



MARVEL

SUPER HEROES

COMMANDER PARTY

SET UP

Before the game begins, set the Super Heroes in the middle of the table. Players may include the Super Heroes from the *Magic: The Gathering* | *Marvel's Spider-Man Commander Party* as additional heroic options if they wish. 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. Set the Infinity Stone chart in the center of the table where all players can see it.

RULES

The Super Villains are vanquished and the Super Heroes have captured the Infinity Stones! It's now time to determine the ultimate champion in a cosmically charged confrontation!

SUPER HEROES

- Super Hero cards aren't permanents and can't be removed, destroyed, or otherwise vanquished.
- During the game, Super Hero cards will receive infinity counters from the effects on the Infinity Stone chart. This is the only way infinity counters may be added. Other effects, such as proliferating, won't work.
- Each Super Hero card has two abilities. The first is always active. The infinity ability becomes active once a Super Hero card has three infinity counters on it (see below).

INFINITY STONES

- Starting on third turn of the player who goes first, the Infinity Stones become active. From that point on, at the beginning of each player's end step, that player rolls a six-sided die to determine which Stone's effect happens.
- Each Stone requires something to reap its reward. If you successfully follow its first instruction, an ability will trigger. Players may respond to this ability. As the ability resolves, you'll put an infinity counter on your Super Hero and enjoy that Stone's unique benefit.
- Careful, heroes! Vast rewards await you, but wielding the Infinity Stones carries immense risk. Once the die is cast, you must do as Stones command, whether the result is to your liking or not.

INFINITY STONES



1 – MIND

Discard two cards. When you discard one or more cards this way, put an infinity counter on your Super Hero, then draw two cards.

2 – REALITY

Exile a nonland, nontoken, noncommander permanent you control. When you do, put an infinity counter on your Super Hero, then reveal the top card of your library. If it's a permanent card, put it onto the battlefield tapped.

3 – SPACE

Return a nonland permanent you control to its owner's hand. When you do, put an infinity counter on your Super Hero, then you may put a permanent card with lesser mana value than the permanent returned this way from your hand onto the battlefield.

4 – POWER

Tap an untapped creature you control with power 4 or greater. When you do, put an infinity counter on your Super Hero, then put two +1/+1 counters on the creature tapped this way.

5 – TIME

Choose a nontoken artifact or nontoken creature you control. Tap it, then put two stun counters on it. When you do, put an infinity counter on your Super Hero and untap up to four other permanents you control.

6 – SOUL

Sacrifice a noncommander creature. When you do, put an infinity counter on your Super Hero, then return another creature card with lesser mana value than the sacrificed creature's from your graveyard to the battlefield.