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MARVEL®

TRADING CARD GAME



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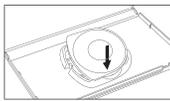
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PSP® system, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play. When operating the unit, play in a well-lit room and keep a safe distance from the screen. Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. Do not use the system when you are tired or short of sleep. When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms: Lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

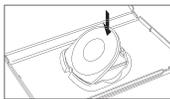
Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

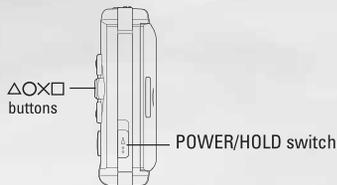
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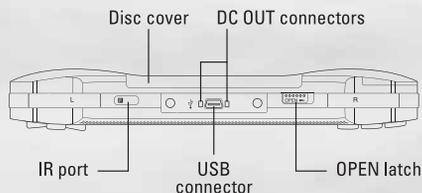
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Marvel Trading Card Game* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

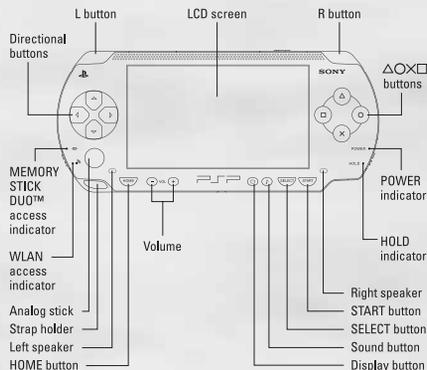
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

SETTING UP

PSP® (PlayStation®Portable) system configuration



MENUS

Directional buttons	Move Cursor/Highlight	START	Exit
△	Back/Undo		
×	Confirm/Select		

IN-GAME

Analog stick	Up/Down: Scroll card text
Directional buttons	Move cursor/highlight
△	Back/Undo / Hide/Un-hide dialog (tutorials)
○	Pass/Done
□	Set active tab on Card Details View
×	Confirm/Select
R (Hold/Release)	Toggle ATK/DEF numbers on playfield
L (Hold/Release)	View Chain Details (toggle)
SELECT	Expand/Collapse Event Log
START	Pause Game

DECK EDITOR

Analog stick	Up/Down: Scroll card text on card detail view
	Left/Right: Move column highlight
Directional buttons	Up/Down: Move highlight (up/down)
	Right: Add 1 of highlighted card to deck
	Left: Remove 1 of highlighted card from deck
△ Back/Undo	Back
□	Save Deck
×	Sort by selected column
	Select
R	Change Deck
L	Editor Options Menu
SELECT	Toggle
	Library/Deck/New Card View
START	Deck Statistics and Analysis

A CALL TO ACTION

PLANET EARTH.

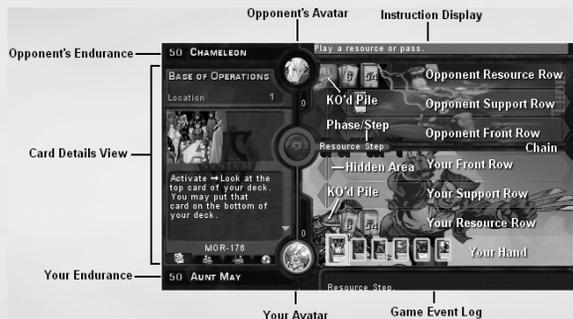
A mostly useless hunk of rock in a small and otherwise unremarkable solar system. Inhabited by worthless humans, while self-proclaimed “heroes” offer a meager defense against petty, small-minded villains with unimaginative schemes and ambitions.

Still, it is a planet not entirely without...potential. With the proper...adjustments...this could be a planet worth ruling.

And heaven help anyone who gets in my way—hero or villain.



THE GAME SCREEN



CARD INFORMATION TABS

There are four information displays available on the Card Details View, each of which is represented by a tab below the card image. To cycle through the tabs, press .



Displays the card's text.



Displays the card's team affiliations (characters only).



Displays the card's modifiers



Lists the counters currently on the card (characters only)

BASIC GAME FUNCTIONS

- **Viewing Cards:** Use the d-pad to move the cursor over a card. The details of the card appear on the left side of the screen.
- **Selecting Cards:** Move the cursor onto the card and press **X**.
- **Choosing a Card Action:** Select the card and then select an action from the card action menu. Cards with available actions glow green.
- **Passing:** Press **O**.
- **Canceling Actions:** Press **△**. (You cannot cancel actions after their effects are on the chain.)
- **Changing the Card Details:** Press **□** to see additional information about the highlighted card.
- **Viewing the KO'd Piles:** Move the cursor onto the KO'd pile and press **X**.
- **Scrolling/Expanding Rows:** To view cards that are off-screen, move the reticule to the edge of the screen in the direction of the card and continue moving in that direction. The rows automatically scroll or expand as required. (Your rows and the opponent's rows scroll separately.)
- **Collapsing Rows:** To collapse a row, move the reticule to the opposite edge of the screen and continue moving in that direction. (Your rows and the opponent's rows collapse separately.)

CREATING A PLAYER PROFILE

When you first start the game, you are asked to create a player profile. You can play without creating a profile, but your progress will not be saved.

To create a profile:

1. Highlight and select an empty profile slot.
2. Select **Create** on the profile dialog.

Active profiles are marked with the VS logo.

You can create new profiles by selecting **Profiles** from the Main Menu.

MAIN MENU

The following options are available from the Main Menu.

- **Single Player:** Play through the epic Story Mode or play a one-off match versus the AI in Challenge Mode.
- **Multiplayer:** Play a local and online multiplayer matches and participate in online tournaments.
- **Profiles:** Create and delete player profiles.
- **Tutorial:** Become a VS expert as you learn the game through a series of unlockable interactive tutorials.
- **Puzzles:** Try your hand at a series of challenging puzzles that will hone your VS skills.
- **Options:** Set the game options.
- **Credits:** View the game credits.

GAME OPTIONS

To open the Game Options menu, select **Options** from the Main Menu. The controls on this menu allow you can adjust the following:

- **Autopass Level:** Set the level of passing in the game. The higher the level of auto-pass, the faster the game plays, but the fewer opportunities you have to play plot twists and other effects.
 - **Manual:** No auto-passing. You must manually pass on every effect and phase.
 - **Low:** Auto-pass on draw effects and empty chains, except attack proposals and attacks.
 - **Medium:** Auto-pass on draw effects, empty chains, and your own effects (except your own attack proposals). (Default)
 - **High:** Auto-pass on all effects.

In all auto-pass modes, play pauses to allow you to play a phase/step-specific effect if one is available.

- **Music Volume:** Set the volume of the background music.
- **Effects Volume:** Set the volume of the sound effects.
- **Battle Animations:** Toggle the card battle resolution animation on and off.
- **Phase End Alerts:** Toggle the "are you sure" warnings at the end of each phase/step on and off.
- **Auto Order:** Toggle the auto order function on and off. (When you are required to return cards to the deck in any order or select the order in which triggered effects go on the chain, the game automatically chooses the order for you.)

To save your changes, select **Back** and then select **Yes** on the confirmation dialog.

SINGLE PLAYER

To start a single player game, select **Single Player** from the Main Menu.

STORY MODE

In the Story Mode game, you face off against the greatest heroes and most evil villains in the Marvel Comics universe, in an epic story that unfolds with each new battle. To start a new Story Mode game:

1. Select **New Game** from the menu. (Select **Load Game** to continue a game in progress.)
2. Choose whether or not you wish to play the initial tutorial. This tutorial teaches the basics of the game, so if you're not familiar with the VS system, you should take the time to play it.
3. Choose a path. You can play as either Heroes or Villains. Each path shows the story from a different point of view and offers different opponents, cards, and challenges. After you choose one path, you must see it through to the end—you cannot go back and choose the other path. However, you still get the opportunity to play the path you don't select here after you have completed the chosen path.

After choosing your path, the first chapter of the story unlocks. Each chapter has a number of missions, and each mission consists of one or more battles. To unlock the next mission, you must complete all of the battles in the current mission. To unlock the next chapter, you must complete all of the missions in the current chapter.

You start the game with a single deck of 60 cards, but you have the opportunity to use the points you earn in Story Mode to purchase additional cards to add to your single player card library.

STORY MODE REWARDS

Each time you successfully complete a battle in Story Mode, you receive points, cards, multiplayer avatars, and other unlockable items. Use the points you earn to purchase new cards in the single player card store and build up your card library. The more cards you have, the better your can make your decks.

SINGLE PLAYER

CHALLENGE MODE

Challenge Mode allows you to play one-off matches against AI opponents that you select. Initially, there are three Challenge Mode opponents, each with a different deck and different ability level. Additional Challenge Mode opponents are unlocked and become available as you defeat opponents in Story Mode.

1. Select **Challenge Game** from the Single Player menu.
2. Select the deck you want to use. You can use any of your saved single player Story Mode decks in Challenge Mode. If you have not started a Story Mode game, you can choose from either the Hero or the Villain starter deck. (These decks are not editable, and are not a part of your card library.)
3. Select an opponent.
4. Select a play mat to serve as your screen background. There are four play mats initially available. Additional play mats unlock as you play the Story Mode game.
5. Select **Start Match**.

DECK EDITOR

You can access the single player deck editor from the Single Player menu, the Challenge Mode menu, and from the Opponent Select screen in the Story Mode game.

See the Deck Editor section later in this manual for details on the deck editor.

CARD STORE

In the single player Card Store, you can spend the points you earn in Story Mode to purchase packs of cards to add to your library. There are seven different card packs, one for each chapter.

Each pack contains five cards. Each chapter's cards are drawn from a different card pool, so they are all different. The card packs also differ by path (Hero or Villain). When you start a new chapter, the card pack for that chapter becomes available.

When you purchase a card pack, your new cards are viewable in the New Cards section of the deck editor.

UNLOCKABLES

The Unlockables shows you your current Story Mode point total and provides a summary of all of the items you have unlocked in the game. You can also view the Story Mode cut scenes you have unlocked from here.

MULTIPLAYER

The multiplayer game allows you take on live opponents locally (Ad-hoc and LAN) or online through GameSpy. In the online game, you can participate in matches and tournaments against opponents all over the world.

For ad-hoc and LAN games, you use the cards you accumulate in the single player Story Mode. Online games do not allow you to use cards from the single player game. Online cards are purchased in the online card store.

There are initially three avatars and play mats available in all multiplayer modes. Additional avatars and play mats are unlocked as you play through the Story Mode game.

AD-HOC GAMES

The ad-hoc game option allows you to play games against other PSP players. The ad-hoc Game menu has the following options:

- **Name:** Your username. To enter a new username, select **Name**, enter a new username, and then select **Enter**.
- **Connect:** Select this option to host or join an ad-hoc game.
- **Deck Selection:** Use the left and right d-pad controls to cycle through your decks. The deck you select here is the deck you use in the ad-hoc game.
- **Options:** Select this option to set your multiplayer options. After you set the options, select **Multiplayer Menu** to return to the ad-hoc Menu.
 - **Select Avatar:** Select the avatar you want to use in the game. Use the left and right d-pad controls to cycle through your available avatars.
 - **Select Play Mat:** Select the play mat (screen background) you want to use. Use the left and right d-pad controls to cycle through your available play mats.

HOSTING AND JOINING GAMES

Selecting the **Connect** option from the ad-hoc Menu opens the Game Lobby screen.

- If you are hosting the game, select **Create Game** on the Lobby screen.
- If you want to join a game, highlight the name of the game you want to join and select **Join Game** on the Lobby screen.

MULTIPLAYER

LOCAL AREA NETWORK (LAN) GAMES

The LAN game option allows you to play games against other players over a local area network. The LAN Game menu has the following options:

- **Name:** Your LAN username. To enter a new username, select **Name**, enter a new username, and then select **Enter**.
- **Connect:** Select this option to host or join a LAN game.
- **Deck Selection:** Use the left and right d-pad controls to cycle through your decks. The deck you select here is the deck you use in the LAN game.
- **Options:** Select this option to set your multiplayer options. After you set the options, select **Multiplayer Menu** to return to the LAN Menu.
 - **Select Avatar:** Select the avatar you want to use in the game. Use the left and right d-pad controls to cycle through your available avatars.
 - **Select Play Mat:** Select the play mat (screen background) you want to use. Use the left and right d-pad controls to cycle through your available play mats.

HOSTING AND JOINING GAMES

Selecting the **Connect** option from the LAN Menu opens the Game Lobby screen.

- If you are hosting the game, select **Create Game** on the Lobby screen.
- If you want to join a game, highlight the name of the game you want to join and select **Join Game** on the Lobby screen.

ONLINE GAMES

The online game option lets you play games across the Internet and to participate in user-created and sponsored tournaments with players all over the world. To create an online account and take advantage of the game's online features, you must have an Internet connection.

To play an online game, select Multiplayer from the Main Menu, and then select Online Game. The Online Game menu includes the following options:

- **Name:** Your online username. To enter a new username, select the username, type a new username, and press **Enter**.
- **Log On:** To log on to your online account, select **Log On**, type your account password, and then select **Enter**.
- **Create User:** Select this option to log onto the game web site and create a new user account.
- **Offline Deck Editor:** Select this option to open the deck editor to view your online card library and your online decks. (Your single player library and decks are not available for online play.)
- **Multiplayer Menu:** Return to the Multiplayer Menu.

MULTIPLAYER

REGISTERING FOR AN ONLINE ACCOUNT

To create a new online account, you must have an available Internet connection.

1. Select **Create User** on the Online Game menu.
2. When your web browser opens, it automatically connects to the *Marvel Trading Card Game* web site.
3. Follow the instructions on the web page to enter your information and create your account.

LOGGING ON

To log on to your account:

1. On the Online Game menu, enter your username.
2. Select **Connect**.

When you log on, your online account information, including your card library and your online deck information are synchronized. If there are any differences between your online library and decks and those stored in your game profile locally—if you edited your decks offline, for example—you are prompted to overwrite either the online profile or your local profile.



MULTIPLAYER

ONLINE GAME OPTIONS

When you log on, the Online Gateway menu opens. To disconnect and return to the Online Game menu, press **△**.

The Online Gateway menu offers the following options:

- **Rank Zone:** Play single matches against other players to improve your game ranking.
- **Practice Zone:** Play single matches against other players online for fun and practice. The games you play in the Practice Zone don't affect your game ranking.
- **Sponsored Tournament:** If you are currently participating in a sponsored tournament, select this option to find opponents and play matches in that tournament.
- **User Tournament:** If you are currently participating in a user-created tournament, select this option to find opponents and play matches in that tournament.
- **Tournament Page:** Opens your web browser and displays the Tournament Page, where you can join an existing tournament or set up one of your own.
- **Card Trading:** Opens your web browser and displays the card trading page, which allows you to trade cards with other players.
- **Store:** Opens your web browser and displays the online card store, where you can buy booster packs to increase your card collection.



STARTING A RANK ZONE GAME

To start a Rank Zone game:

1. Select **Rank Zone**.
2. Select the deck that you want to play with.
3. When you are ready to play, select Ready. The game automatically matches you up with another player who is waiting to play a ranked match.

STARTING A PRACTICE ZONE GAME

To join a Practice Zone game, select the deck you want to play with and then do the following:

1. Select **Practice Zone** from the Online Gateway menu to enter the Practice Zone Lobby.
2. To join a game, highlight the name of the game you want to join and select Join Game.

MULTIPLAYER

To host a Practice Zone game, select the deck you want to play with and do the following:

1. Select **Practice Zone** from the Online Gateway menu to enter the Practice Zone Lobby.
2. Select **Host Game**.
3. Set your game options, and then select **Ready**. This posts your game on the Practice Zone Lobby list. When an opponent joins your game, the game automatically starts.

PLAYING IN TOURNAMENTS

You can play in up to two tournaments simultaneously—one user-created tournament (a tournament created by another player) and one sponsored tournament (a tournament created by Konami or another official game sponsor).

There are two different online tournament formats:

- **Sealed Deck:** Each player in the tournament purchases five booster packs from the online store and creates a deck of 30 or more cards from those packs.
- **Constructed Deck:** Each player creates a deck of 60 or more cards from their personal card library.

Your tournament decks are stored separately in the deck editor for the duration of the tournament. You cannot edit these decks when the tournament is in progress.

Note that one card—Overload (MOR-206)—is banned from tournament play.

Tournament play consists of a series of games over a period of time determined by the tournament's creator. Tournaments are ranked, non-elimination events. Every time you complete a match, your ranking changes based on whether you win or lose. The player with the highest ranking at the end of the tournament wins.

Special rules and restrictions for individual tournaments are listed on the Tournaments page online.

To join a tournament game:

1. Log on to the Marvel Trading Card Game web site and select **Tournaments**.
2. Select the tournament you're interested in from the list of available tournaments.
3. Select **Join** to join the tournament.
4. The names of the tournaments you are participating in are on the Online Gateway menu.

MULTIPLAYER

To play a tournament game:

1. On the Online Gateway menu, select the name of the tournament that you want to play in.
2. Select **Ready** on the tournament lobby screen. You are automatically matched up with another tournament player who is ready to play.

CREATING A USER-SPONSORED TOURNAMENT

To create a user-sponsored tournament, select **Tournament Page** from the Online Gateway menu. This opens your web browser and takes you to the **Create New Tournament Page** on the game web site.

The first step in creating a tournament is to select the **Tournament Type** (**Constructed** or **Sealed**). Then, complete the remaining information for your tournament.

Constructed Deck tournament options are as follows:

- **Tournament Deck:** The deck you want to use in the tournament.
- **Min Participants:** The minimum number of people who can join.
- **Max Participants:** The maximum number of people who can join.
- **Start Date:** The date and local time that the tournament begins.
- **End Date:** The date and local time that the tournament ends.

Sealed Deck tournament options are as follows:

- **Sealed Deck Type:** The card set that all players will use in the tournament.
- **Number of Packs:** The number of card packs each player must purchase in order to participate in the tournament.
- **Min Participants:** The minimum number of people who can join.
- **Max Participants:** The maximum number of people who can join.
- **Start Date:** The date and local time that the tournament begins.
- **End Date:** The date and local time that the tournament ends.

After you complete all of the information, select **Create Tournament**. Your new tournament is then listed on the Tournaments page so that other players can join.

CHAT

In the Rank Zone, Practice Zone, and tournament lobbies, there is a chat feature that allows you to chat with other players who are in the lobby. To chat, press **ESC** to bring up the keyboard screen. Type your message and then select **Enter** to send the message and close the keyboard screen. Chat messages are broadcast to all players who are currently online in the lobby where you are chatting.

PLAYER RANKING

When you create a new account, you are assigned a player ranking. Everyone starts with the same ranking. Your overall ranking increases or decreases every time you play a game in the Rank Zone. Your ranking increase or decrease is based on the ranking of your opponent. For example, defeating an opponent with a higher ranking causes a larger increase in your ranking than would defeating an opponent with a ranking lower than yours.

Rankings are also generated for tournament play. Every player starts the tournament with the same ranking, and rankings increase and decrease every time you play a game in the tournament. Tournament rankings are tracked only inside of the tournament—they do not affect your overall ranking.

Ranks of all players are displayed on the *Marvel Trading Card Game* web site. Select rankings are also displayed in the online lobby screens.

ONLINE STORE

To open the Online **Store**, select Store from the Multiplayer Gateway menu.

In the Online Store, you can purchase card booster packs and starter sets to build your online card library. The cost (in points) of each item is posted along with its image. To buy an item, select **Buy** next to the name of the item you want to purchase.

All transactions on the *Marvel Trading Card Game* web site are conducted with points. To purchase points, select the **Buy More Points** link on the Online Store page.

THE MARVEL TRADING CARD GAME COMMUNITY WEB SITE

The *Marvel Trading Card Game* community web site (<http://www.marveltcgonline.com>) is the official online gathering place for players. Here, you can track player rankings, learn about upcoming tournaments, and get helpful tips on game strategies and decks. You can also log on to your online account directly from the web site to trade and purchase cards, create and join tournaments, and manage your account from any PC or other device with an Internet connection.

Each chapter of the Story Mode game has an associated tutorial. The initial tutorial, which is available from the start of the game, teaches you everything you need to get started—even if you are new to the VS universe. An additional tutorial unlocks each time you unlock a new chapter of the game. These advanced tutorials teach you additional game rules as they are introduced in the Story Mode game. After you complete the instructional portion of the tutorial, you have the option to complete the match against the AI.

To play a tutorial, select **Tutorial** from the Main Menu, and then select the tutorial you want to play. You can also start a tutorial when you are prompted to do so at the start of a new chapter.

PUZZLES

Most tutorials have a number of associated puzzles that are designed to test your knowledge of the rules taught in the tutorials. Complete the puzzles to earn points that you can use to purchase card packs in the single player Card Store.

The puzzles unlock with each tutorial. To play a puzzle, select **Puzzles** from the Main Menu or the Tutorial menu, and then select the name of the puzzle you want to play.

In each puzzle, you start at the beginning of your Build Phase. Your goal is to win the game in one turn using the cards you have.



CARD LIBRARIES AND DECKS

The game has two distinct card libraries—one for local play and one for online play.

LOCAL (SINGLE PLAYER/LAN/AD-HOC) CARD LIBRARY AND DECKS

The card library used in Story Mode, Challenge Mode, LAN, and ad-hoc games is accumulated by playing games in Story Mode.

When you select a path in the Story Mode game, you get an initial starter deck of 60 cards that is tailored to the path you select (Hero or Villain). Use the points you acquire during the Story Mode to buy cards in the single player Card Store.

You can build and save up to five (5) decks for local play. An additional two decks (Hero Starting Deck and Villain Starting Deck) are available for play in Challenge Mode, LAN, and ad-hoc games. These decks cannot be edited and are not a part of your card library.

Cards and decks in the local library cannot be used in online games.

ONLINE CARD LIBRARY

The card library used for online play consists of cards that you purchase in the online card store.

When you activate a new online account, you receive a starter deck that is automatically added to your online library. As you purchase additional cards in the online store, they are added to your online library.

You can build and save up to five (5) constructed decks for online play. There are two additional deck slots available that are used exclusively for tournament decks (one for sealed-deck tournaments and one for constructed deck tournaments).

You can edit your online decks while you are offline. When you log in, the system synchronizes the local copies of your online decks with those saved in your online account.

Cards and decks in the online library are not available for play in single player or local multiplayer games.

DECK BUILDING GUIDELINES

Building and refining decks are the keys to success. As you obtain more cards, you can create new decks that are stronger and better suited to specific opponents. Every deck you build must have:

- A minimum of 60 cards (30 for sealed deck tournaments)
- A maximum of 80 cards.
- No more than 4 copies of each equipment, plot twist or location.
- No more than 4 copies of a character with the same version. (Characters with the version "Army" are unlimited.)

This is a brief introduction to the rules and game play of the VS system card game. Although these instructions will provide you with the basics needed to get started, we encourage you to play the in-game tutorials for a more advanced view of the game.

STARTING THE GAME

When the match begins, the game randomly selects a player. The selected player decides who goes first on Turn 1.

Each player starts the game with 50 endurance points. The game ends when one player's endurance total falls to 0 or below at the end of a turn. The player with the highest score at the end of the game wins.

At the start of the game, you are dealt four cards. You can keep these cards or you can "Mulligan"—put the cards on the bottom of your deck in any order and draw four more cards.

SEQUENCE OF PLAY

Each turn is divided into a series of phases and steps.

1. **Draw Phase:** Both players draw two cards.
2. **Build Phase:** The player with the initiative on the current turn completes the following three steps in order, then the other player completes the same three steps:
 - **Resource Step:** Choose a card from your hand and place it in your resource row, face down.
 - **Recruit Step:** Each resource in your resource row generates one point. You can use these points to recruit characters and equipment.
 - **Formation Step:** Arrange your characters anywhere in your front and support rows.
3. **Combat Phase:** Starting with the player who has initiative, each player completes their attack step.
 - **Attack Step:** Each of your characters can attack. (See Attacking.)
4. **Recovery Phase:** Each player can recover one stunned character that they control. All other stunned characters are placed in their owners' KO'd pile. Ready all exhausted cards.

Before starting the next turn, the game checks to see if either player is at zero endurance or below. If so, the player with the highest score is declared the winner.

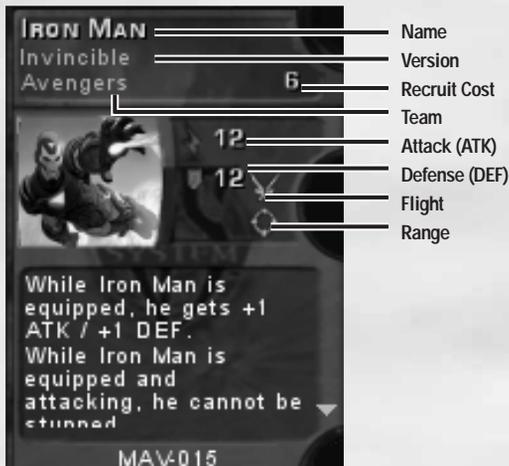


CARD GAME RULES

CARD TYPES

There are four types of cards in the game:

CHARACTERS



These are the heroes and villains who fight for you. Characters are recruited by paying a number of resource points equal to the character's recruit cost. Characters are unique—if you recruit a character with the same name as a character you already control, the character in play is KO'd. Each player can control one copy of a character with the same name.

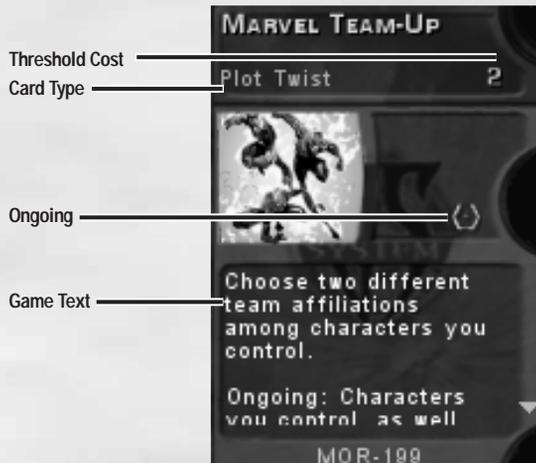
Characters with the version "Army" are exceptions to this rule. You can recruit as many Army characters with the same name as you want.

CARD GAME RULES

EQUIPMENT

Your characters can be equipped with these cards to gain new abilities or increase the abilities and statistics they already possess. Like character cards, equipment cards are recruited by paying a number of resource points equal to their recruit cost.

PLOT TWISTS



Plot twists are situations that affect the characters in the game or the state of the game in general. You can play plot twists from your hand or from your resource row (when they are face-down). In order to play a plot twist, you must have a number of resources in play that is equal to or greater than the card's threshold cost. Playing plot twists doesn't cost you any resource points. You can play a plot twist whenever you have priority (it is your turn to do something).

When you play a plot twist from your hand, it is placed in your KO'd pile when it resolves. When you play one from your resource row, it remains there, face-up, and still counts as a resource.

Ongoing plot twists have continuing effects as long as they remain face-up in your resource row. The effects of face-up plot twists that are not ongoing are ignored after they resolve.

CARD GAME RULES

LOCATIONS

Locations are places in the Marvel universe. Like plot twists, they can affect characters and the state of the game. Locations can only be played (flipped) when they are face-down in your resource row. In order to flip a location card, you must have a number of resources in play that is equal to or greater than the card's threshold cost. Flipping locations doesn't cost you any resource points. You can play a plot twist whenever you have priority (it is your turn to do something).

Like characters, locations are unique. If you flip a location face-up while you control a face-up location with the same name, you must KO the existing location.

CARD POWERS



Ready



Exhausted



Stunned

The game text on characters and locations represents the cards' powers. When the text includes an arrow, that means you can choose when to use that power. Anything before the arrow represents the power's cost. The text after the arrow describes what happens when you pay the cost.

If the cost is **activate**, your card must be ready in order for you to use the power. When you pay the activate cost, the card turns sideways.

When a card is sideways, it is **exhausted**.

When a card is stunned, all of its game text is inactive. Game text on face-down cards that are not stunned is also inactive until the card is flipped face-up.

CARD GAME RULES

ATTACKING

When it is your attack step, your characters can attack. Each character's attack is resolved separately (except in the case of a team attack as described later).

WHICH CHARACTERS CAN ATTACK?

- Ready characters in your front row.
- Ready characters in your back row that have range.

WHO CAN YOU ATTACK?

- Unprotected characters that are not stunned. (When a support row character is immediately behind a front row character, the support row character is protected and cannot normally be attacked until the protecting front row character is stunned.)
- Protected characters that are not stunned (if the attacker has flight).
- Your opponent. You attack your opponent directly if they control no characters or if all of their characters are stunned.

DECLARING AN ATTACK

1. Select the character with whom you want to attack, and then select **Attack** from the character's card action menu.
2. Select the character you want to attack.
3. If you want to declare a team attack (see below), select each of the other attackers in the team in turn, and select **Team Attack** from their card action menus.
4. Pass.

When both players have passed on the attack declaration, the attack is valid and the attacker exhausts. Both players must then pass on the combat in order to resolve it.

RESOLVING COMBAT

The amount of endurance loss you and your opponent receive as a result of combat is determined as follows:

1. If the attacker's ATK is greater than or equal to the defender's DEF, the defender becomes stunned. The defender's controller loses endurance equal to the stunned character's recruit cost. This is called **stun damage**.
2. If the attacker's ATK is greater than the defender's DEF, the defender's controller loses endurance equal to the difference. This is called **breakthrough damage**.
3. If the attacker's DEF is less than the defender's ATK, the attacker becomes stunned. The attacker's controller loses endurance equal to the stunned character's recruit cost.

Obviously, all three of these situations can result from a single attack.

CARD GAME RULES

TEAM ATTACKING

Two or more characters with the same team affiliation can participate in a team attack. When resolving a team attack, the ATK values of all of the attackers are combined and compared to the DEF value of the defender. If the combined ATK is greater than or equal to the defender's DEF, the defender stuns and the defender's controller takes stun damage. However, no breakthrough damage is ever applied in a team attack.

The defending player in a team attack chooses one of the attackers to stun back. If the defender's ATK is greater than the DEF of the chosen attacker, the attacker stuns and its controller takes stun damage.

REINFORCEMENT

In response to an attack, a ready support row character can be used to reinforce an adjacent defender (one that is on either side or directly in front of it) with the same team affiliation. To reinforce, select the card with which you want to reinforce and then select Reinforce from the card action menu. The reinforcing character exhausts.

When a defender is reinforced, it can still stun and inflict stun damage. However, all breakthrough damage from the attack is blocked.

POWERING-UP

You can power-up an attacker or defender by discarding a character card with the same name from your hand. The powered-up character gets +1 ATK and +1 DEF for each power-up until the end of the current attack.

To power-up an attacker or defender, select the card you want to discard for the power-up, and then select Power-Up from its card action menu.



CARD GAME RULES

THE CHAIN AND PRIORITY

Most actions in the game generate effects—for example, drawing cards, recruiting characters, playing plot twists, and declaring attacks.



Whenever an effect is generated by an action you initiate, the other player can respond by playing actions of their own. The game uses a timing system known as the **chain** to keep track of and resolve the effects generated by player actions. When an effect is generated, it becomes the first "link" in the chain. Each effect played in response becomes another link. When you and your opponent have finished playing effects (both of you pass without adding to the chain), it's time to start resolving the effects on the chain. Starting with the last (most recent) effect on the chain, each player passes to resolve the effect. More effects can be added during resolution as well.

Putting effects on the chain is governed by the rules of priority. When you have priority, you have the option of playing an effect or passing.

- When a new phase begins, the player with initiative on the current turn has priority.
- When a new step begins, the player whose step it is has priority.
- When an effect resolves from the chain, priority is given to the player whose step it is.

When you put an effect on the chain, you retain priority. You can continue playing effects until you pass. When you pass, your opponent gets priority. You can examine the effects that are on the chain at any time by selecting the **View Chain Detail** control. As you highlight each chain effect, the card generating the effect and the target(s) of the effect are displayed.



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