

SET UP

Before the game begins, set the Super Heroes in the middle of the table. Starting with the youngest player and going clockwise, each player chooses a Super Hero and places it in the command zone. Set the remaining Super Heroes aside. They won't be used in this game. Shuffle the Super Villains deck and put it in the designated spot on the rules sheet. Turn the top card of the Super Villains deck face up.

RULES

Super Villains are running amok in the city. Can your team of Super Heroes contain the chaos and save the day? And which one of you will emerge as the ultimate champion?

Super Heroes

- Super Hero cards aren't permanents and can't be removed, destroyed, or otherwise vanquished!
- Each Super Hero card has two abilities. The first ability is always active. The infinity ability becomes active once a Super Hero has three capture counters on it (see below).

Super Villains

- During each player's turn, that player controls the face-up Super Villain card. If it has activated abilities, that player may activate them. Its triggered abilities will trigger based on that player's actions, and so on.
- Each Super Villain card has an ability that allows you to capture it. If you capture a Super Villain, place its card into the Super Villain discard pile (a particularly evil discard pile next to the Super Villain deck) and put a capture counter on your Super Hero card.
- Each Super Hero may capture a maximum of three Super Villains.
- At the beginning of each player's upkeep, if there is no Super Villain card face up, that player turns the top card of the Super Villain deck face up. If the Super Villain deck is empty, shuffle the Super Villain discard pile to reform the Super Villain deck.
- At the beginning of each player's upkeep, if the face-up Super Villain is the same Super Villain that was there as the player ended their last turn, the player may put the Super Villain on the bottom of the deck and turn over a new Super Villain.



**SUPER VILLAINS
DECK**

**SUPER VILLAINS
DISCARD**





MARVEL
SPIDER-MAN

COMMANDER PARTY