



## Darkness and Light Arc

This Arc focuses on the various forms of Darkness and Light in the Marvel Universe. This Issue features the Masters of Evil (a new Evil team, of course), the next Issue looks at practitioners of the mystic arts like Doctor Strange and Dormammu, and the third Issue focuses on vampires and their hunters.



## Ultron (Main Character)

**Hypno-Beam** lets you steal an enemy player's Supporting Character for a turn. It can be ready or exhausted. If it's exhausted you'll ready it. At the end of your turn, you'll move it back to that enemy player's side. You don't have to put it back in the same row where it was before.



## Radioactive Man

**Hard Radiation** affects the row in front of Radioactive Man. If he's in your back row, it will affect your front row. But if he's in your front row, it will affect every other player's front row.



## Tiger Shark

Here's an example of how **Adamantium Teeth** works: If Tiger Shark strikes a 5/5 character and doesn't stun it, **Adamantium Teeth** will put two -1/-1 counters on it, making it a 3/3 at the end of the combat. (Note: Tiger Shark's strike will either stun a character in combat or put two -1/-1 counters on it, but not both.)



## Ultron (Supporting Character)

If this Ultron Supporting Character is on your side, and somehow two **Swarm** characters appear at the same time, they will each "see" each other, and you will draw two cards from **The Living Automaton**.



## Masters of Evil

When you put cards on the top and/or bottom of your deck, you choose the order.



## The Wrecking Crew



Three **Wrecking Crew** members can each attack a different part of the game, and the Wrecker can attack any one of the three each time he attacks. (They can also make normal attacks.) Here's how it works:

These are all melee attacks so in order to make them, the **Wrecking Crew** member must be ready and in his front row, and he will exhaust to start the combat. The **Wrecking Crew** character can attack an enemy player's resource row, hand, or deck even if that player has face-up characters on their sides. In other words, characters can't "protect" a resource row, hand, or deck from the **Wrecking Crew**.

While a member of the **Wrecking Crew** is attacking a hand, deck, or resource row, he counts as being an attacker, but there is no defender. Players can play Plot Twists, use Super Powers, or Power Up as normal. (For example, the defender could play a Plot Twist to reduce the attacker's ATK or cancel the combat.)

These special attacks can be team attacks as long as each character in the attack is allowed to attack that special part of the game. For example, Piledriver and the Wrecker

could team attack an enemy hand. In this case, their effects will resolve in the order the attacking player chooses. So you could have Piledriver make the opponent discard and then draw cards, and then after that the Wrecker would do the same (or vice versa).

### Select Keywords

**Genius:** At the start of your turn, draw a card.

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

## Checklist

### Main Characters

- Dr. Henry Pym (Level 1)
- Ant-Man (Level 2)
- Giant-Man (Level 2)
- Baron Zemo (Levels 1-2)
- Crimson Cowl (Level 1)
- Ultron (Level 2)

### Supporting Characters

- 4 Melter
- 4 Ultron
- 4 Tiger Shark
- 4 Whirlwind
- 4 Radioactive Man
- 4 Absorbing Man
- 4 Klaw

- 1 Bulldozer
- 1 Piledriver
- 1 Thunderball
- 1 Wrecker

### Plot Twists

- 4 Masters of Evil
- 4 Out of Time
- 4 Overwhelm

### Locations

- 4 Castle Zemo



## Credits

**Game Design:** Ben Cichoski and Danny Mandel

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**Indestructible:** This character can't be wounded.

**Lethal:** If this character wounds a defending supporting character, KO it.

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

**Stealth:** This character can melee attack back row characters even while they're protected.

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

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