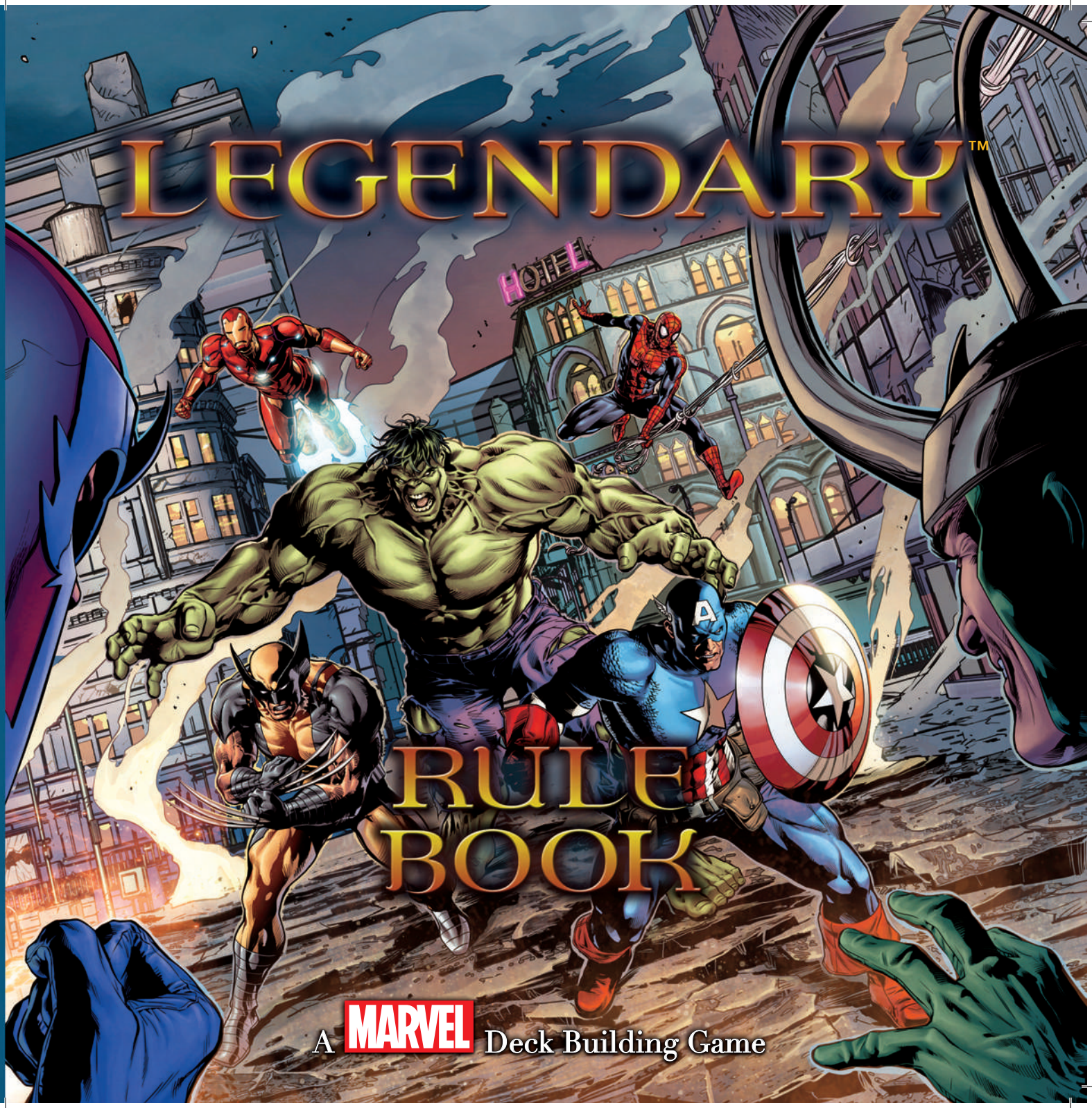
LEGENDARY™



RULE BOOK

A MARVEL Deck Building Game

Overview

Welcome to *Legendary*, the Marvel Deck-Building Game! Evil Masterminds like Magneto and Dr. Doom lead a horde of powerful Super Villains, planning dark Schemes to destroy the Marvel Universe! Only you can stop them, leading awesome Marvel Super Heroes like Spider-Man, Iron Man, and Wolverine!

In this game for 1-5 players, each player starts with their own deck of basic Hero cards. At the start of your turn, you play the top card of the Villain Deck, showing how Villains invade the city, capture Bystanders, and create special events. Then you play Hero cards from your hand to generate Attack, Recruit Points, and special abilities. You attack with your Heroes to defeat Villains. You use Recruit Points to recruit better Heroes to add to your deck.

Whenever your deck runs out of cards, you shuffle your discard pile to make a new deck, including all the new Heroes you recruited. This way your deck gets stronger and stronger over time. Build up enough Power and you can defeat the evil Mastermind! But be careful: if the players don't defeat the Mastermind quickly enough, then the Mastermind will complete their dark Scheme and win the game for evil!

Online How-to-Play Videos

In addition to this rulebook, you can also learn to play by watching online how-to-play videos at **www.upperdeck.com**. "Like" us on Facebook to check out the *Legendary* site.

How to Win

Players must work together to successfully attack the evil Mastermind four times. If they do, then the Mastermind is beaten once and for all, and all the players win the game for the forces of good! In addition, defeating Villains and rescuing Bystanders earns each player Victory Points. If the players defeat the Mastermind, then the player with the most Victory Points is the most legendary hero of all and the individual winner.

How the Evil Mastermind Wins

Unlike other games, in *Legendary*, the game itself fights back against the players! The evil Mastermind, like Magneto or Dr. Doom, isn't played by a player. Instead, the game itself plays the part of the Mastermind.

The evil Mastermind works to accomplish an evil Scheme throughout the game. Every Scheme card has a part that says **"Evil Wins"**, which tells you how the Mastermind completes their Scheme. If the evil Scheme is completed, then the Mastermind wins the game for evil and all the players lose!

Your First Game

For your first game, follow the setup rules on the following page, using the specific card stacks listed there instead of choosing card stacks at random. After your first game, every game of *Legendary* uses different Heroes, Villains, Masterminds, and Schemes, so there are always new challenges to master and new combinations to explore.

Your First Game - Cards to Use

Mastermind: Red Skull
Scheme: Unleash the Power of the Cosmic Cube
Heroes: Spider-Man, Iron Man, Wolverine, Cyclops, Hawkeye
Villain Groups for the Villain Deck:
- **For 2 players:** HYDRA, Spider-Foes, Sentinels
- **For 3 players:** HYDRA, Spider-Foes, Sentinels, Skrulls
- **For 4 players:** HYDRA, Spider-Foes, Sentinels, Skrulls, Hand Ninjas
- **For 5 players:** HYDRA, Spider-Foes, Sentinels, Skrulls, Hand Ninjas, Masters of Evil

Game Setup

Player Decks

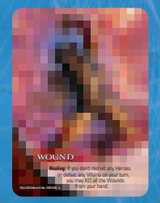
Give each player their own personal 12-card deck, made of these cards:

- **8 S.H.I.E.L.D. Agents**
- **4 S.H.I.E.L.D. Troopers**

Game Stacks

Put these stacks of cards faceup on their spaces on the board. Use all the cards of each type:

- **30 S.H.I.E.L.D. Officers**
- **30 Wounds**
- **30 Bystanders**



Mastermind and Scheme

- Pick **1 Mastermind** at random. Put the Mastermind card faceup on the Mastermind space on the board. Take the **4 Mastermind Tactics** cards that match the Mastermind you selected. Put them underneath the Mastermind card, facedown in random order.

- Pick **1 Scheme** card at random. Put it faceup on the Scheme space on the board. Each Scheme card has a **"Setup"** section. Follow the setup instructions for that Scheme now. A Scheme card's **"Setup"** section always tells you how many **"Scheme Twist"** cards to put into the Villain Deck. Put that many Scheme Twist cards onto the Villain Deck space to start the Villain Deck. Many Schemes also have unique special rules.

Villain Deck

- Add **5 Master Strike** cards to the Villain Deck.

- Now add Villain Groups to the Villain Deck. A Villain Group is a group of eight Villain cards that work together, like "HYDRA" or "Skrulls." Each Villain card lists its Villain Group under its card name. The more players you have in the game, the more Villain Groups you use, as shown in this table:

Number of Players	Villain Groups	Henchmen Groups	Bystanders
2	2	1	2
3	3	1	8
4	3	2	8
5	4	2	12

(For 1-player solo play, check the end of the rulebook.)

To Add Villain Groups:

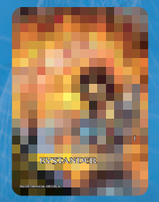
- Each Mastermind card says that the Mastermind **"Always Leads"** a particular Villain Group or Henchman Group. Be sure to include that group as one of the groups you add to the Villain Deck.
- Pick the other Villain Groups at random.
- For each Villain Group you pick, add all 8 Villain cards from that Villain Group to the deck.

To Add Henchman Groups:

- Pick that many Henchmen Groups at random. Henchmen are weaker Villains where each group has 10 identical cards. Add those cards to the Villain Deck.

To Add Bystanders:

- Check the table to the left to see how many Bystander cards to add to the Villain Deck from the Bystander stack. Leave the rest in the Bystander stack.



Hero Deck

There are fifteen different Heroes in the game. There are fourteen cards for each of these Heroes. Make the Hero Deck this way:

- Pick **5 Heroes** at random. For each of those Heroes, add all 14 cards for that Hero to the Hero Deck. That's 70 cards total.
  - If you are playing with 5 players, add a 6th Hero.

Starting the Game

- Shuffle the Villain Deck. Put it face-down on the Villain Deck space.
- Shuffle the Hero Deck. Put it face-down on the Hero Deck space. Flip 5 cards from the Hero Deck faceup into the 5 Hero Spaces in the HQ.
- Each player shuffles their own personal deck and draws a hand of 6 cards from it.
- Choose a player to go first. Players take turns in clockwise order.

On Your Turn:

On your turn, you do 3 things:

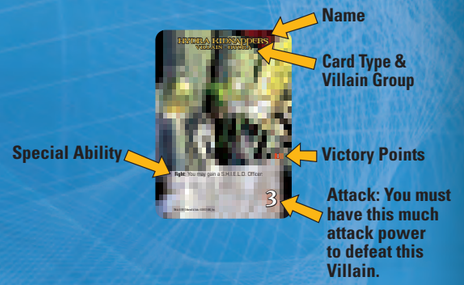
1. Play the top card of the Villain Deck.
2. Play cards from your hand, using them to recruit and fight.
3. Discard your hand and draw 6 new cards.

Step 1) Play the Top Card of the Villain Deck

At the beginning of your turn, reveal the top card of the Villain Deck and play that card. What you do with that card depends on what kind of card it is. There are four kinds of cards in the Villain Deck: Villains, Bystanders, Scheme Twists, and Master Strikes.

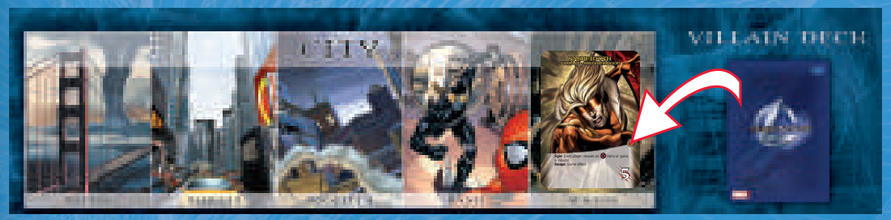
If the Villain Deck Card Is a Villain:
That Villain invades the city! Here are the different parts of a Villain card:

Villain Card



To have the Villain invade the city, here's what you do:

Villain Enters the City
Move the new Villain into the city space closest to the Villain Deck. That city space is labeled "Sewers". (Villains in the city are always faceup.)



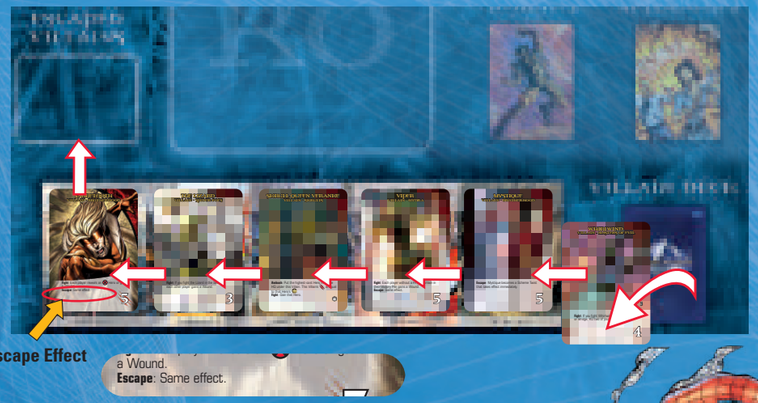
Push Other Villains Forward if Necessary
Each of the 5 city spaces can only hold one Villain. Whenever a Villain enters a city space, if there's already another Villain there, that existing Villain gets pushed one space toward the Escaped Villains pile to make room. So a single Villain entering the city sometimes causes a chain reaction of several Villains getting pushed forward.

- Remember: Only push a Villain forward if it needs to move to make room for another Villain entering that space.

A Villain Might Escape
If a Villain gets pushed off the final, fifth city space, then that Villain "escapes" the city and goes into the Escaped Villains pile on the game board, faceup. Here's what happens when a Villain escapes:

- The escaping Villain KO's a Hero that costs 6 or less from the HQ. (KO stands for "knocked out.") The player whose turn it is chooses which of those Heroes gets KO'd. Put that Hero into the KO pile on the game board, faceup. Immediately flip a new Hero from the Hero Deck, faceup, to fill the empty space in the HQ.

- If the escaping Villain had any captured Bystanders, then each player must discard a card from their hand as a penalty for failing to rescue the Bystanders. After all, what kinds of Super Heroes let innocent Bystanders get carried away by Villains? Each player only discards one card, no matter how many Bystanders were carried away by that Villain. Put the captured Bystanders in the Escaped Villains pile.
- If the escaping Villain has an "Escape" effect on its card, do what it says.



Escape Effect

New Villain Might Have an Ambush Effect

If the new Villain has an "Ambush" effect on its card, do what it says. Remember: if a Villain escaped when this new Villain appeared, handle all the Escape effects for the escaping Villain before handling any Ambush effect for the new Villain.

Ambush Effect

If the Villain Deck Card Is a Bystander:

This innocent Bystander is captured by a Villain! Put the Bystander under the Villain in the city that's closest to the Villain Deck. If there are no Villains in the city, then the Bystander is captured by the Mastermind. Make sure the Bystander pokes out a bit so players can see it.

- Whenever a Villain with one or more Bystanders moves to a new city space, those Bystanders all go with that Villain.
- It's up to the players to rescue that Bystander! When a Villain or Mastermind with a Bystander is defeated by a player, that player rescues that Bystander and puts it into that player's personal Victory Pile. Each Bystander is worth 1 Victory Point, so the more Bystanders you rescue, the more Victory Points you earn.

Victory Points

If the Villain Deck Card Is a Scheme Twist:

A Scheme Twist card represents the Scheme moving forward towards victory for the evil Mastermind. Every Scheme works in a different way, with its Scheme Twists doing a specific thing related to that Scheme. When a Scheme Twist card is played, look at the "Twist" effect on the main Scheme card and do what it says. Put the Scheme Twist in the KO pile unless the Scheme tells you to put it somewhere else. Some Schemes say they do something special when **Twist 1** or **Twists 5-6** come up.

If the Villain Deck Card Is a Master Strike:

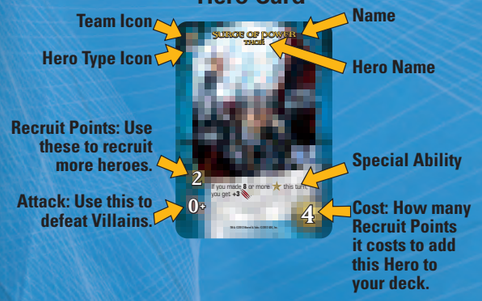
A Master Strike card represents the evil Mastermind coming down to get their hands dirty and smash the Heroes themselves. Each Mastermind card has its own specific Master Strike effect. When a Master Strike card is played, look at the "Master Strike" effect on the Mastermind card and do what it says. Put the Master Strike in the KO pile.

Note: Villains in the city don't get pushed forward when the Villain Deck card is a Bystander, Scheme Twist, or Master Strike.

Step 2) Play Cards from Your Hand, Using Them to Recruit and Fight

The only types of cards that can be in your hand are Heroes and Wounds. Here are the different parts of a Hero card:

Hero Card



After you play the top card of the Villain Deck, you play the cards from your hand. Some of your cards produce "Recruit Points" that let you recruit more Heroes. Other cards produce "Attack" that let you defeat Villains. Some cards give you special abilities, like drawing more cards. Here's what you do:

- Play each card in your hand in any order, one at a time.
  - •Each time you play a card, do what that card says.
  - •You also get any Recruit Points listed in the Recruit icon on the card.
  - •You also get any Attack listed in the Attack icon on the card.
- Some cards have a number like "**2+**" inside their Recruit icon. The "**2**" means that you always get at least 2 Recruit Points from that card. The "**+**" symbol means that you might get even more Recruit Points based on what the card says in its special ability.
- Keep the cards you play in front of you until the end of your turn.

Superpower Ability

- Some cards have a Superpower ability with a hero class icon and a colon, like

  : You get **+1** .

- You can use that special Superpower ability only if you have already played another card of that hero class earlier in your turn.
  - •A card's hero class is shown with the class icon in the card's upper left, and also in the color of the card's border.
  - •Some Superpowers use a team icon like Avengers or X-Men instead of a hero class icon. These work the same way as Superpowers that use hero class icons. A card's team icon is in the card's upper-left-hand corner.
  - •You can only use a card's Superpower once, even if you played two or more cards of the required hero class earlier in the turn.
- The more Heroes of the same class you recruit, the more often you will be able to use your Superpower Ability! A deck focusing on one or two classes can be very powerful.

Example of Superpower Abilities:

- **Thor's "Odinson" card, shown here, always gives you 2 Stars when you play it, even if you don't have any other ("Strength Hero") cards.**
- **But if you have already played another card earlier in the turn, then you can use Odinson's Superpower ability to get an additional 2 Stars, so that Odinson gives you 4 Stars in total.**
- **The card you played earlier in the turn could be a Captain America card, another Thor card, or even another copy of Odinson.**
- **If you play two Odinson cards as your first two cards of the turn, you won't get to use the Superpower ability for the first Odinson card you play this turn, but you will get to use the Superpower for the second Odinson card you play this turn. So you would get 6 Stars total.**

Recruiting Heroes and Fighting Villains

In between playing cards from your hand, or after you've played all your cards, you can recruit any number of Heroes and fight any number of Villains. You can recruit and fight in the same turn.

How to Recruit a Hero:

You use Recruit Points to gain a Hero from the HQ, one at a time. The "HQ" area of the game board has five spaces. Those five spaces always contain exactly five Heroes, all faceup. You can also recruit "S.H.I.E.L.D. Officer" Heroes from the S.H.I.E.L.D. Officer stack on the game board. To recruit a Hero:

- Use Recruit Points equal to that Hero's cost and put that Hero into your discard pile. A Hero's cost is in its lower-right- hand corner. When your deck runs out and you shuffle your discard pile to make a new deck, you will soon draw that new Hero and be able to use their abilities.

- Then refill the empty space in the HQ with a new card from the Hero Deck, faceup. Whenever there is an empty space in the HQ for any reason, you refill that space immediately with the top card of the Hero Deck, faceup. You can even recruit a Hero, see what new Hero appears in its place from the Hero Deck, and then recruit that new Hero too, if you have enough Recruit Points.

How to Fight a Villain:

You use Attack to fight any number of Villains in the city, one at a time. It doesn't matter which city space holds the Villain. To fight a Villain:

- Expend Attack equal to that Villain's Attack to defeat it. You then have the remaining Attack value available to attack another Villain.
- Put the defeated Villain and any Bystanders it had captured into your personal Victory Pile.
- If the Villain card has a "Fight" effect on it, do what it says prior to comparing Attack totals.

You can only attack a Villain if you have at least as much Attack as the Villain's Attack. You can also fight the Mastermind – see the Masterminds section for details.

Your Victory Pile

- **Each player has their own personal Victory Pile. Your faceup Victory Pile holds all the Villains you defeat and all the Bystanders you rescue.**
- **Villains and Bystanders are never shuffled into your deck.**
- **Many players keep their Victory Pile horizontal so they don't mix it up with their faceup discard pile.**
- **At the end of the game, Villains and Bystanders in your Victory Pile are worth the Victory Points shown on their cards.**

Step 3) Discard Your Hand and Draw 6 New Cards

- At the end of your turn, put all the cards you played this turn into your discard pile.
- Also discard any cards in your hand that you didn't play this turn.
- Then draw 6 new cards from your deck.
- If you don't have any cards left in your deck and you still need to draw more cards, shuffle your discard pile to form a new deck. Then draw the rest of the cards you need.
- Don't shuffle your discard pile into a new deck until your deck has completely run out **and** you still need to draw or reveal more cards.

Masterminds

A Mastermind is a powerful, evil genius that pursues an evil Scheme and tells all of the other Super Villains what to do. A player can choose to fight the Mastermind instead of fighting a Villain. Like any other fight, you have to use Attack equal to the Mastermind's Attack to fight that Mastermind.

Mastermind Tactics

Masterminds use different abilities during fights, represented by "Mastermind Tactic" cards. All four "Mastermind Tactic" cards have the same Attack number, but they each have different "Fight" effects on them. When you fight a Mastermind:

- Choose a random card from the four face-down Mastermind Tactics cards underneath the Mastermind.
- Put that Mastermind Tactic card into your Victory Pile. It's worth several Victory Points.
- Then follow the "Fight" effect listed on that Mastermind Tactic card.

A Mastermind is not truly defeated until all four of their Mastermind Tactics cards have been defeated by the players. If you create an amazing combo that gives you tons of Power, you can even fight the Mastermind multiple times in one turn.

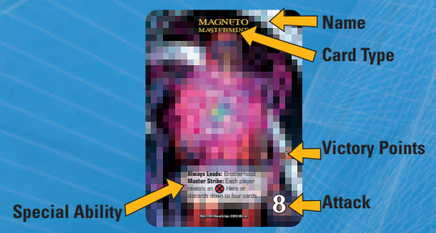
Note: Defeating any Mastermind Tactic card lets you rescue all the Bystanders currently under that Mastermind and put them into your Victory Pile.

Winning the Game:

Players win the game when they have defeated the Mastermind four times.

Note: There is an optional rule that allows players to compete in one final showdown after the Mastermind has been defeated four times. For rules on this optional form of play, please see Final Showdown rules at the end of this book.

Mastermind Card



Mastermind Tactic Card

Additional Rules

"KO"

Many card abilities tell you to "KO" certain cards, meaning "knock out". This means put them into the KO pile on the game board. Cards in the KO pile are permanently out of the game. The players and the game all share one big KO pile.

- If a card says to KO "one of your Heroes", that can be a Hero you've already played this turn or a Hero still in your hand. If you KO a Hero you already played this turn, you still get to use the Recruit Points, Attack, and special abilities that Hero produced.
- Getting some of your starting S.H.I.E.L.D. Heroes KO'd is actually very good for you, since it means you will draw your more powerful Heroes more often, instead of drawing as many of the weaker S.H.I.E.L.D. Heroes.

S.H.I.E.L.D. Heroes

S.H.I.E.L.D. Heroes all count as "Heroes" for special abilities that talk about Heroes. So if you have to "KO one of your Heroes," you can KO one of your S.H.I.E.L.D. Heroes if you want. S.H.I.E.L.D. Heroes are their own color: Grey. Grey counts as its own color for cards that count the number of colors you have. (Some of Captain America's cards count the number of colors you have, for example.)

"Rescue a Bystander"

Some card abilities tell you to "rescue a Bystander." This means take the top Bystander from the Bystander stack and put it into your Victory Pile. This represents saving Bystanders that are trapped or in danger from all the chaos and destruction. Each Bystander in your Victory Pile gives you additional Victory Points at the end of the game. Bystanders can also be captured by Villains, as described above. Cards that say "rescue a Bystander" don't let you save Bystanders captured by specific Villains in the city – you have to defeat those Villains to save those Bystanders.

"Gaining" Cards

Some card abilities say that a player "gains" a particular card. That means put that card into that player's discard pile. The player will draw that card in the future, after their deck runs out and they shuffle their discard pile into a new deck.

Wounds

Some special abilities make you gain Wound cards, representing your Heroes getting hurt very badly. When a player gains a Wound, take a Wound from the Wound Stack and put it into that player's discard pile. Wounds don't have any Recruit Points or Attack, so when you draw Wounds in your hand, your hand is weaker than normal.

- Some cards let you KO your wounds so you don't have to worry about them anymore. Some cards even turn Wounds to your benefit: when the Hulk gets wounded, it just makes him angry… and Villains wouldn't like him when he's angry!
- Wound cards aren't Heroes. If a card tells you to "KO one of your Heroes," you can't KO a Wound, since Wounds aren't Heroes. However, if a card says "KO one of your cards," then you can KO a Wound, since Wound cards are still cards.

Healing Wounds

If you have one or more Wounds in your hand, you can use the ability written on the Wound card:

- "Healing: If you don't recruit any Heroes or defeat any Villains on your turn, you may KO all the Wounds from your hand."
- This is often worth doing if you have at least two Wounds in your hand, or if your turn wouldn't have been very good anyway.
- It's okay to play the cards in your hand and use some abilities like "draw a card," then use the "Healing" ability to KO Wounds from your hand, as long as you don't recruit any Heroes or fight any Villains during your turn.

Running out of Cards in the Hero Deck or Villain Deck

If either of these decks runs out of cards before the Scheme is completed, finish the turn, and then the players have successfully survived the Scheme, but they didn't catch the Mastermind. As a result, the game is a draw between good and evil. The player with the most Victory Points wins an individual victory. Be sure to get the Mastermind next time!

Running out of Cards in the Bystander, Wound, or S.H.I.E.L.D. Officer Stacks

If one of these stacks runs out, the game continues. If a player would gain one of these cards, and there aren't any more of that card left in the appropriate stack, then you don't gain that card and the game continues. Don't take extra copies out of the KO pile.

Special Abilities on Cards

Special abilities on cards can override the rules of the game. Some cards tell each player to do something. In those cases, the player whose turn it is does it first. Then go in clockwise order. If a card tells you to do something, and you can't do all of it, then do as much as you can. For example: if a card tells you to KO two Bystanders from your Victory Pile, and you only have one Bystander, then KO that Bystander. If a special ability calls for a choice, and it's not obvious who should make the choice, then the player whose turn it is makes the choice.

"Your Heroes" & "Heroes You Have"

These phrases include both the cards in your hand and the cards you have played this turn. The Heroes in your deck and discard pile don't count.

- For example, say you play Captain America's "Perfect Teamwork" card. If you've played this card and two cards this turn, and you still have two cards and a card in your hand, then Perfect Teamwork would make 4 Power, since you have four colors of Heroes.

"Each Hero You Played This Turn"

This phrase only counts cards you have already played this turn, and not other cards still in your hand.

- For example, say you play Iron Man's "Arc Reactor" card. You'll get extra Attack for any other (Tech Hero) cards you played before Arc Reactor, but not for any other cards still in your hand.

"Reveal an X-Men Hero or Gain a Wound."

"Reveal a card" just means show the other players that you have it. You don't play or discard the card you revealed. When you have the opportunity to "reveal a card", you can reveal a card from your hand or you can reveal a card in front of you that you have already played this turn.

- For example, say you play a Wolverine card and a Deadpool card to make 5 Attack, and you still have four S.H.I.E.L.D. Agents in your hand. Then you fight the Villain Sabretooth. For Sabretooth's "Fight" effect, you can reveal the Wolverine (X-Men) card you already played this turn so that you don't have to take a Wound. You could also just choose to gain the Wound if you really wanted, for example if you had lots of cards in your deck that benefited from Wounds.

"Villain gets -2 Power"

Some cards reduce Villains' Power. A Villain's Power can never go below 0.

Masterminds Don't Count as "Villains"

Masterminds are so powerful that they are far beyond regular Super Villains. As a result, Masterminds don't count as mere "Villains", and special abilities that only affect Villains won't affect Masterminds. For example, the Scheme "Bank Robbery Hostage Crisis" says "Each Villain gets **+1** for each Bystander it has. Masterminds don't get this bonus.

"Secret Invasion of the Skrull Shapeshifters"

Note: Heroes carried away under escaping Villains like Skrull Queen Veranke and Skrull Shapeshifters do count towards evil winning.

Hero Classes

Strength Heroes include Heroes with raw strength, but also Heroes with strength of will, determination, and strong leadership.

Instinct Heroes use savagery and quick reflexes to dominate combats. Some Instinct Heroes use superhuman senses to get an edge on their opponents.

Covert Heroes include Heroes using trickery and deception to outwit their foes. They also include Heroes making clever battle plans and Heroes using subtle superpowers to gain subtle advantages.

Tech Heroes include Heroes using advanced weaponry, incredible gadgets, brilliant inventions, or next-generation science.

Ranged Heroes like to blow things up. Some Ranged Heroes use inherent superpowers to blast things, while others use energy beams, elemental powers, and mental assaults.

Basic Heroes include all the starting S.H.I.E.L.D. Heroes and S.H.I.E.L.D. Officers. They are Heroes in their own way, but they don't quite get the job done as well as high-flying super heroes.

Heroic Teams

X-Men: Born as mutants, with strange superpowers that set them apart, the X-Men are sworn to protect a world that hates and fears them. The X-Men Heroes in the first set of *Legendary* are Cyclops, Emma Frost, Gambit, Rogue, Storm, and Wolverine.

Avengers: *"And there came a day, a day unlike any other, when Earth's mightiest heroes and heroines found themselves united against a common threat. On that day, the Avengers were born—to fight the foes no single super hero could withstand!"* – Avengers Prologue. The Avengers Heroes in the first set of *Legendary* are Black Widow, Captain America, Hawkeye, Hulk, Iron Man, and Thor.

S.H.I.E.L.D.: The "Strategic Hazard Intervention Espionage Logistics Directorate" is a clandestine military and espionage organization led by Director Nick Fury. It works behind the scenes to stop superpowered Villains before they get out of hand. The S.H.I.E.L.D. Heroes in the first set of *Legendary* are Nick Fury and the S.H.I.E.L.D. Agents, Troopers, and Officers.

Spider Friends: This is a team affiliation that will be used in upcoming *Legendary* releases.

Cooperative and Competitive Play

Legendary is both cooperative (with players cooperating to beat the Mastermind) and competitive (with players competing to

get the most Victory Points). Some play groups like to focus on cooperating. Other groups focus on competing. And some groups do a little of both. Some players even start out competing, and then switch to cooperating more and more as the Mastermind gets closer to victory. This matches a lot of Marvel storylines!

Adjusting Difficulty

Some play groups like an easier challenge when introducing new or younger players or after the Mastermind wins. Other groups like to face tougher and tougher challenges. One way to adjust the difficulty level is choosing which cards to use in your next game:

- Mastermind
  The Masterminds with higher Power are much harder to beat. This is the easiest way to adjust difficulty.
- Scheme
  You will find that some Schemes are more difficult than others. Some Schemes are especially difficult in combination with certain Masterminds or Villain Groups.
- Villain Groups
  Some Villain Groups are tougher than others. For example, the Enemies of Asgard are especially tough, while the HYDRA Villain Group is much easier.

If you are seeking even greater challenges, you can also play these especially dangerous Challenge Modes. You can even combine the extra Scheme Twist modes with the extra powerful Mastermind modes. See if you can beat them all!

Challenge Mode	Effect
Heroic Mode	Add an extra Scheme Twist to the Villain Deck.
Champion Mode	Add two extra Scheme Twists to the Villain Deck.
Legendary Mode	Add three extra Scheme Twists to the Villain Deck.
Distracted Mastermind	The Mastermind gets -1 Power.
Maniacal Mastermind	The Mastermind gets +1 Power.
Enraged Mastermind	The Mastermind gets +2 Power.
Tyrant Mastermind	The Mastermind gets +3 Power.
Nightmare Mastermind	The Mastermind gets +4 Power.
All-Powerful Mastermind	The Mastermind gets +5 Power.

If you want to give newer or younger players a boost to help them compete with veteran players, you can replace some of the S.H.I.E.L.D. Agents with S.H.I.E.L.D. Officers in the new players' starting decks. This will also make it easier for all the players to beat the Mastermind.

How to Teach the Game

For most groups, the best way to teach the game is just to start playing it. There's no need to explain every single detail before you begin. Instead just tell people the overall theme and goal of the game, pointing to the different elements as you mention them. You can use your own words, or say something like this:

"This is a Marvel Super Heroes Deck-Building Game. Each of us starts with a small deck of basic Heroes. Over time, we're going to recruit these awesome Super Heroes, fight Super Villains, and eventually take down the evil Mastermind. There are different Heroes and a different Mastermind every time you play. This time it's Red Skull. If we beat Red Skull four times, then we all win as a team, and the person who scores the most Victory Points is the individual winner. But while we're playing, the game is fighting back. Red Skull is trying to accomplish this evil Scheme, "Unleash the Power of the Cosmic Cube." If he does, then evil wins, and all of us lose. The best way to learn is just by playing. Everybody shuffle your deck and draw six cards. I'll go first."

Then just take your first turn, explaining what you do as you do it. You don't need to explain what Bystanders or Scheme Twists or Master Strikes do until they come up. This method gets people into the action quickly, and everyone will figure it out as they go.

Solo Play

You can also play *Legendary* with a single player. Here are the adjustments you need:

Solo Setup

- Hero Deck - Use the cards for three Heroes.
  42 cards in total.
- Mastermind - Ignore the Mastermind's "Always Leads" ability.
- Scheme - Use any Scheme except Super Hero Civil War and Negative Zone Prison Breakout.
- Villain Deck: Use these cards:
  - 1 Villain Group
  - 3 Henchman cards from the same Henchman Group
  - 1 Bystander
  - 1 Master Strike
  - The normal number of Scheme Twists listed on the Scheme Special Solo Rules

Whenever you complete a Scheme Twist effect, KO a Hero from the HQ of cost 6 or less.

Scoring

If you win the game, add up your Victory Points and subtract these penalties:

- -4 for each Bystander carried away by escaping Villains
- -3 for each Scheme Twist that occurred
- -1 for each Villain that escaped

Write down your score and which Heroes and Scheme and Mastermind you used. Compete to get better scores against that Mastermind and Scheme with different Heroes!

Final Showdown (Optional)

When a player defeats the fourth Mastermind Tactic, that player finishes their turn and draws six cards as normal. Then it's time for the Final Showdown between the players and the Mastermind! Each player in turn now takes a special "Showdown Turn," starting with the player on the left of the player who defeated the

fourth Mastermind Tactic.
In a Showdown Turn, you don't play the top Villain card, you don't recruit Heroes, and you don't fight Villains. Instead:

- Play the cards in your hand as normal, using those cards' special abilities as normal, and producing Recruit Points and Attack as normal.
- Add together all the Recruit Points and Attack you produce into a single, big Showdown Total.
- Don't draw a new hand at the end of your Showdown Turn.

Whichever player has the highest Showdown Total wins the Final Showdown! That player puts the actual Mastermind card into their personal Victory Pile. That card is worth several Victory Points. When the Final Showdown is complete, then the Mastermind has been utterly defeated, and all the players win a team victory! In addition, the player with the most Victory Points in their Victory Pile wins an individual victory and is the most legendary hero of all!

Tied Final Showdowns
If multiple players tie for the highest Showdown Total, then it's time for a Super Showdown! Each of the tied players discards all the cards they played and draws a new hand of six cards. Each of those players then takes another Showdown Turn to find the winner of the Final Showdown. If players keep tying, keep running additional Super Showdowns until someone wins the Showdown. **If the group agrees before the game, you can also play without the Final Showdown.**

Game Contents

Rulebook, game board and 560 cards:

- 14 cards for each of 15 different Heroes (210 cards)
  (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 8 cards for each of 7 different Villain Groups (56 cards)
- 10 cards for each of 4 different Henchmen Villain Groups (40 cards)
- 40 S.H.I.E.L.D. Agents
- 20 S.H.I.E.L.D. Troopers
- 30 S.H.I.E.L.D. Officers
- 30 Bystanders
- 30 Wounds
- 4 Masterminds, each with 4 Mastermind Tactics (20 cards)
- 8 different Schemes
- 11 Scheme Twists
- 5 Master Strikes
- 60 Dividers

Use the dividers in the box to separate the different types of cards. Some people like to put their cards in card sleeves to help protect them.

Credits

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Development Team: Jason Brenner, Bubby Johanson, Crystal Lautzenheiser, Nick Leslie, Mark Shaunessy.

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Playtesters: The Beeman family, Victor Blaiotta, Brandon Bozzi, Jason Brenner, Max Clendenning, Sean Dawson, Skaff Elias, James Ernest, Marty Forbeck, Matt Forbeck, Richard Garfield, Rob Heinsoo, Joshua Howard, Paul Hughes, Bubby Johanson, Nick Leslie, Rob Lightner, Lindsey Low, Jason Mai, Greg Marques, Dylan Mayo, Paul Peterson, Bruce Phillips, the Satnik family, Jay Schneider, Dustin Stokes, Justin Woods, Jeff Piroozshad, Robert Borman and many more. My deepest thanks for all your help!

Quick Reference Guide
Setup

Initial Setup
- Each player shuffles a personal deck of 8 S.H.I.E.L.D. Agents and 4 S.H.I.E.L.D. Troopers, and then draws 6 cards.
- Put all the S.H.I.E.L.D. Officers, Wounds and Bystanders on the board in the appropriate spaces.
- Pick 1 Mastermind at random and put it on the board, with its 4 Mastermind Tactics facedown underneath it in random order. Check which Villains this Mastermind "Always Leads."

Villain Deck
- Pick 1 Scheme at random. Follow its "Setup" instructions. Put the number of Scheme Twists it tells you into the Villain Deck.
- Add 5 Master Strikes to the Villain Deck.
- Add this many Villain Groups, Henchmen Groups and Bystanders to the Villain Deck. Shuffle it.

Number of Players	Villain Groups	Henchmen Groups	Bystanders
2	2	1	2
3	3	1	8
4	3	2	8
5	4	2	12

Hero Deck
- Pick 5 Heroes at random. Add all of those Heroes' cards to the Hero Deck. 70 cards total. Shuffle it.
  - If you are playing with 5 players, add a 6th Hero.
- Put 5 cards from the top of the Hero Deck into the HQ, faceup.

On Your Turn

1. Play the top card of the Villain Deck.
2. Play cards from your hand, using them to recruit and fight.
3. Discard your hand and draw 6 new cards.

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