



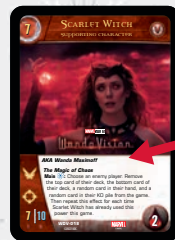
Disney+ Arc

Welcome to the Disney+ Arc for Vs. System® 2PCG®! This Arc takes our first look in the game at the Marvel TV shows. This first Issue will peek at *WandaVision*, the second Issue won't fly under the radar with *The Falcon and the Winter Soldier*, and the final Issue will try to track down *Loki*.

Title and Name

The game terms "title" and "name" are used quite a bit in the Arc, as all three shows are about identity in some way. They are similar but not exactly the same. A card's title is only ever what is printed at the top of the card. For example, Scarlet Witch's title is, well, Scarlet Witch.

A card's **name** includes its title and any **AKAs** in its text. For example, this same Scarlet Witch has both the name "Scarlet Witch" as well as the name "Wanda Maximoff" because she has **AKA Wanda Maximoff** in her text.

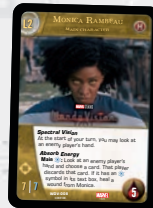


Title

Names

Monica Rambeau (Main Character Level 2)

Her **Absorb Energy** power says "...if it has an ⚡ symbol in its text...". This means exactly that: if there is an ⚡ symbol anywhere in the discarded card's text box, she will heal a wound. This could be the cost for a Super Power, the symbol on a Basic or Special Location, the symbol in a power name, or any other place the symbol might be in the text box.



Wanda Maximoff and *Vision* (Main Characters)

If Wanda is your Main Character, you start the game with the Levels 1-3 *Vision* Main Characters in an out-of-the-game Memory pile. It is public (any player can look at its contents) and fixed (it must include those three *Vision* cards and no others). You can't choose *Vision* as your starting Main Character.

If Level 1 or 2 *Vision* would level up, he does so with the next card from your Memory pile. If *Vision* of any level gets KO'd, he goes back to the Memory pile. If Scarlet Witch is Level 2, she can use **Welcome Home** again. If *Vision* Level 1 or 2 gets KO'd with 1 XP, remove all XP from him.

Opponents must KO Wanda and any *Vision* Main Character on your side to defeat you.

Vision (Supporting Character)

His **Identity Metaphysics** references "sharing a mantle". Some characters in the game share a mantle, like the mantle "Vision". For example, in this box, Vision (the original Vision who becomes the white Vision) and *Vision* (the recreation in the Hex) share a mantle. The newer version will have stars to differentiate it from its predecessors. The card's full name includes the stars for the purposes of uniqueness (so you could have both of these characters on your side at the same time).

But because they are different characters, they can't be used to Power Up each other.





The Hex

These effects don't stack. Just count how many Hex Locations are on your side and you get each effect of that number and lower. For example, if you have two Hexes on your side, they don't each give +1/+0. You just receive that effect once.



One of a Kind

You may only have one of this card in your deck.



Photographic Universe and Mantles List

The cards in this Arc can only be played in Photographic Universe decks. For more information about the Photographic Universe and a list of characters with mantles, please consult the compiled rulebook at www.upperdeck.com/OP.

"Quicksilver"

Enemy characters **can** use their respective "wild" Special Locations to pay for "Pietro Maximoff".

Checklist

Main Characters

- Wanda Maximoff (Level 1-2)
- Scarlet Witch (Level 3)
- ★Vision★ (Level 1-3)
- Monica Rambeau (Level 1-2)
- Agatha Harkness (Level 1-2)

Supporting Characters

- 4 Jimmy Woo
- 4 Darcy Lewis
- 4 Monica Rambeau
- 4 "Quicksilver"
- 4 ★Vision★
- 4 Vision
- 4 Agatha Harkness
- 4 Scarlet Witch

Equipment

- 1 Darkhold

Plot Twists

- 4 Agatha All Along
- 4 WandaVision

Locations

- 4 The Hex

Credits

Game Design: Ben Cichoski and Danny Mandel

(Super Awesome Games)

Senior Brand Manager:

Travis Rhea

Assoc. Brand Manager:

Corrine Deng

Director of Game Development:

Bubby Johanson

Product Manager:

Mark Shaunessy

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Graphic Design:

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Senior Project Managers:

Susan Dent, Marsha Weddle

Project Managers:

Scott Asti, Jason Mendoza

Rules Management:

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Additional Development:

Chad Daniel, Garry Hewitt

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V.P. of Production and Logistics:

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