

LEGENDARY®



THE SPY WHO LOVED ME™

A JAMES BOND DECK BUILDING GAME EXPANSION

This expansion adds another classic Bond movie to *Legendary® A James Bond Deck Building Game*. In this box, you'll find new Heroes, Villains, Missions, Schemes, a new Mastermind and more. To start off, we recommend you use:

The Spy Who Loved Me

- Karl Stromberg as the Mastermind and *The Spy Who Loved Me* Villain Group.
- The Incite Nuclear War Scheme and its Mission Group.
- The Liparus Soldiers as the Henchmen Group.

Perils

Whether it's a dropped stone block, a shark pit, or a treacherous contact, Bond has survived plenty of perils. This expansion introduces a whole new card type: **Perils**.

If you're playing with the Karl Stromberg Mastermind, The Spy Who Loved Me Villain Group, the Incite Nuclear War Mission Group, or the new Special Wounds (*see below*), you'll need to use Perils.

Shuffle the ten Perils and put them into a face-down stack near the Mastermind. During the game, many effects will tell a player to draw a Peril: take the top card of the Peril stack and put it face up in front of you (*not on the playmat*).

Each Peril has two parts. The first part is a challenge you must complete by the end of your turn. If you do, you KO the Peril and get its reward.

Note: Some rewards happen immediately, and some give you a bonus at the end of your turn. In the latter case, you can keep the Peril in front of you as a reminder until the end of your turn.

The second part is what happens if you don't complete the challenge by the end of your turn. **Before you draw a new hand, follow the instructions and then KO the Peril.**

If you draw a Peril in the middle of your turn, anything you did before drawing that Peril doesn't count toward completing its challenge. For example, if the Peril requires you to fight a Villain, it doesn't count if you already fought a Villain earlier on that turn. Or if you have to generate 10 total ★ and ⚡, anything you generated before you drew the Peril doesn't count.

Whether you complete the challenge or not, at the end of the turn the Peril will be KO'd (*unless it says otherwise*). Put it into a discard pile next to the Peril stack. If the Peril stack ever runs out, shuffle its discard pile to make a new one.

Completing a Peril's challenge does NOT prevent you from using the Heal action on Wounds in the same turn.

Note: If you somehow draw a Peril and it's not your turn, you still have until the end of your upcoming turn to complete it.

Submerge/Surface

Karl Stromberg's dream is to create a new world beneath the sea. In the game, he and many cards have the new ability to **Submerge**. When a card says it Submerges, rotate it 180 degrees upside down. Once Submerged, its "**Submerged:**" game text should now be right side up. (*Submerge text is in blue to make it easier to identify*.)

While a card is Submerged, it can't be fought, completed, or KO'd. You must first "Surface" the card by paying the cost listed in its Submerged text. When you Surface a card, rotate it back to its normal orientation. It can now be fought, completed, or KO'd normally.

While a card is Submerged, the rest of its game text is still active. This means if a Submerged card escapes, it will trigger any "**Escape:**" abilities it has. And while the Mastermind is Submerged, you'll still follow its "**Master Strike:**" and "**Escape:**" text.

Paying to surface a card does NOT count as fighting it. For example, you can surface a card and still use the Heal action on Wounds in the same turn.

Note: A Submerged card can be moved normally by effects. In this case it remains Submerged.

Special Wounds and Normal Wounds

This expansion adds an optional Special Wound to the game called "Goodbye, Mr. Bond." When you gain this Wound, it instructs you to "Draw a Peril" and then KO the Wound. When using Special Wounds, during setup shuffle them into the Wound stack and turn it face down. From now on, whenever you are instructed to gain a Wound, draw a card from the stack and look at it first. If it has game text, follow the instructions before you add the Wound to your discard pile.

Some cards say to gain "normal" Wounds. In this case, draw a card from the Wound stack. If it's a normal Wound you gain it. But if it's a Special Wound set it aside and draw again. Then once you've gained the proper number of normal Wounds, shuffle the set aside Special Wound back into the Wound stack.

If the game ever says to "Wound the Mastermind" make sure to use normal Wounds.

Nobody Does It Better

Nobody does it better than Bond. But what is "it" exactly? Well, anything!

Nobody Does It Better is a new keyword that lets a Hero card have any class for the turn. These Heroes don't have any of the five classes: Covert (🔴), Instinct (🟡), Ranged (🔵), Strength (🟢), or Tech (🟠).

Instead, they have the **Nobody Does It Better** symbol: 🌐. As you play a Hero that has **Nobody Does It Better**, you choose any one of the five classes and the Hero has that class for the rest of the turn. If you play that Hero on a later turn, you can choose the same or a different class for it.

If a Hero has more than one 🌐, you get to choose that many different classes. For example, if it has two symbols you could choose 🟡 and 🟠. (You can't choose the same class twice.)

If you play two or more **Nobody Does It Better** Heroes on the same turn, you can choose the same class for each of them if you like.

Bite

Bite is a new keyword found on Jaws. At the end of each turn, Jaws KOs the Hero in Q Branch directly beneath his space. Then that Q Branch space will NOT refill with another Hero as long as Jaws is On Assignment. Once Jaws leaves On Assignment, any "bitten" spaces will go back to normal.

Note: It is possible for there to be more than one copy of Jaws On Assignment at the same time. In this case, all of them must leave On Assignment before any "bitten" spaces go back to normal. In other words, a space will stay "bitten" until there are no Jaws Villains On Assignment.

Indestructible

Jaws is also **Indestructible**. This means if he would be defeated, instead of going to a Victory pile, he escapes. This works just like any other escaping Villain: you'll trigger the Mastermind's "**Escape:**" text and need to KO a Hero in Q Branch with cost 6 or less.

If Jaws escapes (*whether normally or from his **Indestructible** ability*), you will KO a Hero in Q Branch before you refill any "bitten" spaces.

Note: Jaws does have a Victory Point value. This is because future cards may reference a Villain's Victory Points even while the Villain is not in a Victory Pile.

Additional Rules and Clarifications

Counting Cards

You can always count how many cards are in your deck, as well as how many remain in the Villain deck or Hero deck, etc. It's especially important to keep track of how many cards are left in the Villain deck during the Incite Nuclear War Scheme because the **Inevitable** card will cause Missiles to explode.

"Next Friendly Player"

If there are no other friendly players then you are the next friendly player.

Agent XXX

This Hero's Cost, Recruit Points, and Attack are all X, where X is the number of times the Mastermind has been fought this game. At the beginning of the game, X is 0, which means the Hero is free to recruit although it doesn't give you any ★ or └. But, for example, after the Mastermind has been fought twice, this Hero now costs 2 and generates 2★ and 2└.

The card's values can change in the middle of your turn. However, you only generate ★ or └ at the moment you play the card, so any changes to X afterward won't give you extra points that turn. For example, if X is currently 1 when you play the Hero, you'll gain 1★ and 1└. If you then fight the Mastermind, X will become 2, however you won't gain additional ★ or └ because you've already played the card.

If a card like the Peril, Water Chute, wants to know the total cost of cards you've played this turn, it counts the cost Agent XXX had when you played it.

If a card effect wants to know the current cost of cards you have in play, it uses whatever Agent XXX's current cost is.

Commander Carter

When you play this Hero, if you trigger his class special ability, first you may gain a Hero from Q Branch for free, then refill that space, then the next friendly player may gain a Hero for free.

Create a New World Beneath the Sea



Each Pillar increases the amount you must pay to surface a card by either +1★ or +1└, depending on which type it normally costs to surface that card. If some other effect (like the Torpedo's game text) is used to surface a card, you don't have to pay the extra ★ or └.

If you have all five classes among your Heroes on your turn, you may KO a Pillar. If you have a **Nobody Does It Better** Hero with multiple classes, they each count toward getting to all five classes.

Note: KOing a Pillar does NOT prevent you from using the Heal action on Wounds.

Escape Atlantis

This Mission can't be surfaced and completed in the same turn. For example, if you complete it on one turn, it will **Submerge**, and then you're not allowed to surface it again until the next turn.

Falling Block and Flamethrower Murderholes

These Perils reward you by letting you put a Hero you played or recruited that turn into your deck. The Hero must be in your play area or discard pile at the end of your turn before you draw a new hand in order to do so.

Hidden Gunman

If you fight Jaws while facing this Peril, put Jaws into your play area. Then the next time you would gain one or more Wounds, defeat Jaws (which causes him to Escape).

Note: Gain "one or more Wounds" means if a single effect tells you to gain any number of Wounds, you get to avoid gaining all of them. For example, "Gain three Wounds."

Incite Nuclear War



This scheme refers to three "air spaces." These are the three unmarked spaces between the Wounds space and Escaped Villains space. They are above the three middle spaces of On Assignment.

Note: KOing a Missile does NOT prevent you from using the Heal action on Wounds.

Karl Stromberg

When you fight Stromberg, first resolve his **Fight** ability and **Submerge** him. Then draw a Mastermind Tactic from him as usual.

Machine Gun Murderholes

This Peril requires you to play a Hero with the same cost as a Hero you recruited this turn (*or vice versa*). If you do, you can put one on the top and/or one on the bottom of your deck at the end of your turn before you draw a new hand. A Hero must be in your play area or discard pile in order to put it on the top or bottom of your deck at the end of your turn.

Never Failed a Mission

Completing the **Inevitable** Mission counts, even though it won't be defeated.

Reprogram the Nuclear Subs

When you complete this Mission you can KO up to two Missiles in the air even if the On Assignment spaces underneath them aren't clear.

Sidecar-Missile

If this Peril enters On Assignment while the **Inevitable** Card is in play, place it one space to the left of the Inevitable Card.

"The Funeral Was at Sea"

If you manage to complete the Peril's challenge the turn you draw it, get its reward and KO it normally. Otherwise, leave it in your play area and you can try again on your next turn.

Game Contents

Rules insert and 120 cards:

- 5 Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 1 Villain Group of 8 cards
- 1 Mission Group of 9 cards
- 1 Henchmen Group of 10 cards
- 1 Mastermind with 4 Mastermind Tactics
- 2 Schemes
- 1 Special Starting Hero
- 10 Perils
- 5 Special Wounds

Credits

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