

# LEGENDARY® DIMENSIONS



## Marvel 3D Returns

Once upon a time, the *Marvel 3D* trading card set contained hard-to-find *Legendary®* cards with unique gameplay, obtainable only by collectors. Now by popular demand, after a 4-year exclusivity period, those cards are finally available to everyone as part of *Legendary®: Dimensions*. The cards returning from *Marvel 3D* are the Heroes Howard the Duck and Man-Thing, the Henchmen Spider-Slayers and Circus of Crime, and 5 Special Bystanders. This set also includes equally-quirky brand-new content: the Heroes Squirrel Girl, Jessica Jones, and Ms. America, and the double-sided Mastermind J. Jonah Jameson.

## Across the Dimensions

Many stories feature ragtag bands of unlikely Heroes, but this particular group is extremely unlikely...and more than a little ragtag! America Chavez is a cosmic being who literally punches her way through the walls between dimensions. She comes to warn the Avengers of grave approaching dangers. Man-Thing similarly slides through dimensional barriers to warn of peril and punish the wicked. Jessica Jones' investigations are just starting to piece together the mystery they foretell. Fan favorite Squirrel Girl is a little bit nuts, but could be the perfect missing piece with her track record of taking down god-like threats with her seemingly-unimpressive powers. And cult favorite Howard the Duck is basically the least likely Hero of all time. As interdimensional threats loom, choleric newspaper tycoon J. Jonah Jameson acts as a very unlikely Mastermind, now making all superheroes miserable after years of tormenting Spider-Man.

## Switcheroo

This new keyword represents how Heroes like Squirrel Girl and Jessica Jones unpredictably switch up their tactics. Sometimes they instantly switch to new fighting stances, while other times they switch in new Heroes altogether.

- Some Hero cards say things like “Switcheroo 4.”

- This means “You can reveal this card from your hand and put it on the bottom of the Hero Deck. If you do, you may put a Hero of the specified printed cost from the HQ into your hand.”
- So when you have a Switcheroo card in your hand, you can choose to play it for its normal ★, ⚡, and other effects. Or you can choose to permanently swap it for another card in the HQ instead.
- You use Switcheroo *instead* of playing the card. So when you Switcheroo, you don’t get any ★, ⚡, or other effects from the Switcheroo card that you put on the bottom of the Hero Deck.
- **Remember:** You put the Switcheroo card on the bottom of the collective Hero Deck on the board – not your personal deck.
- It’s totally fine to Switcheroo into a card of a different Hero Name.
- You can only use Switcheroo during your turn, when you could play cards from your hand. So you can’t use it during other players’ turns, and you can’t use it while playing a card from the Villain Deck, like during a Master Strike, Scheme Twist, or Villain’s Ambush ability.
- You can’t Switcheroo into S.H.I.E.L.D. Officers or Sidekicks, since they aren’t in the HQ.
- Switcheroo doesn’t count as “recruiting” a Hero, so you can’t use abilities like Wall-Crawl or Soaring Flight when you Switcheroo.
- Switcheroo uses the “printed cost” of cards in the HQ, so even if special abilities make cards in the HQ cost more or less, Switcheroo still uses the cost number literally printed on the card.

## Investigate

This keyword represents hard-bitten detectives like Jessica Jones investigating mysteries and searching for evidence and allies. Squirrel Girl has her furry friends investigate for her, while Ms. America investigates dimensional disruptions. Investigate first appeared in *Legendary®: Marvel Noir*.

- Some cards say things like “Investigate for a card with an  icon.”
- That means “Look at the top two cards of your deck. Reveal a card with an  icon from among them and draw it. Put the rest of those cards back on the top and/or bottom of your deck in any order.”
- Other cards here and in *Marvel Noir* let you investigate for cards with certain costs, teams,  icons, and other traits.
- Whether your investigation finds the right kind of card or not, you can still decide which cards go back on the top or bottom of your deck. This lets you set up your next investigation, or make powerful combos with other abilities that care about the top card of your deck.
- Some abilities tell you to investigate entirely different decks, like the Villain Deck and more. They will tell you what to do with the card you find. Like before, put the rest of the cards you looked at back on the top and/or bottom of that deck in any order.
- (Note that Howard the Duck is also a private investigator. Many of his cards work similarly to the Investigate keyword and combine well with Investigate cards. However, Howard doesn’t literally Investigate, since his cards originally came out in Marvel 3D before Investigate existed.)

## Teleport

Man-Thing and Ms. America each teleport mystically through different dimensions. The “Teleport” keyword previously appeared on Hero cards in *Legendary®: Dark City, Secret Wars Volumes 1 and 2, and Marvel 3D*.

- Teleport means “Instead of playing this card, you may set it aside. At the end of this turn, add it to your new hand as an extra card.”

## Game Contents

Rules insert and 100 cards:

- 5 Heroes of 14 cards each  
(Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 2 Henchman Groups of 10 cards each
- 1 Double-Sided Mastermind  
(1 Mastermind card and 4 Mastermind Tactic cards)
- 5 Special Bystanders

## Credits

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**Special Thanks** to Stan Lee – thanks for giving so many Heroes, stories, and dreams to us, to the players, and to the world. **Excelsior!**

