

LEGO Marvel Games

LEGO Marvel Super Heroes, LEGO Marvel's Avengers, & LEGO Marvel Super Heroes 2

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Avengers Assemble… those LEGO bricks! Welcome to the Marvel Universe, Jumper. Depending on choices, you may even be visiting more than one, but we'll get to that in a moment.

In any case, things are a great deal more toylike than you might be anticipating. On the whole things are more light-hearted than your usual Marvel fare, but that doesn't mean there aren't world-ending threats to contend with. Loki. Galactus. Ultron. Kang. The Avengers will certainly have their work cut out for them. Will you join them, or build your own path, brick by brick? That's up to you.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Setting-

Before anything else, you must choose which of the settings you will be visiting. You are free to determine the specifics of where you are arriving in a setting, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

LEGO Marvel Super Heroes

You are visiting an original take on the Marvel Universe. Galactus is on his way to Earth, and Doctor Doom has recruited many villains in the hopes of creating a Doom Ray that can defeat Galactus, and then help him conquer the world. Little does he know, Loki has his own plans for Galactus and the Earth.

Sometime later, the Avengers will have to face Kang the Conqueror, who will merge Manhattan and various other locations from across time and space into his Chronopolis.

You arrive in this world as Abomination and Sandman attack Grand Central Station. You will be staying here the next ten years.

LEGO Marvel's Avengers

The year is 2012. Before long, the Avengers will battle Loki and his Chitauri army in New York. A few years later, they will battle Ultron in the small European country of Sokovia. Sound familiar? That's right, this is an adaptation of the Marvel Cinematic Universe.

You arrive in this world shortly before the Tesseract opens up a portal, bringing Loki to Earth. You can choose to either to stay in this world the end of 2015, or for the next ten years.

LEGO Marvel Collection

Perhaps you'd prefer to experience both of these LEGO Marvel settings? This option allows you to do just that.

You are free to choose which order you'd like to visit the settings in. You can choose to stay in these setting for ten years each, or ten years total between them. If you are staying for ten years total, you can either split it five years each, or visit LEGO Marvel's Avengers for approximately three and a half years as described in that setting choice, with the remaining time allocated to LEGO Marvel Super Heroes.

-Form and Species-

On arriving in this world, you will gain the form of a LEGO minifigure (or big figure, depending on your choices). Despite being plastic, this form is strangely capable of all of the usual bodily functions and requirements you might expect from a more "realistic" form, including breathing, eating, drinking, and having children; try not to think about this too hard. Bleeding is possibly an exception to this. For the purposes of this jump, a LEGO minifigure is considered to be approximately the size of a "realistic" human.

As a special bonus, from the start of the jump, all non-LEGO forms you possess can be freely switched into and out of a LEGO version that suits this setting, and you retain this ability after the jump ends, even for new forms you gain.

But of course, not all minifigures are the same. Species matters here, just as it does in a more traditional Marvel setting. You must choose one of the species options in this section. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Additionally, you will become able to switch it between its LEGO form and a more realistic form.

While in a LEGO form, you can choose to temporarily apply a LEGO aesthetic to any clothes or personal equipment you have on you. Your powers, and any equipment you are applying this aesthetic to will operate with LEGO effects. See the Notes section for more information.

[Free] Human

An ordinary human, at least by the standards of LEGO. If you like, you can choose to have unusual hair or skin colours. I suppose yellow skin wouldn't be too out of place in a world like this one.

[Free] Halfworlder

You are a raccoon or similar Earth mammal that has been put through significant experimentation and cybernetic upgrades in order to gain human-level intelligence, the ability to speak, the ability to walk about on your hind legs, and an equivalent level of manual dexterity in your front paws that humans have in their hands.

[Free] Inhuman

A variant strain of humanity that were originally created by the Kree in order to serve as soldiers. After going through a process known as Terrigenesis, Inhumans awaken to their meta-human nature, often gaining super powers.

You have already undergone Terrigenesis. You may appear human, or have some minor aesthetic changes that provide no practical benefits. Should you wish, any special powers you are picking up from this document may also be considered inhuman powers on a case-by-case basis.

[Free] Mutant

Referred to as homo superior by some. Put simply, mutants are a variant of humans that possess the X-Gene, which may grant them special powers. You may appear human, or have some minor aesthetic changes that provide no practical benefits. Should you wish, any special powers you are picking up from this document may also be considered mutant powers on a case-by-case basis.

[100cp] Zen-Whoberis

A humanoid race with green skin, with patches of yellow skin around the eyes. Compared to humans, they have enhanced durability and reflexes.

[300cp] Flora Colossus

A tree-like creature. As a flora colossus, you are immune to certain toxins, and you are able to stretch your body into various shapes, such as becoming a sphere (in this world, you could make use of this to activate certain switches).

Fully grown, your form affords great strength. You are also able to regenerate from a single twig; however, this process is relatively slow, and will force you to go through the stages of your life (being a baby, child, teen, etc.) with these stages having great influence over your personality. For example, as a teen you might be moody and rebellious for no reason.

There is one other problem; in this form you are unable to speak as others do. Instead, you are limited to a form of speech that sounds like “I am Groot.” to most.

[300cp] Thing

Like the Thing, cosmic rays have transformed you into a giant, rock-like creature. This rocky form affords impressive strength and durability.

[300cp] Wasp-like

You are a human who has been genetically altered via a process including the use of Pym Particles. As a result, you can now shrink the size of your body dramatically, fly about on wings that have grown from your back, and “sting” enemies with bio-electric blasts you can fire from your hands.

[600cp] Asgardian God

As an Asgardian, your appearance resembles that of a human’s, however you are superior in many respects, such as boasting enhanced strength, an extremely long lifespan, and an immunity to harmful radiation.

But you are not just an ordinary Asgardian. No, you are a God, on par with Thor and Loki. Like them, you possess some kind of special ability – this could be Thor’s ability to call down lightning, Loki’s impressive illusions, or even some kind of custom ability, provided that it is both in line with the

aforementioned abilities in terms of power and utility, and would be appropriate for a Traveller's Tales LEGO game.

[600cp] Sand Person

Like Sandman, an accident has resulted in your body becoming a mass of sand that you can control. While you can generally emulate an ordinary human appearance, you can also pull off feats such as turning an arm into a sand megaphone or hammer, or even becoming a giant, building-sized tornado of sand.

Your primary weakness is water, which will solidify your body to the extent that you can take damage, be knocked out, or even killed.

[800cp] Mind Stone Enhanced Synthezoid

As a synthezoid, you possess a humanoid body made out of combination of Vibranium and synthetic organic tissue. You are powered by a copy of the Mind Stone, which is located on your forehead. You will perish if this is removed.

Your form provides you access to many powers and benefits. You have superhuman strength and durability, as well as the ability to fly. You have some ability to manipulate your body, including changing your appearance and becoming intangible. You can fire blasts and beams from the Mind Stone, which can be used to destroy and carve through gold LEGO objects you find in this and similar worlds. You may be able to put your Mind Stone to other uses as well.

-Background-

You must choose one of two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Super Hero

Are you an Avenger? An agent of S.H.I.E.L.D.? Part of the X-Men? Or, maybe operating on your own?

In any case, you are a hero who works to protect the innocent from criminals and the various world-ending dangers that tend to crop up from time to time. You know, a good guy.

Super Villain

Where heroes put others first, villains like you tend to look inward. Are you concerned with amassing money and power? Perhaps you strongly believe in an ideology others might consider hateful? Maybe you simply want others to suffer? Whatever you think of yourself, most people probably think of you as a bad guy.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Super Hero Perks

[100cp, Free for Super Heroes] Quip It Good

Witty banter and funny quips are part and parcel of the super hero game. To help you fit in, you have gained a knack for coming up with such things on the fly, even in the heat of battle. Annoying your opponents does have its uses, after all.

[100cp, Free for Super Heroes] True Believer

Are you a super hero superfan?

You have a vast amount of knowledge in relation to super heroes. You can identify even the most obscure super hero or super villain by their costumes, and generally know what their powers are and how they work. There is a caveat; the knowledge granted by this perk is limited to what a particularly devoted normal person could learn about any given super hero or super villain. If they are hiding their identity, you won't know what it is. If the public misunderstands what their powers are, the knowledge granted by this perk is coloured by that misunderstanding. Fortunately, you will always be able to identify which parts of your knowledge base are a result of this perk, so you can give it the weight you feel it deserves.

Should you happen to visit other worlds featuring super heroes, you will gain an equivalent set of knowledge, that works the same way.

[200cp, Discounted for Super Heroes] S.H.I.E.L.D. Access

For one reason or another, you have built up a high level of trust with the organisation known as S.H.I.E.L.D.. If you have taken a background in this setting, you might be an agent of S.H.I.E.L.D., or have worked alongside them for some time as a super hero. If you are dropping in, they simply have a good feeling about you.

As a result of this trust, you will have an easy time getting in contact with them and asking for their support in situations that fall under their purview. You will also be provided with high level access codes that allow you to make use of their terminals and databases. Should your particular version of S.H.I.E.L.D. have a hidden Hydra cabal installed within it, you unfortunately will not be provided access to Hydra-only information and databases. It is also possible to lose your access and trust based on your actions, though simple inactivity will not cause this on its own.

In each future jump you visit, you will gain an equivalent level of trust and access with a similar organisation, where they exist. You can always choose not to receive these benefits when entering a jump, but you can't choose to pick up what you have skipped later.

[200cp, Discounted for Super Heroes] Team-Up Attacks

When fighting alongside others, you quickly pick up on their natural combat cadence, and have a knack for improvising combination attacks that make use of both of your powers or equipment. For example, using your Vibranium shield to block a blow from Mjolnir and create a shockwave, or reflect a laser fired from a suit of power armour towards your enemies.

[400cp, Discounted for Super Heroes] ***Call it, Cap.***

You are a natural leader, well-suited for leading a team of super heroes.

On and off the battlefield, you are able to come up with gameplans that make the most of the allies at your disposal. You'll be able to assign them to tasks that their powers, talents, and equipment make them best suited for. When dividing your forces into smaller teams, you are able to create teams that best complement each other, and suit their intended purpose.

Importantly, you are able to do all of the above quickly and decisively, allowing you to respond effectively to evolving situations. Your team is lucky to have you!

[400cp, Discounted for Super Heroes] ***Not a fan.***

Imagine having your mind controlled by a villain, forced to facilitate their villainous ambitions, and fight your friends. Not a fan of such an idea? Didn't think so.

While this perk does not provide any immunity to unwanted mind-altering effects on its own, it does provide you with a strange sort of good fortune that works to lessen the chances of being exposed to such effects. For example, if a villain were sneaking about putting your team under her spell, you are much more likely to notice her approaching you than you normally would be.

Should you actually be exposed to such unwanted influences, then this perk will also help alert your allies to means of breaking their hold over you, should they exist. For example, they might have their attention drawn to the control device and find it suspicious, or they might suddenly get the idea that knocking some sense into you would do the trick.

[600cp, Discounted for Super Heroes] Iron Inventions

You are a genius inventor, scientist, and engineer – on par with the likes of Tony Stark.

There are two primary areas in which you excel. First, you are able to create impressive suits of power armour. Flight, repulsor blasts, lasers, missiles – these are standard features you can build into your suits right off the bat. With time and effort, you may develop new kinds of suits to deal with specific problems, such as a demagnetised suit that will allow you to fight Magneto, or something along the lines of the notorious Hulkbuster armour.

The second area in which you excel is artificial intelligence. This will help you develop impressively complex AI assistants, which can run large properties for you, and interface with your power armour to supply you with diagnostic information and other useful intelligence. Just be careful with this; you don't want to bring about a second Ultron, after all!

In addition to these specialised areas, you have a general scientific and engineering acumen that will help you repair machines on the fly, access some kinds of technology panels in the field, and may even allow you to develop specific technological solutions to problems when working alongside specialists in other fields.

Super Villain Perks

[100cp, Free for Super Villains] Tooth and Klaw

A lot of villains are saddled with goofy motifs or embarrassing outfits. Fortunately, you take such things in stride.

From now on, outfits you wear or monikers you take will never work against your ability to scare others or build a reputation as a serious threat or dangerous individual. This doesn't prevent others acknowledging these elements as being silly on their own, and heroes might still attempt to reference these elements for their quips and barbs, but they'll still take you seriously as they do so.

[100cp, Free for Super Villains] Double Agent

You are a natural born liar, and can maintain your composure while carrying on complicated lies and false identities.

S.H.I.E.L.D. would be lucky to have someone with such skill. Or perhaps not, if your true loyalties lie elsewhere…

[200cp, Discounted for Super Villains] Villain For Hire

Looking for work? This perk will help you find it.

From now on, those who are looking to hire super villains (or super-powered mercenaries, etc.) have an easy time getting in contact with you for this purpose, without disrupting measures you are taking to keep yourself hidden (even from them). They are also more inclined to hire you than otherwise, either in place of or in addition to their usual hires.

You have also gained a sense for when such offers are genuine, and genuinely backed by cash, helping you avoid schemes to entrap you or exploit your hard work for free.

[200cp, Discounted for Super Villains] Taking Control

You are a skilled hacker. While something like rewriting an AI's programming is likely beyond you, you can learn to replicate feats like taking over Stark Tower's security systems by removing J.A.R.V.I.S.'s ability to interact with them.

You'll also have no difficulty utilising some kinds of technology panels, found in this and similar worlds.

[400cp, Discounted for Super Villains] Hydra Access

For one reason or another, you have built up a high level of trust with a pair of organisations, S.H.I.E.L.D. and Hydra. Depending on the version of the setting you are visiting and your point of view, these organisations may be one and the same.

To start S.H.I.E.L.D. will have no knowledge of your involvement with Hydra, and will not suspect it unless you do a particularly poor job covering your tracks. Hydra meanwhile, knows of the rapport you have built with S.H.I.E.L.D., and are happy to let you work with them so long as you aren't getting in Hydra's way as a result.

As a result of this trust, you will find it much easier getting support from these organisations in situations that align with their general goals. You will also be provided with high level access codes that allow you to make use of terminals and databases belonging to both organisations. It is possible to lose the support of one or both organisations based on your actions, though inactivity on its own will not result in this.

In each future jump you visit, you will gain an equivalent level of trust and access with a similar pair of organisations, one generally considered good and the other generally considered evil, where such organisations exist. Should a notable evil organisation has entrenched itself within a good one, that will likely be the pair of organisations used by this perk. You can always choose not to receive these benefits when entering a jump, as well as choose to only be aligned with only one of the organisations, but you can't choose to pick up what you have skipped later.

[400cp, Discounted for Super Villains] Falling From Asteroid M

The risk with orbital space stations is getting knocked out of them and plummeting back down to Earth. Don't think that's likely? You'd be surprised.

To help you survive such situations, this perk provides you with a pair of benefits. First, you are now capable of surviving in space without issue for an extended period of time. Second, you now no longer suffer permanent harm or injury as a result of fall damage. Being knocked out of a space station and down to Earth will hurt (a lot), and knock you out for a short time, but after a short recovery you'll be no worse for wear.

[600cp, Discounted for Super Villains] God of Lies

You are a master manipulator and schemer. With your cunning and talent you will find it easy to turn the plans of others to your own benefit, sow discord amongst your enemies, feed them information whilst making it appear hard-won, and somehow convince even super geniuses like Doctor Doom that the device they are building on your advice is actually what you claim it is, despite being entirely different in actual function.

You are an impressive actor as well. Emulating the voices of others is easy for you, and with a suitable disguise you may be able to depose kings and pharaohs and rule as them for years without discovery.

General Perks

[Free] LEGO Builder

When it comes to building with LEGO pieces, you are highly resourceful and imaginative. This does apply to the smaller LEGO pieces you might find on a more "realistic" Earth, but more importantly applies to the larger LEGO pieces you will find in worlds like this one.

When building with these pieces, you will be able to intuit the kinds of things you have the necessary piece to build, and can put them together in impressive time. Strangely, you also seem to have a fair amount of "range" when building, allowing you to pull in objects a little bit away from you, and also place the objects together at spots normally beyond your reach.

[Varies] Stud Magnet

From now on, when you destroy objects, they will frequently release smalls amounts of LEGO studs. While these aren't the true currency of this world, you will find that for you they act as a kind of universal currency that works for you in all worlds. This only applies to LEGO studs you specifically acquire via this perk.

Larger and more expensive objects generally reward more, or higher denomination, LEGO studs, but by default they are not enough to replace the object you just destroyed. An object repaired after it has provided LEGO studs will not provide them a second time.

By default, this perk costs 100cp. If you like, you can pay more cp on top of this in order to multiply the value of the studs you acquire as follows:

- 100cp = x2 multiplier
- 150cp = x4 multiplier
- 200cp = x6 multiplier
- 250cp = x8 multiplier
- 300cp = x10 multiplier

These multipliers can be combined if more than one is purchased. For example, if you purchase both the x2 and x4 multipliers, your stud value would be eight times normal value. With all multipliers, you would receive a whopping x3840 value multiplier – and you thought Tony Stark was rich! Attempts to "game" this perk into multiplying the same base source of currency again and again will invariably fail.

You can toggle either aspect of this perk on and off as you like.

[100cp] LEGO Rebuilder

Occasionally, when you destroy objects, they will release a pile of comparatively smaller LEGO objects, which you can make use of with the *LEGO Builder* perk. This can occur even when destroying non-LEGO objects. In some cases you will need to destroy multiple nearby objects for sufficient LEGO objects to build with.

While you can't guarantee what you will be able to use these LEGO objects for, they often provide some kind of temporary or immediate advantage, usually in relation to traversal around the local

area, but sometimes will help you disorient or harm a foe you are fighting. Don't expect to take down opponents significantly more powerful than you with this perk alone.

[100cp] Acrobat

You have impressive acrobatic abilities, allowing you to double jump, wall jump, walk across tightropes, and swing from pole to pole.

[100cp] Good Hair Day

You have a long, thick, head of hair, which you can animate and control as you like. Your hair is quite resilient, and you could use it to pull on grapple handles you can find in this and similar worlds, as well as to glide across short distances.

[100cp] Martial Artist

You have been trained in hand-to-hand combat, allowing you to dispatch small groups of unarmed combatants with ease, and hold your own against some of Marvel's greatest martial artists in terms of raw talent.

[100cp] Mechanic

You are quite handy with machines, helping you make repairs to vehicles and simple machines out in the field.

[100cp] Shield Specialist

Like Captain America, you have trained in the use of shield in combat. You are able to throw shields like boomerangs, allow you to use them over and over again as ranged weapons. You can even set up impressive ricochet throws, allowing you shields to get into spaces that cannot otherwise be reached, and return safely to you.

[100cp] Target

You are highly accurate with ranged weaponry, such as guns and bows. In this world, such skill may be just as useful for traversal as it is for combat.

[100cp] Technology Panels

You are quite technologically savvy. In this and similar worlds, you will be able to make use of special control panels you may encounter in your adventures. In future worlds, you will have an easier time learning to use the local technology (but not learning how it works).

[200cp] Electricity

You are able to fire electricity from your hands, both a smaller shots that make for quick ranged attacks as well as a more sustained beam that may be useful for charging certain generators you find in this and similar worlds.

[200cp] Ice Powers

You have power over ice, allowing you to fire both smaller shots of frost as well as a more concentrated beam. Helpful for putting out fires.

While jumping, you can create ice underneath you, creating a similar effect as if you were gliding a short distance.

Optionally, your body itself may be icy.

[200cp] Laser Beam

You are capable of firing a powerful laser from some part of your body (chosen on purchase), such as your eyes or a hand. In this and similar worlds, this laser can be used to destroy and carve into special gold LEGO objects you may encounter during your travels.

[200cp] Shapeshifting

You have impressive shapeshifting powers, which allow you to take on just about any humanoid form, including mimicking clothes and voices. Your shapeshifting will not allow you to replicate the powers or skills of others.

[200cp] Teleportation

You are capable of short-range teleportation. While you don't have to see where you are going, you do have to have a general idea of your destination.

[300cp] Chi

By focusing for a moment, you can draw upon your chi, an inner power of sorts. You can use this chi to empower your attacks. You can also fire it as a beam of energy. This beam is a ranged attack of course, but in your travels you may also find that it can be used to activate special dragon statues.

This perk also provides you with the knowledge of how to make these dragon statues yourself. While it may not be the most efficient or practical means of powering objects or triggering mechanisms, it is a means that few others will be able to replicate.

[300cp] Flame On!

Like the Human Torch, you are able to take on a fiery form, allowing you to fly through the air. You can also throw fireballs as a ranged attack, or concentrate this fire into a powerful heat beam that can destroy or carve through the special gold LEGO objects found in this and similar worlds.

[300cp] Invisible Person

You are able to become invisible at will, allowing you to sneak past security systems and get the drop on enemies. You are also able to project forcefields; you can use these to protect yourself, fire them at opponents as ranged attacks, and with practice even telekinetically manipulate objects.

[300cp] Spider-Person

Perhaps as a result of being bitten by a radioactive spider, you have gained a suite of useful powers and abilities, including enhanced agility and reflexes, the ability to cling to walls, and a strange kind of precognition known as a "Spider-Sense" that not only alerts you to incoming danger, but can also help you find hidden objects in this and similar worlds.

Additionally, you also trained with the use of web shooters, and can stand hanging upside down for extended periods of time without suffering nausea or other issues.

[400cp] Best There Is

This perk provides a variety of advantages, similar to the mutant known as Wolverine.

First, you have enhanced, animal-like senses. In this and similar worlds, these senses will alert you to hidden LEGO objects. Next, you have a powerful healing factor, which will allow you to regenerate even when reduced to your Adamantium skeleton.

On that note, your bones have been coated in Adamantium, an extremely durable material, and you have retractable Adamantium claws on each hand, which in addition to their combat utility are useful for climbing walls or digging through piles of dirt. You may even encounter special switches that these claws can help you activate.

[400cp] Fantastic!

Like Mister Fantastic, you are able to stretch and contort your body into all kinds of amazing shapes. While you can of course use this for relatively obvious things like stretching out to glide across gaps, squeezing through vents, or latching onto to grapple points with extended arms, you can also take on increasingly ludicrous forms like a giant teapot, a large crane and wrecking ball, and even become a rocket in order to briefly fly around!

As absurd as this stretching appears to be, it is in fact stretching, and so cannot be used to change your colours.

[400cp] He's Fast

Like Quicksilver, you are able to move incredibly fast. The applications for this are obvious, but what might not be is that you can make use of special Speed Boost Pads you encounter in this world which can allow you to briefly run on walls, launch you into the air, or help you crash into objects to destroy them.

Included in this perk is knowledge to build these Speed Boost Pads out of scraps or the right combination of LEGO objects.

[600cp] Hulking Out

Like Bruce Banner, you are able to undergo a startling transformation by tapping into your anger.

On purchase, you can determine the aesthetics of this transformation, namely its skin colour (green and red are the obvious choices), and whether it is a larger, bulkier form like the Hulk, or a more "compressed" form like She-Hulk; in terms of LEGO aesthetics this is the difference between a minifigure or big fig form.

This transformation provides you with an immense amount of strength and durability, and allows you to perform very impressive "hyper jumps" that let you to hop from building to building. It also renders you immune to the harmful effects of radiation and toxic chemicals or waste.

Leaving the transformation is as simple as calming yourself down, though you may initially find it difficult to full control yourself while using this transformation; with time and practice you may overcome this. At least you don't have to worry about developing any kind of identity issues as a result of this perk.

[600cp] She's Weird

You have gained the ability to influence the minds of others, as well as impressive telekinetic powers.

Your telekinesis will help you to assemble LEGO objects. This is particularly helpful in this and similar worlds, where you encounter situations where telekinesis is necessary to build with these objects for one reason or another. With time and training, you may further hone your telekinesis, learning to pull off feats such as separating water molecules in order to create air pockets underwater, and enabling flight.

Your powers over the minds of others allows you to "hex" a person's mind to force them to experience some kind of personalised nightmare. It can also allow you to control a panicked or distracted individual directly; you can only control one person at a time, and they must remain in the same general vicinity for you to maintain this control.

[800cp] Master of Magnetism

You have gained the ability to control metal; in this world, this often takes the form of distinct blue LEGO objects.

Of course, you are not solely limited to those LEGO objects. Your power and fine control is such that you could completely disassemble Tony Stark's Iron Man suit, leaving him unharmed but in his underwear. You could amass floating bits of metal around your person such that they create a giant "avatar" that battles your foes for you. You could even animate and control the Statue of Liberty as you like!

[800cp] Modern Marvel

Exposure to the Psyche-Magnitron has given you the powers of Captain Marvel. This includes superhuman strength and durability, the ability to fly at high speeds, and fire energy blasts – both as single shots that make for quick ranged attacks, and a powerful beam that can destroy and carve into gold LEGO objects you might find in this and similar worlds. You can even create an energy shield around yourself – useful both for passing through lasers and deflecting them in directions you prefer.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

All items received here will initially come in a LEGO form. Post-jump, you can freely toggle these items between their LEGO versions and a more "realistic" version. While items are in their LEGO form, they will operate with LEGO effects. See the Notes section for more information.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Parachute

This is a reusable backpack parachute. If you are planning on jumping off the S.H.I.E.L.D. Helicarrier into New York, you'll probably want to use something like this.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Super Suit

Most heroes and villains wear come kind of special outfit when they are doing their thing. To help you fit in, here is one of your own.

This is a standard super suit which either matches your theme or is of your own custom design. It works with your powers, is self-cleaning and self-repairing, but offers no additional capabilities.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Varies] Power Armour

You can discount this item at the tier you are purchasing at.

Ah, perhaps you are looking for a suit that can offer a little more? There are three tiers you can purchase this item at.

At the 200cp tier, your suit is very much in the prototype stages, equivalent to the Iron Man Mark 1 suit. Nevertheless it provides plenty of protection, repulsor blasts, a lesser unibeam, and can fire missiles capable of destroying silver LEGO objects in this and similar worlds.

At the 400cp tier, your suit is more in line with the Mark 42. It retains missiles and repulsor blasts, but it has been upgraded to perform a fully-fledged unibeam. It can now fire lasers, which are useful both for making repairs and for destroying and carving into gold LEGO objects. It is capable of flight, and allows the wearer to breathe underwater.

At the 600cp tier, your suit retains the above advantages, but is now massive, affording immense strength and durability that would allow you to hold your own against the likes of the Hulk.

Regardless of the tier you purchased it at, you never have to worry about running out of power or ammo, and it is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[100cp] Demagnetised Suit

Worried about Magneto ripping your shiny new set of power armour to shreds? Then this is the option for you!

For each purchase of this option, you must select a suit, outfit, or set of armour you own. You can select those which you are obtaining from this item section.

Your chosen suit has gone through a special process which renders it immune to unwanted attempts to manipulate it with magnets or magnetism powers. If the suit was not metal, this provides no practical benefit, but may be useful if said suit becomes metal in the future.

[50cp, First Free with the Mechanic Perk] Welding Gear

A set of portable welding tools and mask, helpful when making repairs on the fly.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] LEGO Marvel Home Console Games Bundle

Do you want a heads-up for the events to come, or do you enjoy playing these games? This bundle contains:

- A 2017-era television.
- Either a PlayStation 4 or Xbox One with four controllers for your chosen console.
- A copy of LEGO Marvel Super Heroes, LEGO Marvel's Avengers, and LEGO Marvel Super Heroes 2 for your chosen console. All downloadable content is included.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] LEGO Marvel Handheld Games Bundle

Prefer to play on the go? This bundle contains:

- Your choice of either a PlayStation Vita or Nintendo 3DS (which may be a 3DS XL or 2DS if you prefer.
- For each chosen device, a copy of each LEGO Marvel game released for that device.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Awesome Mix

Want to listen to some awesome tunes?

This is a Walkman with headphones. It never runs out of power. Also included is a cassette containing various songs enjoyed by Star-Lord, including 'Come and Get Your Love' and 'Mr. Blue Sky'.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Grappling Hook

A grappling hook, which can help you pull things towards you. In this and similar worlds it can help with grapple handles, though won't be able to deal with multi-grapple handles on its own. It is reusable, allowing you to use it over and over again as required.

Should the grappling hook be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Timely Comics

A collection of comics, which detail the important events of the chain, told with a LEGO aesthetic and sense of humour.

You will receive additional comics as necessary at the end of each jump, in order to update the story of the chain.

Should any of these comics be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp, First Free with the Spider-Person Perk] Webshooters

A pair of wrist-mounted devices, which can easily be incorporated into any kind of superhero or supervillain outfit.

The devices contain a special "web fluid", which can be fired up from the devices in a number of ways. It can be fired at opponents, both as a ranged attack and as a means at tangling them up. It can

be fired as a rope in order to swing through the air, to create stable tightropes to help you and others cross chasms, and in order to interact with grapple handles and multi-grapple handles in this and similar worlds. Your webshooters maintain an infinite supply of web fluid, allowing you to use them as often as you like.

Should either of your webshooters be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Black Widow Batons

A pair of electroshock batons, like those wielded by Black Widow during the events of Age of Ultron. They never seem to run out of power, and in addition to being effective melee weapons can also be used to charge certain kinds of generators you find in this and similar worlds.

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Personal Time Device

A strange portable device that has linked with you.

Using the device, you can adjust the physical age of your body, anywhere from a baby to the oldest age your current form has naturally reached. You may find adjusting your age helpful should you need to get into smaller spaces. The device only works on you.

Should the device be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Rebreather

A small device, which while worn supplies the wearer with oxygen, allowing them to breathe underwater. Unless it is damaged, running out of air is no longer a concern.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Scanner

A small scanner, which can easily be kept on your person. Using this scanner will alert you to nearby hidden LEGO objects in this and similar worlds, as if you had enhanced senses. In future worlds, it can also be used to make invisible objects visible, either temporarily or permanently.

Should your scanner be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Sword

A sword of similar design to Gamora's. The blade itself can be retracted, allowing you to keep it hidden from view. In addition to being an effective melee weapon, you may find instances where it can helpfully slice through vines blocking your path.

Should your sword be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Twin Pistols

A pair of well-made, but otherwise mundane pistols. They never seem to run out of ammo.

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Bow and Arrow Set

This set of items includes a high-quality, but otherwise mundane modern bow. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Just as importantly, it comes with a supply of various kinds of arrows, each of which can retrieved from seemingly nowhere whenever you need them.

In addition to your traditional arrows, useful for straight up combat, you have a variety of specialty arrows: Thermo Arrows, for destroying gold LEGO objects. Explosive Arrows, for destroying silver LEGO objects. Sonar Arrows, for destroying glass objects. And last, Roped Arrows which may help you traverse certain areas.

[200cp] Lord of the Stars Set

A set of equipment which matches some guy's. I think his name was "Space Lord", or something?

Included is a partially expanding helmet, a pair of jet boots that never run out of fuel, and a pair of blasters that never run out of ammo. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Also included is a supply of gravity mines, which can be retrieved from seemingly nowhere whenever you need them. When thrown at a gravity booster, these mines will create an imploding effect, pulling nearby material towards it. This can be used to clear objects in your path, and in this world provide you with additional LEGO object to build with.

As a special consideration, some instructions on how to build gravity boosters out of scrap or spare LEGO objects is included, so you can actually make use of these mines.

[200cp] Personal Cloaking Device

A personal scale cloaking device, which can be worn discreetly. When activated, it renders the person invisible, allowing them to slip past security systems undetected.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Vibranium Shield

A shield made of vibranium, a highly durable material. It can be an identical copy of Captain America's, or have a custom design of your preference.

The shield will allow you to deflect powerful lasers, and block powerful attacks like Thor swinging Mjolnir at you. It can be used to smother fires. Throwing the shield will allow you to use it for ranged attacks, and in this world allow you to activate special “Shield Switches”.

Should the shield be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Worthy Weapon

You have proven yourself deserving of this godly weapon, which can be any kind of standard melee weapon, decided by you on purchase of this item.

This weapon can only be wielded by those it deems worthy – which happens to be you and anyone else you would like to be able to wield it. For others, it is ludicrously heavy, though you could set it down on a table without issue.

The weapon possesses immense power, allowing it to land serious hits even on the likes of the Hulk; in this world, you might find yourself depending on this in order to smash through walls. Somehow, the weapon even allows you to fly (in a manner of speaking) by throwing it and then holding on to some kind of strap or handle.

The weapon is capable of detecting your location, and flying back to your hand whenever you summon it. This means you could also make use of it for ranged attacks, or take opponents by surprise when it returns to you while they stand in its path.

Should the weapon be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp/600cp] Symbiote

You can discount this item at the tier you are purchasing at.

You have come into contact with a symbiote, along the lines of Venom, which has bonded with you. You may choose the primary colour of your symbiote.

While active, the symbiote provides its host with a number of benefits. First, it can produce “webs” made from the symbiote for a variety of purposes, including ranged attacks and tangling up enemies, swinging through the air like Spider-Man, and pulling grapple and multi-grapple handles. For these purposes, the symbiote can essentially produce an endless amount of itself so you can make use of them as often as you like.

Next, the symbiote allows the host to assume a larger, stronger form. In terms of LEGO aesthetics, a minifigure could use this to take a big fig form.

The symbiote also provides some lesser benefits, like an immunity to certain toxins, and the ability to pass through certain symbiote goo walls you may encounter during your time here. It is not without weakness though; fire and certain sounds can temporarily destabilise or disturb the symbiote, leaving you vulnerable.

At the 600cp tier, you have instead acquired a special “hybrid” symbiote that was created by mixing two symbiotes together. You can choose the primary colour of each symbiote, which will result in a bit of an ugly mess if they happen to conflict, representing the haphazard nature of this process.

A hybrid symbiote provides all of the usual advantages, but is faster, stronger, and is more flexible in the use of its symbiote powers. It can even take a significantly larger “Ultimate” form, in which it takes the appearance of a bizarre dinosaur-like creature.

See the Notes section for more information.

[600cp] Jumper Helicarrier

This flying aircraft carrier, or Helicarrier, acts as a mobile base, ideal for those wishing to bring together their own team of Avengers.

The Helicarrier comes with a few fighter jets, as well as a number of “lifeboats” that are particularly helpful should you need to evacuate civilians to safety. Should these be lost or destroyed, replacements will appear with the Helicarrier after 24 hours (or as soon as feasible after that if the Helicarrier is not currently available). You never need to worry about the Helicarrier, or these included aircraft, running out of fuel.

The Helicarrier has a number of amenities, including command centre, lab space, detention area (with a prison that may even be able to contain the Hulk), and medical bay. It even has some means of taking on simulated versions of missions you have been on before, even from past jumps. These simulations can be “freely played” by yourself or with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk’s effects during them.

Should the Helicarrier be destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Jumper Mansion

A luxurious mansion, which makes for a great super hero team base.

In addition to generous living quarters, the mansion features a trophy room for displaying souvenirs of your many exploits, and plenty of space for parties after a job well done. Under the mansion is a high-tech command centre, useful for coordinating many teams of heroes at once.

That’s not all you can find under the mansion! Located next to the command centre is a different area, where up to four players can participate in simulated battle arenas hosted by a simulacrum of the Grandmaster. There are a couple of modes to play, and teams can be divided up as you like. Initially, there are four arenas to play in: Attilan, The Dark Dimension, Sakaar, Wakanda – all LEGO versions. Post-jump, additional arenas will be added over time, which are LEGO versions important location from across the chain, including from jumps you have already been to.

Don’t have anyone to play with? No problem! Unfilled slots can be filled with simulated versions of any playable character present in LEGO Marvel Super Heroes, LEGO Marvel’s Avengers, and LEGO Marvel Super Heroes 2. Post-jump, new characters will be added over time, which will be LEGO versions of important characters from across the chain, including from jumps you have already been to.

You cannot take anything out of the battle arenas that you didn't bring in with you, but it may still prove an effective means of training and testing your against allies and enemies from across the chain.

In future worlds, you may choose for the mansion to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the mansion be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[800cp] Jumpopolis

A massive city, which sits outside typical space-time. In other words, inside a pocket dimension. A gateway to this pocket dimension is either located in your Warehouse or on a property you own.

The city is a hodgepodge of conflicting districts, each taken from a different time and place in the wider Marvel multiverse, but LEGO, on par with Kang's "Chronopolis". You aren't limited to versions of the Marvel setting used by Kang's Chronopolis, but they must remain within the general power level present in LEGO Marvel Super Heroes 2. Unlike Kang's Chronopolis, these are technically copies that aren't stolen, and you won't have to worry about attempts to restore them to their original places in time.

You can choose whether the districts will maintain a sort of "status quo" that allows the occasional visitor but ensures each district is able to maintain its identity, or allow a free for all that may eventually cause districts to be wiped out or conquered by their neighbours. You can change this decision at any time, but this can't undo any conquest already done.

Regardless of what you choose for your districts, a monorail system runs throughout the city, and a citadel sits in the centre for your personal use. This citadel features special technology that allows up to two individuals to control solid holograms of themselves that have been blown up to massive sizes, such that they could wield a ship like Damocles as a sword.

Residents of Jumpopolis that aren't brought in from outside are considered followers, but cannot leave the city until the jump comes to an end. Depending on their personalities and natures, they may come into conflict with each other, but will generally accept your rule unless you specifically motivate them to oppose you. Post-jump, just as you can toggle the city between "realistic" and LEGO versions, these residents may freely do the same for themselves.

Should Jumpopolis somehow be destroyed, it will be repaired after 24 hours.

[800cp] Jumpocles

A gigantic spaceship, which has the appearance of a sword. In fact, were you somehow able to grow large enough, you'd find that it could be used quite effectively for that purpose.

This spaceship will allow you to quickly get around the universe. Just as importantly, it is exceptionally powerful, able to effortlessly destroy a S.H.I.E.L.D. Helicarrier, and threaten the likes of the Nova Corps.

In addition to these weapon systems, the ship comes with a small army of robot soldiers. These are considered followers and are intensely loyal to you. At the start of each jump, those that have been destroyed will be replaced. Post-chain, this replacement will occur every ten years.

Perhaps most importantly, the ship is able to deploy special devices that are able to steal areas as large as Manhattan. These areas are either moved to a place outside typical time and space, or attached to a pocket dimension you already own. In the case of the former, these areas are left behind at the end of each jump. In the case of the latter, should they remain attached at the end of a jump, then these areas will be considered a proper part of that pocket dimension and will travel with you as the pocket dimension does. People that were captured in this process who are unable to escape will also come with you, but cannot leave the pocket dimension in its entirety until the end of the chain.

When not in use, you are able to keep the spaceship in a special subspace, which you can retrieve it from whenever you are ready. You cannot store the ship in this way whilst people other than the robots that come with this item are present aboard the ship.

Should the spaceship be destroyed, a replacement will appear inside its special subspace after 24 hours.

-Companions-

[50cp per.] Standard Companion Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Custom Character

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in LEGO Marvel Super Heroes, LEGO Marvel's Avengers, or LEGO Marvel Super Heroes 2, along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

Normally, your decision would be finalised at the end of the jump. However, if you are visiting both settings, you can commit to a slot early in order to take characters from the first setting across to the second setting as companions.

[50 cp per.] Free Play Character

Want Loki's help to deal with Loki? Perhaps you'd like to assemble your own team of Avengers?

With each purchase of this option, you can get a copy of any playable character present in LEGO Marvel Super Heroes, LEGO Marvel's Avengers, or LEGO Marvel Super Heroes 2. You cannot select a custom character; use the Custom Character option if such a thing interests you. In cases where a character appears in multiple games, or exists as multiple characters within the same game, you must specify which game's version of that character you are acquiring. You can purchase multiple versions of the same character if you wish.

Characters acquired via this option have no history in this setting, springing forth into existence when you arrive. In addition to any powers they may have, they have the *LEGO Builder* perk. They also have any personal equipment that playable character should have; this include their various suits for characters that either use a suit swapper or suit wheels in their game.

To ensure they fit neatly into whatever 'Free Play' plans you have for them, you are able to freely redesign the character's personality as you like on purchase. By default, they are absolutely loyal to you, but you may forgo this if you wish.

You can also use this option to import an existing companion; this grants them a new alt-form, as well as any powers or personal equipment that character has. You are not able to redesign the personality of any imported companions though. Any given companion can only be imported into a single purchase of this option, and this precludes them from being imported via the *Standard Companion Import* option.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] *As Seen In Issue…

Have you been to the Marvel Universe before? With this toggle, you can incorporate the events of some or all of those jumps into this one. You can do so in one or both of the following ways.

You can incorporate the events into the background of this one, altered to fit within this world cohesively, as well as match the general tone of the Traveller's Tales LEGO games. This will not remove characters from the setting, nor will it massively change events to come, though it may change how others perceive you.

You can carry over the events of other Marvel settings specifically for the universe in which they occurred. This becomes relevant if you have some means of travelling the local multiverse, or if you are also using the *Canon Event* toggle.

[0cp] Canon Event

With this toggle, you can determine whether the events of Spider-Man: Across the Spider-Verse are a natural part of this world's timeline, resolving any contradictions in a manner of your preference. At some point, this world's Spider-Man will be recruited into Miguel O'Hara's Spider-Society. After the Spot sticks his head into this world briefly, Spider-Man will contact Miguel to notify hm of the anomaly.

No matter what, you do not have to worry about your actions in the LEGO universe causing it to be deleted via Quantum Hole, though if you are incorporating this movie, and happen to visit other Spider-Man universes, then the rules of those universes apply as normal.

[0cp] LEGO Cinematic Universe

With this toggle, you can determine whether LEGO Marvel animated media, such as LEGO Marvel Super Heroes: Maximum Overload and LEGO Marvel Avengers: Loki in Training, are a natural part of this world's timeline. You can make this decision for each piece of media individually, and resolve contradictions in a manner of your preference.

[+100cp] Kid's Game

This is a world made for kids to enjoy, and you must respect that after taking this drawback. You are now forbidden from vulgar or lewd actions or remarks during your time here. Fortunately, you can still be as violent as you like – perhaps the LEGO forms of the locals works in your favour here?

[+100cp] Stan Lee In Peril

Throughout your travels, you will often encounter Stan Lee trapped in some kind of perilous situation. Should you have some means of rescuing him, you will feel compelled to do so, above all other priorities and in spite of contrary feelings you might ordinarily have. Only once he is rescued, or you have verified his rescue is beyond you can you move on.

No matter what, you'll continue to encounter Stan Lee in these situations over the course of the jump. While this means you can't take actions to stop him getting into these messes, at least you don't have to feel bad if you can't rescue him any particular time.

[+100cp] Spilled Coffee

Coffee and other beverages you hold are far more likely to be spilled than usual, often as a result of exaggerated movements you tend to make while carrying them. In addition to the messes this makes, you'll also be spending more as large amounts of your drinks are wasted.

[+200cp] Four Hearts For Health

As a result of taking this drawback, you will find that any time a solid hit is landed on you that is not deliberately blocked or parried, it will always deal a quarter of your overall vitality as damage (but won't deal less if it was already doing more than that).

In other words, without recovering your health, you can only be hit a maximum of four times before death, regardless of your usual durability or vitality.

[+200cp] No Building

For the duration of the jump, you are unable to build LEGO objects, including indirectly through means such as telekinesis.

You may still acquire the *LEGO Builder* perk, but do not benefit from it until the jump comes to an end.

[+200cp] *Why is it my tower can never stay in one piece?*

Properties you own or control will be subject to frequent attacks or takeovers by forces that stand in opposition to you and your goals. Large vehicles that can act as bases, like the S.H.I.E.L.D. Helicarrier are considered properties for the purposes of this drawback.

If you do not own or control any properties, but do possess a Cosmic Warehouse, then at least once during your stay these forces will somehow manage to break into it, taking all that they can.

[+300cp] Limits of LEGO

Wanting to flex all of those fancy powers and items? Then this… isn't the drawback for you.

As a result of taking this drawback, you find that any powers or items you have beyond the capacity or means of an ordinary person will have additional limits placed on them, generally to when and where you can draw upon them. The more powerful the item or ability is, the stronger the limits; for example, if you had the ability to shapeshift, you might only be able to do it at specific designated points, and even then only to solve a nearby problem before returning to normal.

[+300cp] *I've done the whole mind control thing.*

At some point during your stay, your mind will fall under the control of someone whose values strictly conflict with your own. Regardless of how that person's mind control normally works, this effect will persist indefinitely without effort on their part, until such a time that you are defeated in battle. Regardless of the usual morals of your controller and their friends, they will have no issue making use of you to the fullest extent.

As horrible as this sounds, there are some small caveats that work in your favour. First, the mind control will not persist past the end of the jump, disappearing like any other drawback. Second, your controller will never use this control to have you kill yourself or otherwise immediately chainfail, though they may assign you to tasks where there is some risk of your death so long as there is some

other motivation driving them to do so. Third, you will never be forced to reveal the details of this drawback to anyone against your true desires, including via attempts at reading your mind.

Hopefully your allies can knock some sense into you before you cause some real problems.

[+300cp] IP Issues

About a year into the jump, you will lose access to any perks and powers you acquired from other jumps. They will be returned at the end of the jump.

This power loss will generally come at a moment of convenience for you, when you aren't put into immediate peril as a result of it – though if you go out of your way to prevent such a window from existing, you won't benefit from this consideration. When this power loss does occur, it will come with a vague sense that some kind of intellectual property dispute is to blame. How odd!

-Scenarios-

There are many more LEGO Marvel stories out there than the one told in the world (or worlds) you are visiting. These scenarios will allow you to experience small slices of those stories. I like to call these Discretionary LEGO Challenges, or "DLC", if you take my meaning.

You can choose to take as many of the following scenarios as you like. While only Jumper can take scenarios, they are free to bring in companions to assist them.

For each scenario taken, a portal will appear close to your starting location, representing that scenario. You will be able to tell which portals are for which scenarios. The scenario will not begin in earnest until you enter the portal, and time will stand still on the outside whilst you are taking on the scenario, so you can attempt them at your leisure. If you are visiting both settings, portals for unattempted scenarios will move with you to the second setting. Time spent in the scenario does count towards total time spent in the jump. At the end of the scenario, whether it was a success or failure, Jumper and anyone they brought in with them will be returned to the portal's location, and any rewards earned will be provided at that time. You are not obligated to accept scenario rewards you have earned; at your discretion you may choose to reject some or all of them.

Failing a scenario does not fail your chain, but chain failure (such as via death) may still occur within the scenarios themselves.

A Sticky Situation

Baron Zemo, along with Black Knight, Radioactive Man, and the Melter form the villainous group known as the Masters of Evil. Baron Zemo has developed Adhesive X, and plans to activate canisters hidden around the city in order to bring the Avengers to a sticky end. Normally, the Masters of Evil will gain initial victories over Iron Man and Thor, but ultimately will discover the adhesive has been swapped out for a solvent and will be forced to retreat.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side with either the Masters of Evil or the Avengers, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two versions of various "classic" comic books featuring the Masters of Evil. One of these will be the original version, and the other will be a LEGO adaptation with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with the Masters of Evil under the harsher conditions, and ensure their plan succeeds, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Baron Zemo, Black Knight (Dane Whitman), Black Knight (Nathan Garret), Enchantress, Executioner, Melter, Radioactive Man, Whirlwind, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

If you side with the Avengers under the harsher conditions, and foil the Masters of Evil without either Iron Man or Thor suffering initial defeats, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Iron Man (Classic) or Thor (Classic), from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

The Enemy Within

Captain Marvel and Captain America are in the park when Poundcakes appears, demanding a fight. Following that, Magnitron will attempt to smash the city into… another city. Normally, both villains will be defeated, with Captain Marvel flying into space in order to counteract the effects of Magnitron.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side with either Captain Marvel or the villains, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two versions of various "classic" comic books featuring Captain Marvel. One of these will be the original version, and the other will be a LEGO adaptation with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Captain Marvel under the harsher conditions, and ensure both Poundcakes and Magnitron are defeated, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Captain Marvel, Captain Marvel (Masked), Tic, Warbird, Wonder Man, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

If you side with either of the villains under the harsher conditions, and ensure the defeat of Captain Marvel and Captain America, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Kang the Conqueror, Magnitron, Moonstone, Poundcakes, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

Who is the Black Panther?

Wakanda, three times winner of the coveted 'Vibranium Producer of the Year Award', and home to the Black Panther, has been overrun by Klaw, the Black Knight (Augustine du Lac), and their army of mercenaries. It falls to Black Panther and his sister Shuri to save it.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side with either Black Panther or the villains, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two versions of various "classic" comic books featuring Black Panther. One of these will be the original version, and the other will be a LEGO adaptation with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Black Panther under the harsher conditions, and retake Wakanda, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Black Panther, Dora Milaje Warrior, Shuri, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

If you side with the villains under the harsher conditions, and ensure the defeat of Black Panther and Shuri, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Black Knight (Augustine du Lac), Killmonger, Man-Ape (M'Baku), Klaw (Classic), White Wolf from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

Strange Tales

The Sanctum Santorum is under attack by Baron Mordo. He has allied with Dormammu, who provides magical aid from within the Dark Dimension. Doctor Strange will require the aid of Clea in the Dark Dimension if he wants a fighting chance.

There are two choices must make. First, you must choose how to undertake the scenario; you can choose to experience these events as is, or you can side with either Doctor Strange or Baron Mordo, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement. Second, you must choose whether you are arriving in the Sanctum Santorum or the Dark Dimension; if you are bringing in companions to assist you, you can divide your group up between these locations as you like.

Simply for experiencing these events for yourself, you will receive two versions of the "All-New, All Different" Doctor Strange comic run. One of these will be the original version, and the other will be a LEGO adaptation with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Doctor Strange under the harsher conditions, and ensure Mordo is driven out of the Sanctum Santorum, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Clea, Doctor Strange (ANAD), Doctor Voodoo, Jennifer Kale, Night Nurse, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

If you side with Baron Mordo under the harsher conditions, and ensure Doctor Strange is defeated, you may gain one of the following as if purchased via the Free Play Character as a new companion (no imports): Baron Mordo, Dormammu, Mindless One, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

Afterlife Ambush

Jiayang, an Inhuman "energy vampire" is bent on starting a war with S.H.I.E.L.D. Outnumbered, Agent Melinda May attempts to break into the Inhuman compound, in order to rescue what S.H.I.E.L.D. agents she can. If you are familiar with the Marvel Universe, you will recognise this as an adaptation of the Agents of S.H.I.E.L.D. series, specifically the Season 2 finale.

Regardless of the outcome of these events, you will receive two versions of the Agents of S.H.I.E.L.D. series on your preferred form of physical media. One of these is a LEGO version with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

In addition, you will receive a reward based on how events unfold. Should the outcome generally favour S.H.I.E.L.D., for example if things turn out more or less as they normally would, then you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Agent Daisy Johnson, Agent Leo Fitz, Agent Koenig, Agent Melinda May, Agent Bobbi Morse, Agent Jemma Simmons, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

Should the outcome be significantly worse for S.H.I.E.L.D. than normal, whether or not you chose to support Jiayang specifically, then you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Cal Johnson/My Hyde, Deathlok, Gordon, Grant

Ward, Jiayang, Lincoln, Raina, from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

Pick On Someone Your Own Size!

Scott Lang and his friend Luis break into Pym Technologies, in the hope of stopping Darren Cross from selling Yellowjackets to some shady customers. If you are familiar with the Marvel Universe, you will recognise this as an adaptation of the 2015 film 'Ant-Man'.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side with either Scott Lang or Darren Cross, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of 'Ant-Man' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Scott Lang under the harsher conditions, help him stop Darren Cross, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Scott Lang/Ant-Man (Scott Lang), Hank Pym/Ant-Man (Hank Pym), Anthony, Cassie Lang, Hope Van Dyne, Luis, The Wasp (Janet Van Dyne), from LEGO Marvel's Avengers. They will meet you when you leave the scenario.

If you side with the Darren Cross under the harsher conditions, and succeed in killing Scott Lang, then in addition to the films you may gain Darren Cross/Yellowjacket as if purchased via the Free Play Character option as a new companion (no imports). He will meet you when you leave the scenario.

The Galaxy Won't Save Itself

The Guardians of the Galaxy have been hired to defeat an Abilisk on behalf of the Sovereign. If you are familiar with the Marvel Universe, you will recognise this as an adaptation of the 2017 film 'Guardians of the Galaxy Vol. 2'.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side with either the Guardians of the Galaxy or the Abilisk, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of 'Guardians of the Galaxy Vol. 2' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with the Guardians of the Galaxy under the harsher conditions, and succeed in ensuring they take down the Abilisk, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Rocket Raccoon (Ravager), Kraglin, Stakar Ogord, Star-Lord (Ravager), Tullk, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

If you side with the Abilisk under the harsher conditions, and succeed in killing the Guardians of the Galaxy, then in addition to the films you may gain Ego as if purchased via the Free Play Character option as a new companion (no imports). He will meet you when you leave the scenario.

A Great Rescue, Or Only a Drill?

Everett Ross has been kidnapped. To rescue him, Black Panther and his sister Shuri will have to reactivate an old drill, battling through foes and platforming across toxic water in order to do so.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side either with or against Black Panther, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of the 2018 film 'Black Panther' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Black Panther under the harsher conditions, and ensure he is able to rescue Ross, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Black Panther (Vibranium Suit), Everett K. Ross, Nakia, Okoye, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

If you side against the Black Panther, and ensure both he and Shuri are killed, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Erik Killmonger/Erik Killmonger (Black Panther), Ulysses Klaue, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

Only the Beginning…

Tyrone Johnson and Tandy Bowen are Cloak and Dagger, a pair of teens who have just gained powers. They will seek to escape from the lab, and in the process will interfere with the villain Blackout's heist.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side either with or against Cloak and Dagger, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two versions of the television series 'Marvel's Cloak and Dagger' on your preferred form of physical media. One of these is a LEGO version with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Cloak and Dagger under the harsher conditions, ensuring they are able to defeat Blackout and then escape, you may also gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Cloak, Dagger, Shroud, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

If you side against Cloak and Dagger and ensure both are either captured or killed, you may also gain one of the following as if purchased via the Free Play Character option as a new companion (no

imports): Blackout, Mister Negative, Nightmare, Silvermane, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

How do you pilot this thing?

Ever heard of the Runaways? They are a group of super-powered kids and their dinosaur, the children of the villainous group known as the Pride. Recently, the Runaways have gone to investigate an underwater lair which seems to be connected to their parents. Unfortunately, they have gotten trapped and separated from each other.

Should you reunite the Runways (including the dinosaur), and help them escape on their frog submarine, you will be rewarded with two versions of the television series 'Marvel's Runaways' on your preferred form of physical media. One of these is a LEGO version with its own humorous take on the events. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Additionally, you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Alex Wilder, Chase Stein, Gertrude Yorkes, Nico Minoru, Karolina Dean, Molly Hayes, Old Lace, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

The King Awaits

Thanos and his Black Order assault Attilan, in hopes of finding Thane: the secret son of Thanos. Thane may not be here, but Black Bolt is – and he won't take too kindly to this incursion. Normally, these events are a bit "open-ended" in how they are resolved – perhaps you'd like to change that?

Simply for experiencing these events for yourself, you will receive two copies of the 2018 film 'Avengers: Infinity War' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. You are also entitled to an additional reward, based on how events unfolded.

If Thanos and his Black Order were able to overrun Attilan, either killing or driving Black Bolt away, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Cull Obsidian, Thanos, Corvus Glaive, Ebony Maw, Proxima Midnight, Supergiant, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

If Black Bolt was able to drive Thanos and his Black Order away from Attilan, then in addition to the films you may gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Groot (Avengers: Infinity War), Hulkbuster (Mark 2), from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

A Giant Man Among Insects

Ant-Man and the Wasp are hunting down a retro Ant-Man helmet, when they discover that the Egghead is operating out of an abandoned research lab. He has kidnapped Giant-Man (Raz Malhorta), and plans to use him to create AI Avengers.

There are three ways to undertake this scenario. You can choose to experience these events as is, or you can side either with Ant-Man or Egghead, in which case forces will be heavily arrayed against your chosen side, guaranteeing their failure if not for your involvement.

Simply for experiencing these events for yourself, you will receive two copies of the 2018 film 'Ant-Man and the Wasp' on your preferred form of physical media – one of which is a LEGO version of the movie with its own humorous take on the events. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

If you side with Ant-Man under the harsher conditions, ensuring that Giant-Man is rescued and Egghead is defeated, you may also gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Ant-Man (Ant-Man and the Wasp), Giant-Man (Raz Malhotra), Stinger (Cassie Lang), Wasp (Hope Van Dyne), from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

If you side with Egghead, defeating Ant-Man and the Wasp, you may also gain one of the following as if purchased via the Free Play Character option as a new companion (no imports): Crossfire, Egghead, Ghost, The Human Fly, from LEGO Marvel Super Heroes 2. They will meet you when you leave the scenario.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Free Play Unlocked: You choose to remain in this world. Your chain ends here.

Continue Story: You choose to continue your chain. Proceed to the next jump.

Exit Level: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On LEGO Effects:

When powers or items operate with “LEGO effects”, this means they act as they would if they were in a Traveller's Tales LEGO game. Not every effect will use LEGO particles or objects, though sometimes they will do so indirectly or as a knock-on effect. For example, while Iceman’s beam itself is not LEGO, it is capable of encasing opponents in LEGO ice objects.

Powers and items operating with LEGO effects are no less dangerous or powerful.

On S.H.I.E.L.D. and Hydra Access:

In jumps where there are multiple appropriate candidates for an organisation to trust and support you, you are free to choose which you would like at the start of the jump. However, in cases where one organisation is very obviously more appropriate (such as actually S.H.I.E.L.D. and Hydra in other Marvel jumps), you cannot choose a less appropriate organisation. Generally, use your best judgement on these things.

You don’t have to worry about your background immediately invalidating support from your organisation, only actions you take from the start of a jump. Use your best judgement on how to resolve this – maybe you did those things to maintain cover, or maybe the organisation has granted you clemency for them?

On Symbiotes:

By default, symbiotes obtained via the *Symbiote* item are considered followers, and you may determine their personality. Should this be the case, a replacement will appear 24 hours after the previous one was destroyed. However, you do have some alternate options you may use if you prefer:

- You can choose to treat purchased symbiotes as non-intelligent, giving you control over how they act while bonded to you. In this case your symbiote is treated as either a transformation or alt-form you can apply at any time, instead of the above replacement rules.
- You can choose to import an existing symbiote (or similar creature) into the option, it which case it is treated as whatever it was before, and follows its previous replacement/respawn rules. Companion symbiotes imported in this way cannot also be imported as a companion in this jump via other options. If purchasing the Hybrid tier, you may import a symbiote into each of the two symbiotes components, which become able to split and merge as they like.
- A Jumper purchasing the item can choose to import a non-symbiote companion into the symbiote, which becomes an alt-form for that companion. The companion keeps their prior respawn rules, and cannot also be imported as a companion in this jump via other options. If purchasing the Hybrid tier, you may import a companions into each of the two symbiotes components, which become able to split and merge as they like.

On exported and Free Play Character companions:

New companions gained via the Recruit or Free Play Character options gain the ability to switch between their LEGO form and a more realistic form, as described at the start of the Form and Species section. Personal equipment associated with these characters that is kept will likewise gain the ability to switch between LEGO and non-LEGO forms, as described at the start of the Items section.

Free Play Characters are intended to be generally at gameplay level, though you do have some wiggle room – for example, Mister Fantastic would not need to find or build specific points . However, a character like Thanos would be limited to his playable abilities, and wouldn't be able to snap away half of all life with his Infinity Gauntlet.

On continuity:

The primary LEGO Marvel Games universe is designated Earth-13122. This is distinct from other LEGO Marvel universes, such as Earth-937 (Brickverse).

During the events of LEGO Marvel Super Heroes 2, Kang combines various locations from across time and space into one "Chronopolis". In addition to Earth-13122, this also includes Earth-12711 (Old West), Earth-31945 (Nueva York – Marvel 2099), Earth-43978 (Hydra Empire), Earth-72112 (Noir), Earth-74557 (Ancient Egypt).

Earth-13122 is notably used in the 2023 film, Spider-Man: Across the Spider-Verse.

This jump assumes that LEGO Marvel's Avengers constitutes a separate continuity to the LEGO Marvel Super Heroes. For those that disagree, simply use the LEGO Marvel Collection option with a combined ten years, and treat it as visiting this combined setting however you think that works.

What about the "chronal fracture"?

In a post-credits scene for LEGO Marvel Super Heroes 2, Terminatrix, an older Kang, and others arrive and ask the Avengers for their help with a "chronal fracture". There is no indication of what this could be. For the purposes of this jump, you can safely assume this either doesn't happen or that it is resolved quickly without incident.

On LEGO Marvel's Avengers accuracy to the MCU and post-Ultron content:

Though LEGO Marvel's Avengers does adapt the Marvel Cinematic Universe, it is not a 1:1 adaptation. This is particularly notable during side content, where characters that were not yet present in the MCU at the time of the games release appeared in forms closer to their comic book counterparts.

You are free to determine whether MCU media released after January 2016 is in continuity with LEGO Marvel's Avengers or not; if so, you may resolve any arising continuity issues in a manner of your choosing.

So, what exactly happens here, anyway?

LEGO Marvel Super Heroes:

In the recent past, Loki attacked New York, was defeated by the Avengers and imprisoned in the Raft.

Galactus is on his way to Earth, and sends Silver Surfer ahead as his herald. Silver Surfer is pursued by Iron Man and S.H.I.E.L.D., but is shot down and captured by a mysterious aircraft (Doctor Doom); in the process, Silver Surfer's board is broken up into Cosmic Bricks that are scattered over the Earth.

Doom is working with Loki, and has hired many different villains. He plans to create a Doom Ray using the Cosmic Bricks, and use it to defeat Galactus when he arrives.

Sandman and Abomination attack Grand Central Station in order to acquire a Cosmic Brick, but are stopped by Hulk, Iron Man, and Spider-Man. Doctor Octopus breaks in to the Baxter Building to steal a Cosmic Brick; he is stopped by Mister Fantastic, Captain America, and Spider-Man, but Green Goblin escapes with the brick. Spider-Man, Hawkeye, and Black Widow pursue him to the Oscorp Building, but are sidetracked by Venom.

The heroes are able to trace the mysterious aircraft to Latveria, realising Doom is involved. A break-in at the Raft stalls further investigation; Iron Man and Hulk meet Wolverine at the Raft, who informs them that the Brotherhood of Mutants are working with Doom. The Brotherhood are able to break out many villains, including Loki and Red Skull, with Magneto disassembling Iron Man's armour.

Iron Man and Captain America head to Stark Tower in order to get Tony a new suit. They find that Loki, Mandarin, and Aldrich Kilian have broken in to acquire an Arc Reactor. Loki escapes with the Arc Reactor as Mandarin and Kilian are defeated, with Tony acquiring his new suit.

Hawkeye and Black Widow trace the Arc Reactor energy to a secret Hydra Base, and join up with Human Torch to infiltrate it. Loki, Red Skull, and Armin Zola are using the arc reactor to power a vortex, which Loki escapes through. Black Widow and Hawkeye are taken out, but Captain America shows up to help. Towards the end of the fight Wolverine does too, but this causes the vortex to be broken when Red Skull is thrown into it, preventing the heroes from immediately following Loki.

Wolverine, Captain America, and Human Torch meet with Thor, who takes them to Asgard. Loki has taken over with the help of the frost giants, and acquired the Tesseract. He uses the Destroyer against the heroes, but they are able to defeat both it and Loki. Loki is able to escape, but loses the Tesseract. The group argues over what to do with the Tesseract, and Wolverine choose to steal it in the hopes of using it to locate Magneto. The Brotherhood of Mutants attack the X-Mansion in order to reacquire it, successfully doing so.

The Tesseract's energy is traced to Latveria, and Nick Fury and the Fantastic Four head there to deal with Doom. Though they defeat Green Goblin, Doom and Loki are able to escape.

Doom is tracked heading over the ocean to a SHIELD research sub. Iron Man, Thor, and Spider-Man arrive, to see the sub attacked and consumed by a larger A.I.M. vessel. They enter it and defeat M.O.D.O.K., with Doom fleeing on the research sub as the vessel sinks. Jean Grey rescues the heroes by creating a bubble of air with her psychic powers. The group proceeds to the research sub, but Magneto arrives; he has animated the Statue of Liberty, and uses it to rescue Doom and defeat the heroes.

Wolverine, Hulk, and Mister Fantastic attempt to stop Magneto, who is using the Statute of Liberty to acquire the reactor core of a nuclear power plant. Inside the head of the Statue of Liberty they

defeat Mastermind, but Magneto has the Statue remove her head and throw it away, allowing him to achieve his goal. Fury concludes that he must want it for Asteroid M for whatever Doom is plotting.

Thing and Captain America meet up with Storm on an island filled with dinosaurs from Savage Land. There Magneto uses the reactor to power Asteroid M, his space station. The heroes defeat Magneto, but it is revealed to be Mystique and the real Magneto leaves on Asteroid M.

Spider-Man, Iron Man, and Thor take the Stark Jet to Asteroid M. Magneto, Loki, and Doom are all there. Magneto goes to deal with the intruders but is defeated and knocked back to Earth. Thing, Storm, and Captain America meet up with the other heroes. Doom reveals to the heroes that he is using the Tesseract and the Cosmic Bricks to make a weapon to destroy the threat to Earth (and then subjugating Earth with it after). Doom is defeated and knocked back to Earth. Loki reveals that the device is not actually a weapon and he has been manipulating Doom. Galactus appears, and Loki uses it to mind control Galactus, he wants revenge on Earth. Asteroid M is destroyed, but the heroes escape.

On the Helicarrier, Fury and the heroes decide to recruit the villains to help them defeat Loki and Galactus. Galactus arrives on Earth, and they battle him with the S.H.I.E.L.D. Helicarrier. They create a portal, and knock Galactus and Loki through it whilst destroying the mind control device. The Cosmic Bricks are used to rebuild the Silver Surfer's board, and he promises to head into space and lead Galactus away from Earth.

In a post-credits scene, the Guardians of the Galaxy arrive to warn Nick Fury of a coming threat.

LEGO Marvel Super Heroes 2:

The Guardians of the Galaxy help defend Xandar from an attack by Kang the Conqueror, who summons a Celestial from the end of time. Though the Guardians are able to defeat the Celestial, Kang deploys devices from his ship, the Damocles, which cause part of Xandar to disappear.

Meanwhile, on Earth, Nick Fury sends the Avengers on several missions. As they return from these missions, the Guardians arrive on Earth to warn Nick Fury (the post-credits scene of the first game), but Kang appears shortly after and uses the same device to steal Manhattan, combining it into his "Chronopolis" which is made up from various locations taken from across space and time, with his citadel in the centre. Presently, large barriers divide these areas, allowing travel through special portals only.

Captain America takes a team through a portal to medieval England. There, they help Sir Percy reclaim his castle from Enchantress and Black Knight. She-Hulk takes a team through a portal in pursuit of Klaw, arriving in Wakanda. There they meet with Black Panther and defeat Man-Ape, but Klaw and some Hydra members escape. The two groups meet in Hydra Empire, a version of Manhattan where Hydra rules. There, they defeat Klaw, vibranium robots made by Arnim Zola, and then Baron Zemo in a dogfight.

Thor, Captain Marvel, and She-Hulk travel to a portal to a swamp where they defeat Man-Thing. Kang appears and reveals that Man-Thing was actually an obstacle to him as it was guarding the Nexus of All Realities, which was keeping the realms of Chronopolis separate. Kang destroys it, which removes the barriers dividing the areas.

Back at Avengers Mansion, the heroes detect a faint signal from somewhere outside Chronopolis. The Guardians of the Galaxy retrieve a device from the Old West which allows them to boost the

signal, which they discover is being sent from Knowhere by Cosmo. The heroes decide to bring the scattered fragments of the Nexus together, so they can bring Knowhere into Chronopolis, and take down the barrier around Kang's citadel.

As part of this plan, Doctor Strange requires the Book of Vishanti, and the heroes need Heimdall to locate the fragments. Strange's team defeats Baron Mordo and recovers the book. Meanwhile, Thor's team travels to a version of Asgard that exists because of Thor's absence, where Loki is posing as Odin and Jane Foster is Thor. Surtr attacks Asgard, and Loki's identity is revealed; he fights alongside the heroes to defeat Surtur but escapes in the chaos, and Heimdall is recruited to help.

The heroes again split up to reclaim the fragments. Spider-Man's team head to the Noir version of Manhattan, where they help Luke Cage, Iron Fist, Daredevil, and Spider-Man Noir defeat Kingpin. Iron Fist travels with them to K'un-L'un, where they defeat Steel Serpent and acquire a fragment. Then, the group heads to the Alchemax building of Nueva York (Marvel 2099). They are assisted by Spider-Gwen and Spider-Man 2099, who help them defeat Goblin 2099, and his creation "Carnom" (a hybrid of Carnage and Venom).

The Guardians of the Galaxy defeat Ronan the Accuser, but are brainwashed by the Supreme Intelligence. After stopping Maximus's attempt to seize the Attilan throne, the Inhumans rescue the Guardians and defeat the Supreme Intelligence.

Captain America's team head to Lemuria, but fall into Attuma's trap, transporting them to an arena on Sakaar. There, the team rescues the Hulk and defeats the Red King. Returning to Lemuria, they are aided by Stingray in defeating Attuma and Torg. In Ancient Egypt, Loki impersonates the Pharaoh. The group is assisted by Horus in defeating Loki and the Living Mummy.

After collecting all fragments, the Avengers attempt to bring Knowhere into Chronopolis. Kand is aware of their plan and causes them to almost bring Ego instead, but they are able to prevent this. Using Knowhere, they create an EMP to take out the shields around Kang's citadel. As the heroes begin their attack, Kang summons the Damocles. Iron Man, Spider-Man, and Star-Lord enter the ship. Kang disables his ship in attempt to take them out. The heroes defeat Korvac and escape safely.

The heroes proceed into the citadel. Kang uses it to project a giant solid hologram, wielding Damocles as a sword. He calls Captain America out, who uses the citadel to match his size and defeat him. Kang states that he has not lost, and will simply travel back in time to try again, however his time crystal has been stolen be Ravonna, his wife who disagrees with his actions. She uses it to turn him back into a baby, in the hopes he grows up into a better person this time. She tells the heroes that once the remaining villains are rounded up, she will return the components of Chronopolis to their proper places in spacetime.

In a post-credits scene, everything has been restored to normal. While visiting the Statue of Liberty, Iron Man, Captain America, and Captain Marvel are visited by Ravonna (now known as "Terminatrix"), an elderly Kang, the Supreme Intelligence, Cosmo, and Man-Thing, who ask for their help in fixing a "chronal fracture".

LEGO Marvel's Avengers:

The game adapts the Marvel Cinematic Universe. It starts with the beginning of Avengers: Age of Ultron (the attack on the Hydra base), then jumps back in time to cover The Avengers in its entirety, before finally returning to Age of Ultron and covering the rest of the film. There are also bonus levels that cover the events of Iron Man 3, Thor: The Dark World, and Captain America: The Winter Soldier.

-Changelog-

0.1
Created the jump.

1.0
(i) Slight adjustment to time spent in LEGO Marvel's Avengers just to make things cleaner. (ii) Added a new scenario: **Pick On Someone Your Own Size!**. (ii) Minor typo fixes.