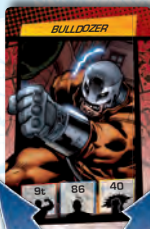
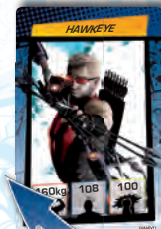


HOW TO PLAY?

- The first player to correctly place their last card is declared the winner.
- Each player, on their turn, must attempt to place one of their cards correctly on the Cardline.
- If they fail to do so, they must discard the card and draw a new one.



Possible places:

In this example, there are five possible places in which "Ant Man" can be played.



Contents

110 cards with the name of a character and artwork depicting it on the front side. On the reverse, the same information is given along with the individual's characteristics.

- 1 Name.**
- 2 Artwork.**
- 3 Colour.** Colour indicates if a character is a Superhero (blue) or a Supervillain (red).
- 4 Characteristics.**



FRONT SIDE



"CHARACTERISTICS" SIDE

CHARACTERISTICS

Strength

This is the pure strength of the character. It refers to the maximum force the character can exert on an enemy or the maximum weight they are able to lift. It is expressed in kilograms (kg) or tonnes (t).



IQ

This is the intelligence of the character. It refers to the character's ability to react mentally in any situation.



Fighting Ability

This is the character's ability to win a battle by combining their various powers.

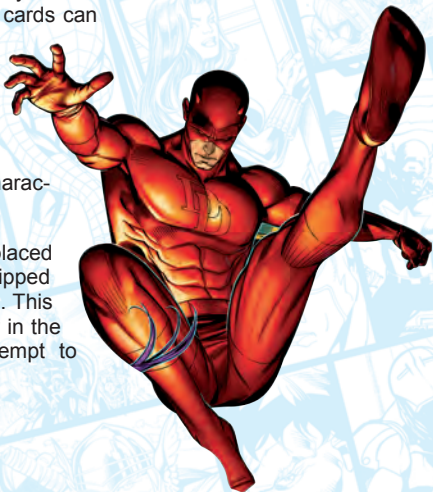


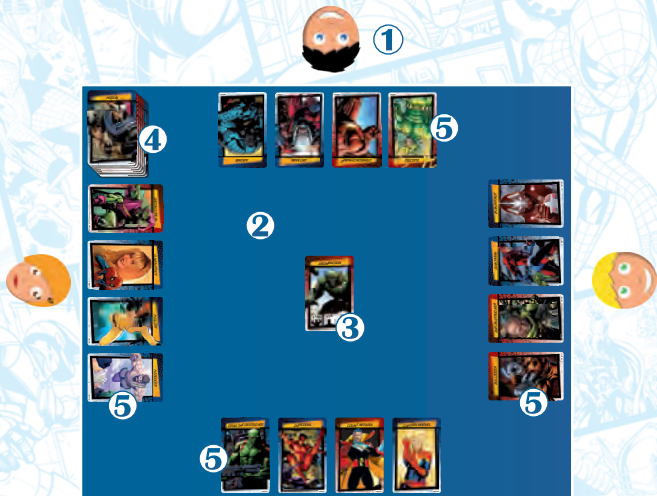
Object of the game

To be the first player to correctly place all of their cards.

Setup

- 1 Players decide which characteristic the game will be played: Strength, IQ, or Fighting Ability.
- 2 Each player is dealt four cards. Players do not look at the “characteristics” side of the cards. More than 4 cards can be distributed as players become more experienced with the game.
- 3 The deck of remaining cards is placed on the table with the “characteristics” side hidden.
- 4 The first card from the deck is placed in the middle of the table and flipped so it is “characteristics” side up. This initial card marks the first entry in the Cardline that players will attempt to place their cards either side of.
- 5 You can begin to play!





① First player

② Play area

③ Initial card

④ Card deck

**⑤ Cards dealt
to players**

Game overview

The players play a card in turn, going clockwise. The first player must place one of their cards next to the initial card:

- If the player believes that the characteristic of the character on their card is smaller than that of the character on the initial card, the player places their card to the left of the initial card.
- If the player believes that the characteristic of the character on their card is greater than that of the character on the initial card, the player places their card to the right of the initial card.

Once placed, the player flips their card so that the “characteristics” side shows, in order to see if they are correct!

- If the card is correctly placed, the card remains where it is, “characteristics” side up.
- If the card is incorrectly placed, it is returned to the box. The player must then draw the first card of the deck and place it in front of him or herself, “characteristics” side hidden, with their other cards.

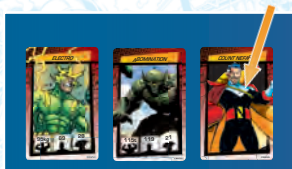
First player's turn



It's then the second player's turn to play.

- If the first player has correctly placed their card, the second player then has three choices where to place their card: to the left of the two cards already played, to their right, or between them.
- If the first player hasn't placed their card correctly, the second player then only has two choices (to the right or the left of the initial card).
- If the second player correctly places their card, it remains where it is, "characteristic" side up. The line is then repositioned so that a space remains between each card.

Second player's turn



Third player's turn



It's now the third player's turn to play.

- If the two previous players have correctly placed their card, the player now has the choice between four spaces.

- And so on...

End of game and victory

The first player to correctly place their last card is declared the winner. If multiple players correctly place their last card during the same round, they remain in play and all other players are eliminated. The remaining players each get a card from the deck and will keep playing like this until one player incorrectly places a card.

Special case

During the game, a player may have to place a card with the same characteristic value as one already placed. It doesn't matter which side of the existing card it is played.



Credits

Author: Frédéric Henry

MARVEL® Cardline is a game co-published by Asmodee and Bombyx.

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