

Naruto Mythos TCG: the first expansion now has an official release date

The world of Naruto is about to enter a new phase: **Naruto Mythos Trading Card Game** hits the shelves on **March 13th 2026**, with a coordinated launch across Europe, the United Kingdom, Turkey and the MENA region.

This is not “just another” card game, but an international project built with extreme care, where design, print quality and faithfulness to the saga have been at the centre from day one. Every card has gone through testing cycles and prototypes to find the right balance between visual impact, durability and the tactile feel in the player’s hand.

Konoha Shidō: the beginning in the Hidden Leaf Village

The TCG will debut with its first official expansion, **Konoha Shidō** 木ノ葉始動, a set that immediately takes players into the heart of the Hidden Leaf Village.

The core collection features **152 cards**, divided into Commons, Uncommons, Rares, Secrets and a **Legendary card with 22-karat gold foil**, conceived as a true collector’s piece. On top of that, players will find:

- **ART Rares** with micro-engraved holographic finishes
- **Secret Variants** with extremely limited print runs
- **Mythos special cards**, distributed only through events, tournaments and promotional products

Every card is designed as a fragment of story: not just a game tool, but a way to literally hold a piece of Naruto’s narrative universe in your hands.

Launch products: from the game table to the binder

On day one, **03/13/2026**, the following products will be available:

- **Starter Pack** – to start playing right away and learn the rules
- **Flowpack (boosters)** – with both playable and collectible cards, including holographic and rare versions
- **Collection Binder** – to protect and showcase your collection

The goal is clear: to support both new players and long-time Naruto fans, offering a complete experience from day one, blending organised play, collecting and visual storytelling.

From the Essen premiere to the global launch

Naruto Mythos TCG has already faced an important first test: its **world premiere at Spiel Essen 2025**, where thousands of players had the chance to try it in preview. The cards shown at the fair were demo versions created specifically for the presentation, while the final product will hit the market with definitive materials and finishes, further improved compared to what was seen in Essen.

Before the 13th of March 2026 release, there will be more chances to see and try the game in person, such as at the **Festival International des Jeux (FIJ) in Cannes** and at **Milan Games Week & Cartoomics**, where players will once again be able to sit at the table, test the game system and discover new cards in preview.

The response from the German audience has confirmed expectations: there is room for a TCG that combines gameplay depth, premium quality and absolute respect for the original saga.

Stores and community: the Organized Play circuit begins

Ahead of the **March 13th 2026** launch, Cicaboom invites hobby stores, game centres and play spaces to join the game's competitive ecosystem from the very beginning.

Stores can register on **TopDeck** at:
topdeck.gg/op-application/naruto

to join the official **Organized Play (OP)** circuit and apply to host launch events, tournaments and activities dedicated to the game.

The countdown has begun:

on **03/13/2026**, the world of Naruto becomes a new battlefield of strategy, challenge and collecting. And for many fans, it will be an emotional return to Konoha... this time, with a card in hand.