



Issues and Arcs
 Vs. System® 2PCG® has been reformatted from its small and big box expansions into a monthly release. From now on every three months of Vs. System® 2PCG® content will have a specific theme and be called an "Arc." There will be one new set almost every month. Most of these will be 55-card "Issues" (like this one), and sometimes there will be a 200-card "Giant-Sized Issue," which is great for new players.

Our first two Arcs featured Deadpool and the Marvel Cinematic Universe. This Arc is all about Spider-Man and his friends and enemies. The previous issue featured Spider-Man himself and

those closest to him. This issue introduces a new Evil team: The Sinister Syndicate (👹). The next issue features The Defenders.

As you probably know, Spider-Man is so amazing (spectacular even), that his enemies often need to team up to battle him. So, this issue introduces a new keyword for some enemy main characters:

Sinister Six
 If you're playing with the Sinister Six, you actually have six main characters instead of one. Here's how it works:

When you build a Sinister Six deck, choose six main characters with **Sinister Six** to make up your Sinister Six Pile.

Before the game begins, when each player reveals their main character, you'll reveal each main character in your Sinister Six Pile. Then when you would put your main character on your side during setup, choose any character in your Sinister Six Pile and put it on your side.

During the game, when your Sinister Six main character gets KO'd remove it from the game but you don't lose the game – unless your Sinister Six Pile is empty. At the start of your next turn, choose one of the remaining characters in your Sinister Six Pile and put it onto your side.

The **Sinister Six** keyword can't be turned off.

Keep in mind when choosing your next Sinister Six main character, you can choose one with the same name as a supporting character on your side – but if you do, that supporting character will be KO'd.

Kraven the Hunter

Kraven has a **Reaction** super power. These types of super powers work a little differently than normal super powers. Reaction powers trigger when a certain condition is met (in Kraven's case, it's "when an enemy supporting character appears"). When that happens you



can pay a 🌀, and if you do, you put three -1/-1 counters on that character.

You can use a **Reaction** super power at any time, as long as its trigger condition is met. However, like other super powers, you can only use it once per turn.

Mysterio

Mysterio can use his special effects expertise to make any plot twist seem like a 👹 plot twist. Here are the two in this set:



When you play a plot twist as a copy of a 👹 plot twist, ignore everything that's printed on it, and pretend you just played one of the 👹 plot twists. You can use any plot twist this way, regardless of its printed team affiliation or timing restriction. For example, you could play an ⚔️ **Combat** plot twist during your Build Phase as a copy of Putting the Team Together.

Chameleon

Chameleon does copy the **Sinister Six** keyword from your 👹 main characters who have that keyword. It doesn't do anything for him in the game because he's not a main character – he just wants to feel like a real part of the team.



Mysterio

Plot twists without team affiliations can be played regardless of the team affiliations you have on face-up characters on your side.

So Mysterio's power means you can play any plot twist in your hand even if you only have, say, 🐸 characters on your side.



Vulture

While Vulture is attacking a character without 🦇 that is also in its back row, his **From Above** power will give him +2/+2. Ka kaw!



Electro

Electro introduces a new concept: remaining health. Remaining health is a character's maximum 🩸 minus its wounds. (Maximum 🩸 is printed 🩸 plus any bonus 🩸.) For example, when a character with 1 printed 🩸 appears, it will have 1 remaining health. If a character has 3 printed 🩸 and is getting +1 🩸 from an effect and has 2 wounds, its remaining health is 2 (3 + 1 - 2 = 2).



Select Keyword Powers

Most keyword powers have their rules text on the cards. Some don't. Here they are:

Durable: If this character would get stunned other than by getting struck in combat, it doesn't get wounded. When this happens, you may recover it.

Hunter: This character has +3/+0 while attacking.

Leader: While this character is team attacking, you choose who the defender strikes back against.

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

Checklist

Main Characters

- Doctor Octopus (Level 1)
- Electro (Level 1)
- Kraven the Hunter (Level 1)
- Mysterio (Level 1)
- Sandman (Level 1)
- Vulture (Level 1)

Supporting Characters

- 4 Chameleon
- 4 Mysterio
- 4 Vulture
- 4 Scorpion
- 4 Electro
- 4 Sandman
- 4 Kraven the Hunter
- 4 Doctor Octopus
- 4 Venom
- 4 Green Goblin

Plot Twists

- 1 Sinister Six
- 4 Putting the Team Together

Locations

- 4 Oscorp



Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

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Assoc. Product Manager:

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Chad Daniel, Garry Hewitt

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