICRO HERO: Hercules!

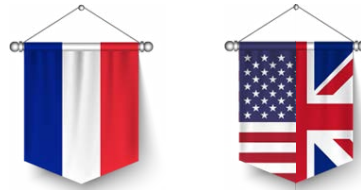
MICRO HERO: Hercules is a minimalist deckbuilding game designed for solo play, inspired by the legendary 12 Labors of Hercules. Created by **Léandre Proust**, illustrated by **Rémi Leblond**, and published by **Grammes Édition**, this game revisits the iconic mythological hero with a touch of humor and a quirky style.

This **Print-and-Play** allows you to dive into a unique strategic adventure, where you take on the role of Hercules in a legendary quest. Get ready to face intense challenges, make crucial decisions, and prove you're up to the task!

### Game Features:

- Components: 36 cards
- Number of players: 1 player
- Playtime: 20-240 minutes
- Mechanics: Deckbuilding, Roguelike, Solo, Hand Management, Evolutive Cards

### Check the game rules:



### Join the adventure on **Kickstarter!**

The game is available on **Kickstarter** with a **PAY-WHAT-YOU-WANT** model, meaning you can get it for any amount you choose.

If you enjoy this Print-and-Play version, don't miss the opportunity to support the project during the Kickstarter campaign, running from **January 7th to 30th, 2025**.

Link to the Kickstarter campaign: [click here](#)



### Now, it's your turn to play!

Take on the role of Hercules, tackle the 12 Labors, master your deck, and prove you're worthy of the legend... Print, cut, and play!

For any questions, feel free to contact us at: [leandre@grammesedition.fr](mailto:leandre@grammesedition.fr)



These cards are double-sided.



**HERCULES**

Tap the next card you play to apply its effect twice. Then, exhaust it at the end of the turn.

At the end of the turn:

- Tap the Posture card is tapped, untap it.
- Tap the Posture card is untapped, flip it.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
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**GAME TURN SEQUENCE**

- Draw Phase**
  - Draw 5 cards.
- Planning Phase**
  - Play your cards one by one.
- Purchase Phase**
  - Use your Experience Points to buy or upgrade cards.
- Attack Phase**
  - Compare your Attack to the Defense of the Labor to deal Wounds.
- Defense Phase**
  - Compare your Defense to the Attack of the Labor. If your Defense is lower, take a Wound.
- Maintenance Phase**
  - Discard your cards in the order they were played.
- Posture Phase**
  - Trigger the end-of-turn effect of the Posture card.

Complete rules [www.grammesedition.fr](http://www.grammesedition.fr)



**HERCULES**

Draw 1 card. Then, untap and flip the Posture card.

At the end of the turn:

If the Posture card is untapped, reveal the top card of your deck, upgrade it, and put it back on top of the deck.

31	32	33	34	35	36	37	38	39	40	21	22	23	24	25	26	27	28	29	30	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
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**STEPS BETWEEN ROUNDS**

- Benediction**
  - Transform the Labor into a Benediction and place it in the Reserve.
- Exhaustion**
  - Return all upgraded cards to their base state.
- Next Challenge**
  - Reveal a new Labor and add +1 HP to it for each Benediction in the Reserve.
- Choose Two Preparation Actions**
  - Remove a Wound card from your deck.
  - Obtain a Technique card from the Reserve.
  - Exhaust a Technique card and return it to the Reserve.
  - Upgrade a card from your deck.
- Prepare the Next Round**
  - Place your Posture: Overcharged card in front of you in its ready state and shuffle your deck.

Complete rules [www.grammesedition.fr](http://www.grammesedition.fr)

front

back

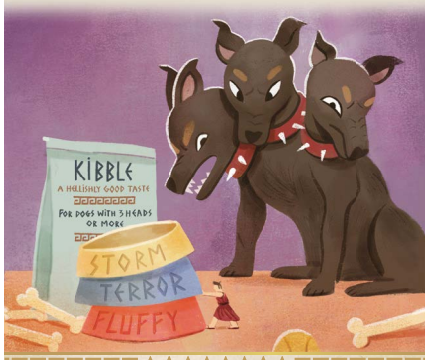
front

back





2 15 2 *Copy the effect of the previously played card.* 13 4 14

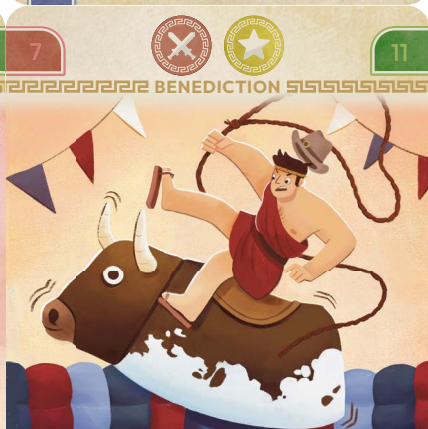


**CERBERUS**  
After being played, your upgraded cards revert to their base versions.

**APPLES OF THE HESPERIDES**  
Each time you tap your Hero, discard 1 card from your hand.

**CATTLE OF GERYON**  
When you deal at least 1 Damage, the Labor gains +1 DEF.

6 7 *Copy the effect of the previously played card and the next card played.* 5



**GIRDLE OF HIPPOLYTA**  
At the start of your turn, the first card you draw remains face down in your hand. Reveal it only when you play it.

**MARES OF DIOMEDES**  
When you deal at least 1 Damage, draw 1 less card at the start of the next turn.

**CRETAN BULL**  
When the Labor deals 1 Damage, it deals 1 additional Damage.

5 4 15 7 11





**STYMPHALIAN BIRDS**

The Labor gains +2 HP at the end of each turn.



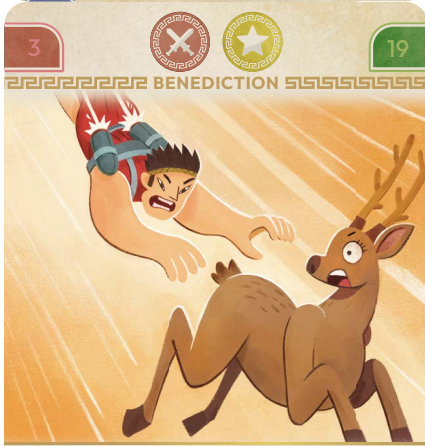
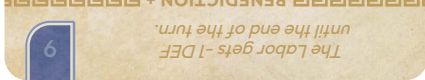
**AUGEAN STABLES**

At the start of your turn, exhaust the top card of your deck.



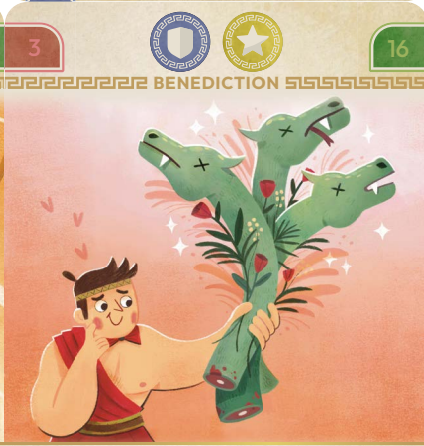
**ERYMANTHIAN BOAR**

To be defeated, the Labor must reach exactly 1 HP.



**CERYNÆIAN HIND**

Each time you reshuffle your deck, the Labor gains +1 DEF.



**LERNÆAN HYDRA**

When you deal at least 1 Damage, the Labor gains +1 ATK.

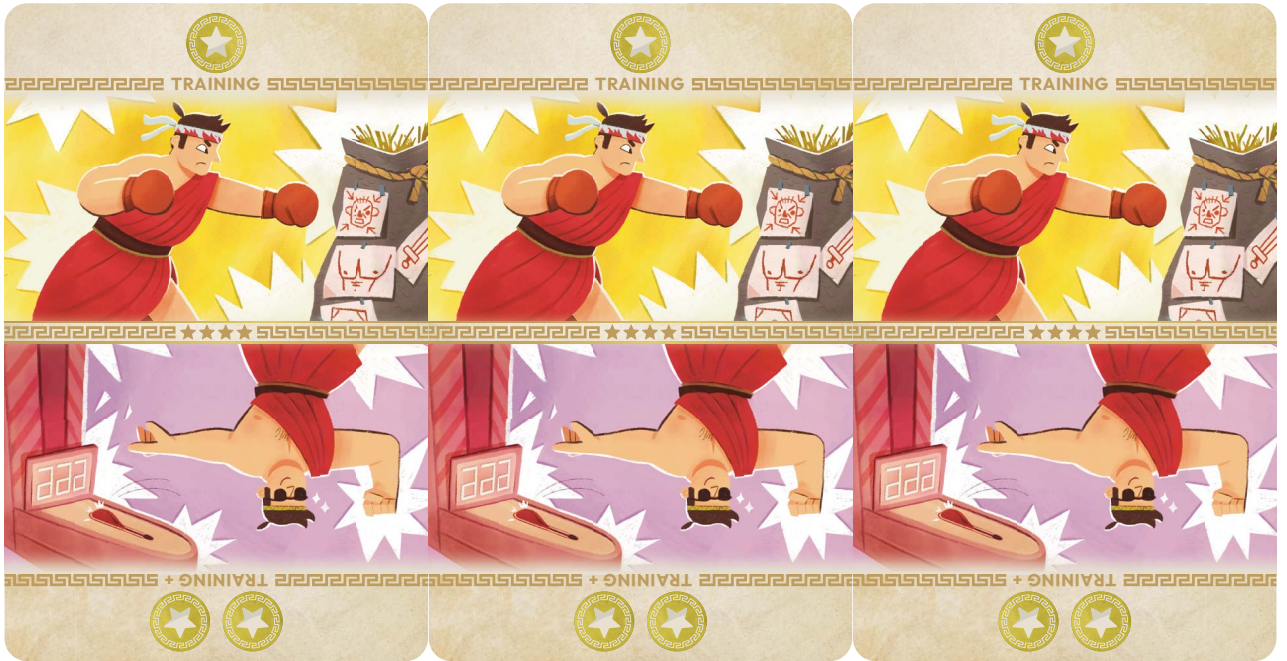


**NEMEAN LION**

The EXP cost of all cards is increased by +2.











Back of the cards (optional)

