

LEGENDARY[®]

MARVEL STUDIOS

THE INFINITY SAGA



This set evokes two of the most epic, popular movies of all time: *Avengers: Infinity War* and *Avengers: Endgame*. Together, they form the conclusion of more than 10 years of buildup across the Marvel Cinematic Universe.

In *Infinity War*, the powerful mad titan Thanos stalks six Infinity Stones across the galaxy. Aided by the “Children of Thanos,” he ruthlessly destroys anyone in his way. The Avengers are riven with distrust, torn apart by the bitter “civil war” between Iron Man and Captain America. Nevertheless, Avengers including Dr. Strange, Black Panther, and Wanda Maximoff fight across Earth and space to stop Thanos. At the critical moment, however, the fractured Avengers fail. Thanos seizes all 6 Infinity Stones and achieves godlike power. Triumphant, with just a snap of his fingers, he erases half of all life in the universe.

In *Endgame*, the remaining Avengers and all humankind struggle with loss, death, and the price of failure. Having united his Hulk and human selves, Bruce Banner works to coordinate a “Time Heist,” sending the remaining Avengers to seize the Infinity Stones from alternate timelines in the past. But an alternate-timeline Thanos returns from the past as well, now threatening to finish what he started and destroy all life. Captain Marvel returns to join the final epic battle. But can the Avengers reunite in time to survive Thanos’ deadly Endgame?

Higher Variety of Cards per Hero

To cover the epic scope of both movies, each Hero in this set has a wider variety of cards than normal: 1 rare, 2 copies each of two uncommons, and 3 copies each of three commons. (1/2/2/3/3/3 instead of 1/3/5/5)

Endgame

This new keyword represents how the Children of Thanos attack most fiercely in their final battles of their Endgame: the destruction of the Avengers, Wakanda, half of all life, and eventually all life in the universe. Some Enemies say things like “Endgame: +3 ”.

- It is the “Endgame” whenever the Villain Deck holds 8 cards per player or fewer.
- This gives Enemies their Endgame bonus or other listed Endgame abilities.

- Captain Marvel is not in *Infinity War* and arrives only in the

Endgame movie, reaching her full power in the final battle. Accordingly, she uses the Endgame keyword in the same way Enemies do.

- If you reach the Endgame and then cards are added back to the Villain Deck somehow, it might not be the Endgame anymore. If a Scheme has multiple Villain Decks, it is the Endgame if any of them are small enough.
- Some Enemies have special abilities that say “It is the Endgame this turn.” This temporarily activates Endgame abilities for all Heroes and Enemies across the game this turn.
- Captain Marvel also has a card which says “For the rest of this turn, it is the Endgame for your Hero cards.” This turns on Heroes’ Endgame abilities, but it does not activate Enemies’ Endgame abilities.
- If you are playing with Endgame abilities, you may find it easier to count 8 cards per player from the bottom of the Villain Deck and put that bottom section to the side of the rest of the Villain Deck. Or keep the Villain Deck in one stack but turn that bottom section of the deck 90 degrees, perpendicular to the top section. This will make it easier to see how close you are to the Endgame. Remember that it’s technically all still one deck, so you might not want to do this if using a Scheme that shuffles the Villain Deck, like “Sacrifice for the Soul Stone.”

Sacrifice

Across *Infinity War* and *Endgame*, multiple Avengers give their lives in heroic sacrifice to try to stop Thanos and save lives across the galaxy. This is represented with the new Sacrifice keyword. Several Heroes say things like

“ **Sacrifice:** Take another turn after this one.

Don’t play a card from the Villain Deck at the start of that turn.”

- This means “You may KO this card to use its Sacrifice ability only if you played another Hero earlier this turn.”
- Sacrificing is always optional: you don’t have to use the Sacrifice ability and KO the card, even if you played the matching Hero Class earlier in the turn. However, if you don’t KO the Sacrifice card, you can’t use the Sacrifice ability.
- You still get the normal , , and any non-Sacrifice abilities from the card, whether you Sacrifice it or not.

- You have to choose whether to Sacrifice the card at the moment you play it. You can't wait then Sacrifice it later in the turn.
- If you Sacrifice it, you still "played it this turn," for triggering abilities like "🌿: You get +1🔥," However, it's no longer "one of your Heroes" or "a Hero you have," since it has gone to the KO pile.

Phasing

This keyword represents Heroes like Vision or Dr. Strange becoming insubstantial and moving through solid objects. It also appeared in *Legendary®: Civil War*.

- During your turn, if a card with Phasing is in your hand, **you may swap it with the top card of your deck**.
- This lets you get a different card instead, or save a crucial Phasing card for the next turn, or set up a combo that cares about the top card of your deck.
- Many Phasing cards have effects that can be especially strong or weak in different situations. That way you can play them when they're strong and Phase them away when they're weak. You can also sculpt your hand towards Recruit or Attack.
- Swapping cards this way isn't "playing a card," "drawing a card," or "putting a card on top of your deck," so it doesn't count for other abilities that trigger on those things.

Multiclass Cards

To defeat the ultimate threat, the fractured Avengers must reunite, combining their powers in epic feats of courage and teamwork. To represent this, each Hero in this set has a card with multiple Hero Classes. Black Panther's mastery over a sweeping array of skills is represented by *all* of his cards being Multiclass. A 🦁🔥 card counts as both 🦁 and 🔥. These cards are great at enabling Superpower Abilities like "🔥: You get +2★." Multiclass cards also appeared in *Legendary®: Secret Wars Volume 1 and 2* and *Legendary®: Black Panther*.

Divided Cards

To represent Wanda & Vision's special bond, they are combined into a single 14-card Hero Stack. Several of their cards are "Divided Cards" with Wanda on one side and Vision on the other. Each Divided Card has two miniature cards printed on the same card.

- If a Divided Card costs "3" on each side, its cost is 3. Pay 3★ to recruit it from the HQ, not 6★.
- When you play a Divided Card, you choose which side to play. You generate all the ★, 🔥, and special abilities of that side as normal. You ignore the other side, as if it didn't exist.

- While a Divided Card is anywhere else, including your hand, deck, discard pile, HQ, etc., it counts as all its Hero Classes, Teams, card names, and Hero Names. (It still counts as 1 card, not 2.) While in those places, it counts as "a multicolored card" and its "printed 🔥" is the total of both 🔥 numbers printed on it. However, once you play the card, it only counts as the side you chose, and it is no longer "a multicolored card."

Thanos and the Infinity Stones

No matter which Mastermind you use, the Infinity Stones Villain Group represents that Mastermind fighting to seize control of the Stones, while Heroes work to stop them. In the movies, even dozens of Avengers fail to stop Thanos from collecting all six Infinity Stones and erasing half of all life. Accordingly, both Thanos and his Infinity Stones Villain Group are intentionally extremely difficult to defeat. Do not be surprised if you find them especially challenging!

- "Stonekeeper" and "Nebula, Stone Seeker" are both part of the Infinity Stones Villain Group, so they both count as "Infinity Stones" for all purposes. Their fates are closely interwoven with the Infinity Stones!
- Remember: in a 1-player game, you don't have to use the Mastermind's "Always Leads" Villain Group. Like any Mastermind in a 1-player game, if you use Thanos with a different Villain Group, his abilities that refer to Infinity Stones will apply instead to whichever Villain Group you use.

Game Contents

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 2 copies each of two uncommons, and 3 copies each of three commons.)
- 2 New Villain Groups of 8 cards each
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

Credits

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