

What is HAIKYU!! VOBACA!! BREAK?

HAIKYU!! VOBACA!! BREAK is a two-player card game where you create your own team and enjoy thrilling volleyball rallies. Pick your favorite players, build your lineup, and compete just like on the court!



Victory Conditions

The first player to win 3 sets wins the match.
(You win the match if you win a set when your opponent's Score Area is empty)

Game Overview

Players alternate turns performing actions like serve, receive, set, attack, and block until one drops the ball (declares "Lost"). This sequence is called a set. Use Character and Event cards strategically to win sets.

Types of Cards

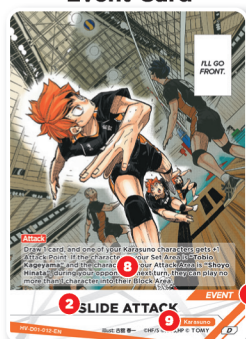
Character Card



Cards featuring players from HAIKYU!!



Event Card



Cards depicting iconic scenes and characters such as coaches and managers from HAIKYU!!

Cards that show "-" instead of a number cannot be placed in the corresponding area.

- 1 Card Type
- 2 Card Name
- 3 Serve Point
- 4 Block Point
- 5 Receive Point
- 6 Set Point
- 7 Attack Point
- 8 Skill
- 9 Affiliation / Grade
- 10 Position

Deck Preparation

Build a deck with a total of 40 cards, combining Character cards and Event cards.
You can include up to 8 Event cards within the 40 cards.
As long as these conditions are met, you may include any number of cards with the same name in your deck.

Game Setup

- 1 Shuffle your deck and place it in the Deck Area.
- 2 Use any mutually agreeable method (flipping a coin, rolling dice, etc.) to decide which player gets the first serve.
- 3 Draw 6 cards from the top of your deck as your hand.
- 4 You may redraw once. Return the cards you want to redraw to your deck, shuffle it, and draw the same number of cards from the top of your deck.
- 5 Place 2 cards from the top of your deck face down in the Score Area.
- 6 Start the game with the Serve Phase of the player who has the serve.



Set Progression

Your turn (when you serve)

Serve Phase

The game starts with the Serve Phase.
Play a Character card from your hand into the Serve Area.
The character's Serve Point becomes the serve power (Offense Point).



End Phase

The ball with the Offense Point determined in the Serve Phase is sent to your opponent's court, and the game proceeds to the Start Phase of your opponent's turn.

Note 1

Opponent's turn (when they serve)

Serve Phase

The game starts with the Serve Phase.
Play a Character card from your hand into the Serve Area.
The character's Serve Point becomes the serve power (Offense Point).

End Phase

The ball with the Offense Point determined in the Serve Phase is sent to your opponent's court, and the game proceeds to the Start Phase of your opponent's turn.

Note 1

Opponent's turn

Your turn (when the ball comes to you)

Start Phase

Choose whether to "Receive" or "Block" the ball sent by your opponent. Note: You cannot choose "Block" against a serve or a return from a block.

Choose to Receive

Draw Phase

Draw 1 card from the top of your deck.

Receive Phase

Play a Character card from your hand into the Receive Area.
The character's Receive Point becomes the receive skill (Defense Point).
If your Defense Point is equal to or greater than your opponent's Offense Point, the receive is successful.
If successful, proceed to the Set Phase.



Set Phase

Play a Character card from your hand into the Set Area.
You cannot choose a character with the same card name as the one that you played during the Receive Phase.

Attack Phase

Play a Character card from your hand into the Attack Area.
You cannot choose a character with the same card name as the one that you played during the Set Phase.
The sum of the Set Point of the Character in your Set Area and the Attack Point of the Character in your Attack Area becomes the spike power (Offense Point).



End Phase

The ball with the Offense Point determined by your attack or block is sent to your opponent's court, and the game proceeds to the Start Phase of your opponent's turn.

Note 1

Note 1: Effects of skills without a specified duration end at the End Phase.

Opponent's turn

Choose to Block

Block Phase

You can play up to 3 characters from your hand into the Block Area.

Characters with the same card name cannot be played together.

First, play 1 center blocker, then you may play up to 2 side blockers.
The total Block Point of all characters you have played becomes your blocking skill (Defense Point).
If your Defense Point is equal to or greater than your opponent's Offense Point, your block is successful.

If the block succeeds, the power of the ball returned to the opponent (Offense Points) becomes 0, and the game moves to the End Phase.



After the block, put the side blocker into the Drop Area.

When You Can't Keep the Ball in Play

If you cannot play a Character card or choose not to, or if you fail to receive or block, declare "Lost."

When you declare Lost, your opponent wins the set, and the game proceeds to the Interval.

Interval

- 1 Both players draw cards until they have 6 cards in hand.
- 2 The player who lost the set adds 1 card from the Score Area to their hand. If they cannot, they lose the game.
- 3 The player who won the set gains the serve.
- 4 The game proceeds to the Serve Phase of the player with the serve.

Playing Event Cards

After drawing a card in the Draw Phase or after playing a Character card during any phase, you can play Event cards.
Play Event cards from your hand to the Event Area to use their skills.
The timing at which each card can be played is indicated by icons. Event cards can be played any number of times during the same Phase.

Types of Icons

- Draw
- Serve
- Block
- Receive
- Set
- Attack

There are six types of icons as shown above.



Character and Guts

In the court (Serve Area, Block Area, Receive Area, Set Area, Attack Area), the topmost character card is called a **Character**, and the cards placed beneath that character are called **Guts**.



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