



The Verse

This 3-Issue Arc features Spider-Man in both the Photographic and Illustrated Universes. The first Issue focused on Spidey's adventures in the MCU. The second Issue featured the return of the Sinister Syndicate, and this final Issue takes a look at some unique Spider-people across the Spider-Verse!

★★Spider-Man★★ (Main Character)

This Spider-Man, from the Ultimate Universe, is our first character to share a mantle with two other people! (Miles Morales and the main Marvel Universe's Peter Parker.) In the comics, this Peter died... but then came back to life because the **OZ Formula** that gave him his powers also granted him immortality. For the game, this means when Peter is KO'd, you won't lose the game immediately for not having a main character. You'll have until the end of your next turn to

bring him back when a Supporting Character with the **Friends and Family** keyword appears on your side. In this case, put him back onto your side with wounds equal to his **W** minus 1. (With the **Oz Formula** mechanic, Peter can continue fighting for those he cares about.)



Ghost-Spider (Main Character)

You Can Borrow This for a While grants characters with the chosen name the **Dimensional Wristwatch** keyword. You

can recruit a character with **Dimensional Wristwatch** directly from your deck: Announce you're recruiting them from your deck, search your deck for the character, shuffle your deck, and then recruit them (pay its cost and put it onto your side).

If a character with the chosen name gets put back into your deck somehow it will regain **Dimensional Wristwatch** while it's in your deck.

Ticket to the Multiverse lets Ghost-Spider jump from your game to a neighboring game. You must have permission from all players in that game before Ghost-Spider can make the jump into their game.



If no one else is playing near you or you don't have permission to move Ghost-Spider, then remove her from the game until the start of your next turn.

When Ghost-Spider enters another game or gets removed from the game set aside all her counters and Equipment. She will reappear in her original game with those counters and Equipment.

If Ghost-Spider enters another game of Vs. System® 2PCG®, you decide which player gains control over her. She can attack, gain counters, get stunned, get KO'd, etc., just like in her original game. However, no matter what happens she will still go back to her original game at the start of your next turn. When she jumps back, any counters, Equipment, etc. that she gained in the other game will be removed.

If Ghost-Spider enters a game that isn't Vs. System® 2PCG®, it's up to the players in that game to decide exactly how she works in that game.

Spider-UK

A British Spider-Man from another Universe, Spider-UK is a new Main Character with the **Spider-Verse** keyword. **Spider-Verse** means two things:

First, if you choose a **Spider-Verse** character to be your starting Main Character you can include up to four other **Spider-Verse** Main Characters in your deck when you build it. (Four other Spider-Verse Main Characters premiered in the 2019 Vs. System® 2PCG®: Crossover Vol 2 Issue.)

Second, during your Build Phase, if a character with **Spider-Verse** is in your hand, you may put it onto your side.

Note: Spider-UK can be powered up by any character with "Spider" in their name, which includes Main Characters that are in your hand.



Superior Spider-Man (Main Character)

A Superior Hero represents Doc Ock's realization that Peter Parker's selflessness makes Peter the superior hero. When another character on your side is attacked, you may transform Superior Spider-Man into the Marvel Battles Level 2 Spider-Man with **Friendly Neighbor**, remove the defender from combat, and replace it with your new Spider-Man Main Character. Note: Spider-Man will keep all counters, Equipment, effects, and orientation (ready/exhausted) that Superior Spider-Man had.

Mattie Franklin

If Mattie is in your deck, you can bring a Gift pile, which must include one of each of the five Gifts: Death, Immortality, Knowledge, Madness, and Power. When Mattie uses **The Gathering of Five** choose five characters on your side with different

names. At least one of these characters must be one of your Main Characters. Then randomly assign one of the five Gifts to each of them. If you don't have at least five characters on your side with different names (or you don't have a Main Character on your side), Mattie can't use **The Gathering of Five**.

The Gift of Death will instantly KO its assigned character. The other four grant new abilities to their assigned characters (some good, some bad). Gift cards are not actually in play. Their cards are just play aids to remind everyone what new abilities each character has gained. If a character leaves play its Gift will no longer affect them (even if that character reenters play).

Dr. Curt Connors

For every Dr. Curt Connors in your deck, you must also bring that many copies of the Lizard, which will start in an out-of-game Lizard pile. When **The Monster Within** transforms Dr. Connors after he is stunned, remove him from the game and replace him with a Lizard from your Lizard pile.

Since this is a “transformation”, the Lizard will keep any counters and effects that Dr. Connors had (including a wound counter since he was just stunned).



You can include up to the usual four copies of Lizard in your deck as well as bring up to four copies for your Lizard pile (one for each copy of Dr. Curt Connors in your deck). If you don't have any Lizards in your Lizard pile, **The Monster Within** won't do anything.

★★**Spider-Man★★**
(Supporting Character)
Ultimate Spider-Man lets Spidey strike multiple times in combat. If he strikes the same character more than once, add his ATK together for each strike and then compare it to the enemy's DEF. For example, if he has 5 ATK and strikes a character three times compare a total of 15 ATK to that character's DEF. He can also split up his strikes if he's in combat with multiple enemies (such as if he's being team attacked).

Select Keywords

The following keywords are featured on cards without a description.

Ferocious: While in melee combat, this character strikes before characters without **Ferocious**.

Freeze: When this character appears, exhaust an enemy character. It can't ready until after its next turn.

Immoble: This character can't move during your Formation Step.

One of a Kind: You may only have one of this card in your deck.

Tough: When this character gets stunned, you may recover it. (It still gets wounded.)

Wealthy: At the start of your Build Phase, you gain a Recruit Point.

Checklist

Main Characters

- ★★Spider-Man★★ (Levels 1-2)
- Ghost-Spider (Levels 1-2)
- Spider-UK (Level 1)
- Superior Spider-Man (Levels 1-2)

Supporting Characters

- 1 Gwen Stacy
- 1 Harry Osborn
- 1 Uncle Ben
- 4 Mattie Franklin
- 4 Dr. Curt Connors
- 4 Firestar
- 4 Spider-Girl
- 4 Superior Spider-Man
- 4 ★★Spider-Man★★
- 4 Spider-Man

Spider-Man

When **Tony's Tinkering** lets Spider-Man download an **Update**, put an **Update** counter on him. (You can use a coin, bead, slip of paper, or an XP counter to keep track of Spidey's **Updates**.) When Spidey installs **Updates**, you may remove any number of **Update** counters from him.

If you remove exactly one **Update** he gains ♠ and ○ until he leaves play. If you remove exactly two **Updates**, put two vitality counters on him. If you remove exactly three **Updates**, put twelve +1/+1 counters on him.

You can remove the same number of **Updates** more than once. For example, if you remove two **Updates** for a second time, Spider-Man will get two more vitality counters.

Note: **Update** counters aren't removed from Spidey when he gets turned face down. However, they are still removed when he leaves play.

Specialized Web Cartridges

Spider-Gear is a keyword that means this Equipment can only be equipped to a character with “Spider” in its name. Each Specialized Web Cartridge grants ○ and an attack power. Note: The attack power will trigger whether the equipped character is making a melee or ranged attack.



Plot Twists

- 4 Spider-Friend

Equipment

- 4 Specialized Web Cartridge (4 different cards)

Locations

- 4 Queens

Gifts

- 1 Death
- 1 Immortality
- 1 Knowledge
- 1 Madness
- 1 Power

Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

Brand Manager: Travis Rhea

Assoc. Brand Manager: Corrine Deng

Director of Game Development: Bobby Johanson

Product Manager: Mark Shaunessy

Project Managers: Louise Bateman, Tonya Lashley

Graphic Design: Krista Timberlake

Rules Management:

Chad Daniel (lead),

Garry Hewitt

Additional Development: Chad Daniel, Garry Hewitt

Director of Creative Services:

Mike Eggleston

V.P. of Production and Logistics:

Suzanne Lombardi

President, Upper Deck Company: Jason Masherah



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