

AGES 10+

2-4 PLAYERS



# FUNKO **VERSE**™

INSTRUCTIONS



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**MARVEL**

*Funko*  
GAMES

# COMPONENTS



2 COOLDOWN TRACKS



4 CHARACTER MOVERS



4 BASIC CHARACTERS



4 CHARACTER BASES



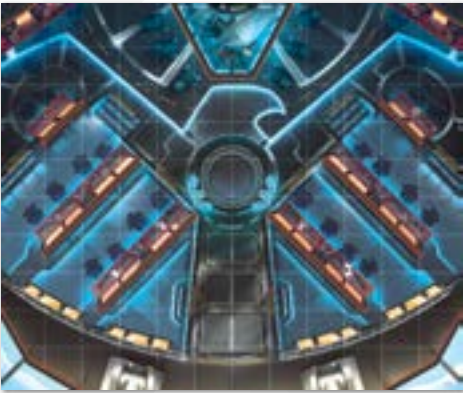
4 CHARACTER CARDS



4 BASIC CHARACTER CARDS



9 ABILITY TOKENS



DOUBLE-SIDED MAP



8 EXHAUSTED MARKERS



FIRST PLAYER MARKER



3 ENERGY TOKENS



6 DICE



4 POINT MARKERS



21 POINTS



TRIUMPH MARKER



4 DOUBLE-SIDED TARGET/LEADER MARKERS



DATA TERMINAL



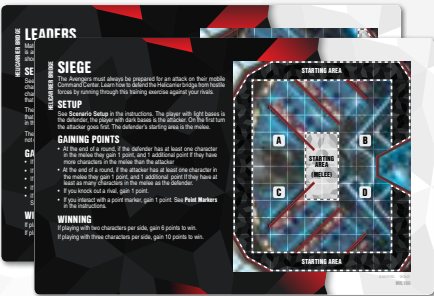
DATA TERMINAL OBJECTIVE CARD



VIBRANIUM CASE



VIBRANIUM CASE OBJECTIVE CARD



2 DOUBLE-SIDED SCENARIO CARDS

# UNDERSTANDING COMPONENTS

## CHARACTER CARDS

**ABILITY COST**   **ABILITIES**

**NAME**   **DEFENSE**   **TRAIT**   **ABILITY DOTS**

**CAPTAIN AMERICA**

**4** **I CAN DO THIS ALL DAY**  
Stand up or do an action. Then do an extra action. Captain America can do this while knocked down. Limited to once per turn.

**3** **SHIELD THROW \***  
Range 3, challenge 1. Roll 1 extra die for each type of ability token on your cooldown track.

**3** **NO, YOU MOVE \***  
Challenge 3. Push the target 1 square.

**2** **AVENGERS ASSEMBLE**  
At the start of the game, Captain America adds to your ability pool (as shown in the ability dots to the right).

**ABILITY DOTS**

- =
- =
- =
- =

### NAME

This is your character's name.

### ABILITY COST

This shows the type of ability token required to use an ability and where you place it on the cooldown track.

### ABILITIES

Choose from these abilities when your character does an ability action.

### DEFENSE

The number inside the shield shows how many dice you roll when your character is challenged.

### TRAIT

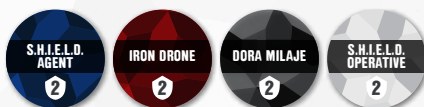
This is a rule unique to your character.

### ABILITY DOTS

The colored dots indicate which ability tokens you take into your pool during setup.

## BASIC CHARACTERS

Basic characters are simplified characters you can use until your *Funkoverse™* collection grows. They follow the rules for characters, but they do not have abilities or traits, and they cannot hold items. When a basic character is knocked down, flip it over in its square so that the "knocked down" side is face-up.



Basic Characters standing

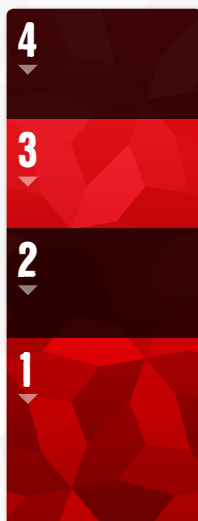


Basic Characters knocked down

## COOLDOWN TRACKS

Each player has a cooldown track. You'll use it to keep track of when things, such as spent ability tokens and knocked-out characters, return to play after being removed.

At the end of each round, both players shift everything on their cooldown tracks down one number. Things that shift off the 1 return to play. When shifting off the cooldown track, characters return to your starting area, ability tokens return to your ability token pool, and item cards return to the characters holding those items. This will be explained in more detail in other sections of these instructions.



# YOUR FIRST GAME

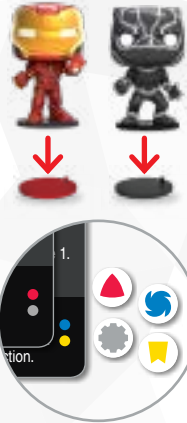
Welcome to *Funkoverse!* For your first game, jump in as quickly as possible. To help with this, these instructions are organized so you don't need to read everything to get started. Once you get to **Stop Reading and Play!** (page 7), you'll know enough of the basics to start playing!

## FIRST-GAME OBJECTIVE

Knock down an opponent's character, and then knock out that character to score a point. Score three points to win!

## SETUP

1. Set aside the Data Terminal, Vibranium Case, objective cards, cooldown tracks, and scenario cards. You won't use them in your first game; you'll learn how to use them in **The Full Experience** (page 8).
2. Place the map with Shuri's Lab face up.
3. All players will use the dice and points. Place them beside the map.
4. Each player takes two exhausted markers.
5. Each player takes a base color and the basic character that matches that base color.
6. Each player chooses a character and puts that character on their base. Your characters are allies to each other. Your opponent's characters are your rivals.
7. Each player takes the cards for their character and basic character, and any tokens or status cards belonging to their character. Energy Tokens are used by Black Panther when he does his abilities.
8. Your character cards have colored dots in their bottom right corners. Take one ability token to match each colored dot. Combine all your ability tokens into your ability token pool.
9. Randomly determine who goes first, and give that player the First Player marker.
10. The Shuri's Lab starting areas are marked with base colors on the next page. The player with the First Player marker places their characters on squares in their starting area. Then, proceeding clockwise, the other players place their characters in their starting areas. When using the Shuri's Lab map, the cooldown track nearest to your starting area is yours.



# EXAMPLE FIRST-GAME SETUP

## BLACK PANTHER PLAYER

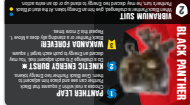
Energy Tokens



Dora Milaje Card



Black Panther Card



Iron Man Card



Iron Drone Card



Ability Token Pool



Exhausted Markers



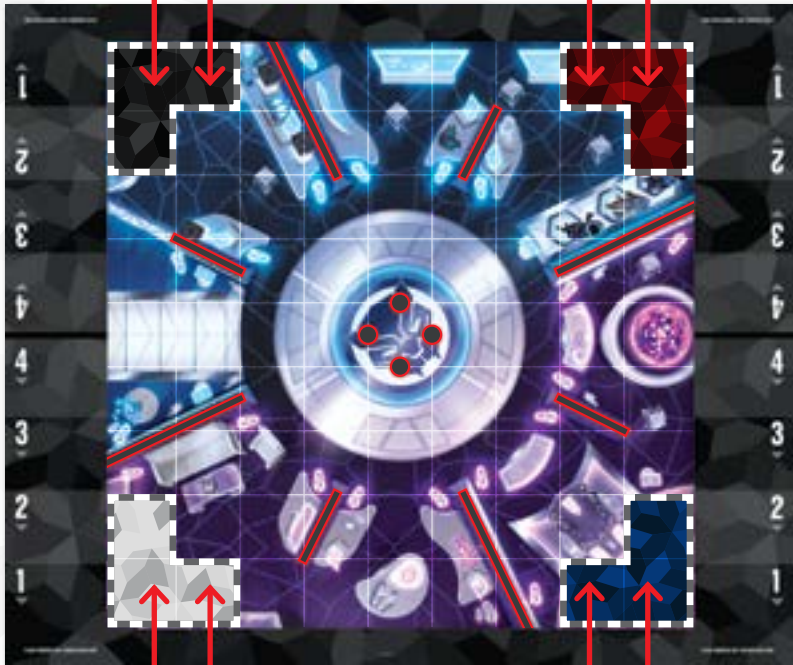
Cooldown track



Starting Area



Cooldown track



Cooldown track



Starting Area



Cooldown track



Exhausted Markers



Ability Token Pool



S.H.I.E.L.D. Operative Card



Black Widow Card



Ability Token Pool



Captain America Card



S.H.I.E.L.D. Agent Card

## BLACK WIDOW PLAYER

First Player Marker

## CAPTAIN AMERICA PLAYER



Dice



Points

# PLAYING THE GAME

Proceeding in clockwise order, players take turns choosing a character to do actions. When all characters have gone, the round ends, and a new round begins.

## TAKING A TURN

### 1. CHOOSE A CHARACTER

Choose one of your characters without an exhausted marker. (No characters have exhausted markers at the start of the round.)

### 2. DO TWO ACTIONS

Do up to two actions with your chosen character. Actions can be basic or special, and a character may do the same action twice. If the character you've chosen to act is knocked down, see **Rally** (step 3) below.

#### BASIC ACTIONS

All characters can do these actions.

##### MOVE

Move up to 2 squares in any direction.

##### CHALLENGE

Roll 2 dice to challenge an adjacent target.

##### ASSIST

Stand up an adjacent ally that has been knocked down.

##### INTERACT

This action is not used in your first game. You'll use it in scenarios.

#### SPECIAL ACTIONS

All characters except basic characters can do these actions.

##### ABILITY

Spend an ability token to do an ability by placing it on your cooldown track on the number matching the ability's cost.

##### USE ATTACHMENT

This action is not used in your first game. Some attachments require an action to use.

### 3. RALLY

If the character you've chosen to act is knocked down, the character cannot do the actions above. Instead, they can stand up by using both of their actions.

### 4. EXHAUST YOUR CHARACTER

Place an exhausted marker on the character card of the character you chose. This character cannot take another turn this round. Once you exhaust a character, it's the next player's turn.

### 5. NEXT PLAYER TAKES A TURN

The next player follows the steps listed above, beginning with **Choose a Character**.

## ENDING A ROUND

When each player has exhausted all their characters, the round ends.

#### COOLDOWN

Beginning with the player with the First Player marker, each player shifts everything on their cooldown track down one number. Things that shift off the 1 return to play. After shifting off the cooldown track, characters return to your starting area, ability tokens return to your ability token pool, and item cards return to the characters holding those items.

#### REFRESH

Remove the exhausted markers from all character cards.

#### NEW FIRST PLAYER

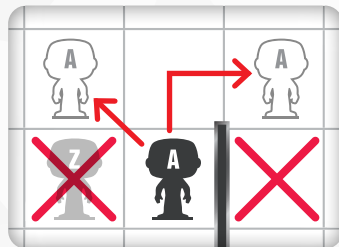
Pass the First Player marker to the next player. That player starts the next round by taking a turn with one of their characters.

## DOING A MOVE

When you move a character, you may move it straight into the next square or diagonally. However, you cannot move through standing rivals or obstructions. See **Moving** (page 14) for the complete move rules.

## DOING A CHALLENGE

Challenges allow you to knock down and knock out rivals. Remember that every character may do a basic challenge against adjacent rivals.



**A** and **Z** are rivals.

When you challenge a rival with a basic challenge, roll 2 dice. When using an ability to challenge, you roll a number of dice equal to the number that follows “challenge”. Your opponent then rolls a number of dice equal to their target character’s defense, which is the number inside the shield on that character’s card.

You want to get more successes than your opponent.

- As the challenger, you get 1 success for each ✨ and 3 successes for each !!!
- Your rival gets 1 success for each 🛡 and 3 successes for each !!!

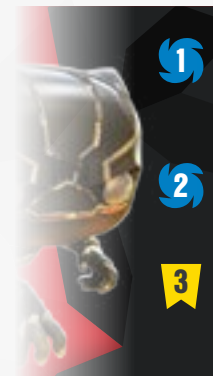
If you have more successes than your rival, your character wins the challenge, and your rival loses. If you do not, your character loses the challenge. Unless otherwise specified by an ability, nothing happens if there is a tie or if the challenger loses the challenge.

When a standing rival is challenged and loses the challenge, the rival is knocked down. Tip the character over in the square where they stood. If a rival that is knocked down is challenged and loses, the rival is knocked out. Remove the character from the map and place the character on the 1 of that player’s cooldown track. See **Challenges** (page 16) for the complete challenge, knocked down, and knocked out rules.

## DOING AN ABILITY

When a character does an ability action, follow these steps:

1. Choose an ability from that character’s card.
2. Spend an ability token of the appropriate type from your pool to pay the ability’s cost, placing it on your cooldown track on the number shown in the ability’s icon. If you do not have the appropriate ability token available in your pool, you cannot use the ability.
3. Follow the rules of the ability in the order written on the card. See **Abilities** (page 11) for the complete ability rules.



## STOP READING AND PLAY!

The above rules cover what you need to know to start playing your first game! When you try to do something you have not done before, or you have a question about how something works, refer back to these instructions or read the detailed sections that follow.

## WINNING YOUR FIRST GAME

For your first game, collect one point each time you knock out a rival character or when one of your characters is adjacent to a rival when they are knocked out. Continue playing until one player has collected three points or until each player understands the rules of the game. After that, keep reading to learn how to play through the full *Funkoverse* experience by using scenario cards, items, companions, and by mixing games!

# THE FULL EXPERIENCE

Now that you've played your first game, you're ready for the full *Funkoverse* experience! You can also take it to the next level by mixing *Funkoverse* games or playing against a friend who has their own *Funkoverse* game!

## SCENARIOS: WHERE THE OBJECTIVES GET INTERESTING!

Each *Funkoverse* game comes with a double-sided map and two double-sided scenario cards. Scenarios are associated with specific maps, and each combination provides a unique way to play the game and new strategies to explore!

When you play a scenario, use the **Playing the Game** (page 6) rules. Instead of winning by knock out, you play to gain points. Each scenario describes different ways players can gain points.

### SCENARIO SETUP

1. Agree on a map and one of its associated scenarios. Place the point markers on the setup squares, as shown on the scenario card.
2. All/each player will use dice and points. Place them beside the map.
3. Each player uses a cooldown track.
4. Each player picks a base color. Flip the First Player marker. If the side matching your base color lands up, take the First Player marker and place it in front of you.
5. Each player chooses a character and takes the basic character matching their base. (If you are mixing *Funkoverse* games or are playing against a friend who has their own *Funkoverse* game, choose three characters and one item each. If both players have *Funkoverse* collections, choose characters and items in secret.)
6. Take the character cards, item card, and any status cards or tokens associated with your characters. Each player takes one exhausted marker for each of their characters.
7. Your character cards have colored dots in their bottom right corners. Take one ability token to match each of the colored dots. Combine all your ability tokens together to form your ability token pool.
8. Check the scenario card for additional setup rules.
9. Your starting area is marked with your base color on the map on the scenario card. The player with the First Player marker places their characters on squares in their starting area. Then, the other player places their characters in their starting area.

### POINT MARKERS

In addition to the ways to gain points described by scenarios, players may always gain extra points from point markers. When a character is adjacent to a point marker on the map or in its square, the character may do the interact action to immediately gain a point. Place the point marker, letter-side up, on the 4 of their cooldown track. When a point marker shifts off a cooldown track, place it back on the map in the corresponding letter's setup square. In subsequent turns, players may gain points by interacting with point markers that have returned to the map.

### WINNING A SCENARIO

Determine the winner according to the scenario's rules by counting the points each player has at the end of a round. If there is a tie, play more rounds until one player has more points. If you run out of points to take, use something else to keep track of the points each player gains.



# ATTACHMENTS

## PLAY WITH ATTACHMENTS

In *Funkoverse* there are various additions you can attach to a character. These additions are called attachments and come in the form of items, companions and bonus objectives. Not all attachments are physically attached to a character. Each team must have the same number of attachments in order to play with attachments. Try using attachments with different characters and with different combinations of characters on your side to discover new strategies.

## BONUS OBJECTIVES

This game contains two bonus objectives: Hack the Terminal and Retrieve the Vibranium. Bonus objectives are attachments that come with special markers that are placed on the map and a card that explains their rules. Bonus objectives can help your team in various ways, like creating new ways to power up your team.

### BONUS OBJECTIVE SETUP

Each team takes one bonus objective marker and places the associated card in front of them, these have the rules for bonus objectives. Then each team hands their bonus objective marker to their opponent. Immediately after characters are placed during setup, each team places the bonus objective marker they have been handed by their opponent in their starting area.

### BONUS OBJECTIVE RULES

Bonus objectives markers are special markers that follow some of the rules for characters. Bonus objectives markers follow the same rules for adjacency, movement, line of sight, and what the marker can see as characters. Rivals and allies may not be placed onto or end their movement on the bonus objective marker's square.

## ITEMS



Some *Funkoverse* games include items. Each team chooses one item and gives it to a character by putting it in that character's hand before starting the game. Place the item card near that character's card to remind you of the rules. Basic characters cannot be given items.


### ITEM RULES

When a character has an item, the character gains a new option for an action or a new trait as described on the item card. Read the rules as you would for an ability. An item remains with the same character for the whole game.

While an item is on the cooldown track, it cannot be used. When a round ends, shift all item cards down the cooldown track. When an item card shifts off the 1, it returns to the character holding the item and may be used again.


### DOING THE USE-ITEM ACTION

If the item has the  icon, the character holding the item must do the use-item action to use it. After your character uses the item, place the corresponding item card on the cooldown track on the number indicated in the .

If the item does not have the  icon, the item functions as a character trait and does not require an action to use.



### ITEMS THAT HAVE CHALLENGE ACTIONS

Some items provide a way to challenge targets, but doing the use-item action is only considered a challenge action if it has a  after the item name. Otherwise, it is considered a non-challenge action.

# ATTACHMENTS (CONT.) & MIXING GAMES

## COMPANIONS

Some *Funkoverse* games include companions. Companions are always paired with a character and provide a player with an ally that can do a limited number of actions.

### COMPANION SETUP

When playing with a companion, the companion is always paired with a character on your team. Attach the companion to a character by placing the companion card below that character's character card. At the beginning of the game, and whenever a companion shifts off the cooldown track, place the companion in your starting area.

### COMPANION RULES

Companions follow the same rules for adjacency, movement, line of sight, and what they can see as characters. When a character with an attached companion takes their turn, the attached companion may also do one of the actions listed on the companion's card.

Additionally, a character with an attached companion may forfeit any number of their actions on their turn to allow their attached companion to do that many actions, selected from the actions listed on that companion's card. This may be done while the character is knocked down, and even while the character is on the cooldown track!

When a companion is challenged and loses, remove it from the board and place it on the 1 of its owner's cooldown track. Players do not gain points from challenging companions. For the purposes of gaining points, when a companion knocks out a rival, credit the knockout to the character the companion is attached to.

## MORE PLAYERS

This game contains two Free-for-All scenarios specifically designed for three or four players! (Triumph and Scrimmage) In Free-for-All scenarios, each player controls their own characters. When playing with more than two players in a Free-for-All scenario, the first player marker is passed clockwise at the end of the round. Every other player is considered your opponent, and all of their characters are considered your rivals.

You can also play regular *Funkoverse* scenarios as a team game! Play the game with one or two players per side and with each player controlling at least one character. Each side works as a single player as described in the rules. Players on the same side are allies just as if they were controlled by a single player. Players of the same side use the same cooldown track and ability token pool.

## MIXING GAMES

Choose characters, attachments, and scenarios from any *Funkoverse* game and mix them up to discover powerful character combinations and to devise new strategies. Pit your collection against your friend's collection to see who can make the best combination.

If you and your opponent have the same game, everyone can play with their favorite characters. If you play with more than one *Funkoverse* game of the same type, characters with the same name cannot be allies. (Iron Man cannot ally with another Iron Man.)

A recommended game of *Funkoverse* uses three characters and one item per side, but you can experiment with more attachments and more characters as your collection grows!

# ABILITIES

When you choose to have a character do an ability action, follow these steps:

1. Choose an ability from that character's card.
2. Spend an ability token of the appropriate type from your pool to pay the ability's cost, placing it on your cooldown track on the number shown in the ability's icon. If you do not have the appropriate ability token available in your pool, you cannot use the ability.
3. Follow the rules of the ability as written on the card.

If the ability has multiple rules, follow the rules in sequence. If the ability contains a challenge and the challenge cannot be done because there are no possible targets, the ability ends and the remaining rules for the ability are ignored.

When ability rules conflict with the rules written in the instructions, the ability rules take precedence.

## ABILITY TYPES

There are a variety of types of abilities in *Funkoverse* (     ). Each ability type is associated with various qualities:



Characters with these abilities exhibit finesse, agility, and coordination. Such abilities often provide ways for characters to be faster or more flexible.



Characters with these abilities exhibit forcefulness, strength, and fortitude. Such abilities often provide ways for characters to be mighty or more resilient.




Characters with these abilities exhibit cunning, ingenuity, and deception. Such abilities often provide ways for characters to trick or inhibit rivals.



Characters with these abilities exhibit leadership, charisma, and willpower. Such abilities often provide ways to bolster allies or give them actions.

## ABILITIES THAT ARE CHALLENGE ACTIONS

Many abilities let you challenge targets, but doing the ability action is only considered a challenge action if it has a  after the ability name. Otherwise, it is considered a non-challenge action.

# TRAITS

The rules explained for abilities also apply to traits. However, you do not need to spend an ability token to use a character's trait. Instead, it applies all the time. Unless the trait says otherwise, its rules also work when a character is knocked down or knocked out.

# USING THE MAP

The map that comes with this game has Helicarrier Bridge on one side and Shuri's Lab on the other. Each side is unique, and the position of obstructions changes how games are played.

## OBSTRUCTIONS

Obstructions on each side share the same appearance. Other objects on the map are not obstructions. An obstruction on the border between otherwise adjacent squares is a "wall". If an area of the map is fully surrounded by an obstruction, it cannot be entered for any reason.



### EXAMPLE

This obstruction on Shuri's Lab map with a thick black line paired with red outer lines is a wall.



### EXAMPLE

An obstruction on the Helicarrier Bridge is a thick black line paired with a red outer line. Characters cannot enter the enclosed area.



### EXAMPLE

This chair is not bordered by the lines as in the other examples. It is not an obstruction.

## WHAT YOUR CHARACTER CAN SEE

When determining if your character can see a square, draw an imaginary line from the center of your character's square to the center of the square in question. Then, use the following rules:

**RULE 1:** If an obstruction interrupts this line, your character cannot see that square.

**RULE 2:** If the line passes through any part of a square occupied by a standing rival you can see, your character cannot see past that rival's square.

**RULE 3:** If the line passes through any part of a square occupied by an ally, your character can see past that ally's square.

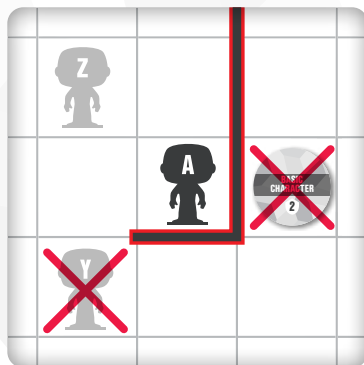
**RULE 4:** If the lines passes through where four corners meet, and your opponent's characters occupy one or two of those squares, your character can still see past that corner.

## ADJACENCY

In *Funkoverse* a square is adjacent if it is straight beside or diagonal to your character and your character can see that square.

### OBSTRUCTIONS AND ADJACENCY

If an obstruction is between your character and another square, your character cannot see that square and is therefore not considered adjacent. This includes obstructions on the corner of squares blocking diagonal adjacency.

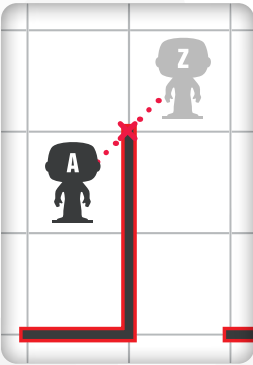


### ADJACENCY EXAMPLE

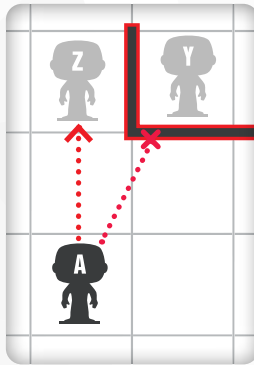
Ally **A** is adjacent to rival **Z**, but it is not adjacent to rival **Y** or the rival **Basic Character**.

**NOTE:** These diagrams are for reference and may not match the map included in this game.

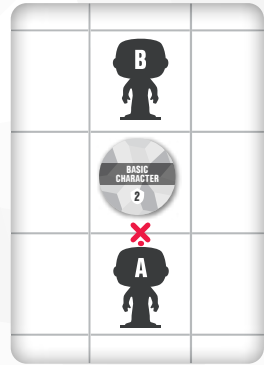
## EXAMPLES OF WHAT YOUR CHARACTER CAN SEE



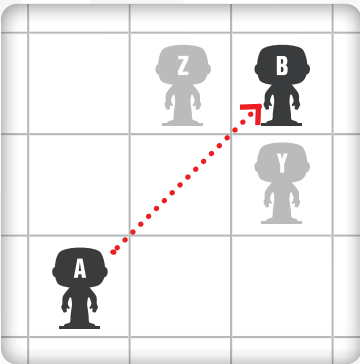
Ally **A** and rival **Z** cannot see each other (rule 1).



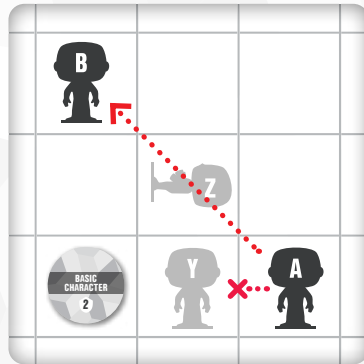
Ally **A** can see rival **Z** but not rival **Y** (rule 1).



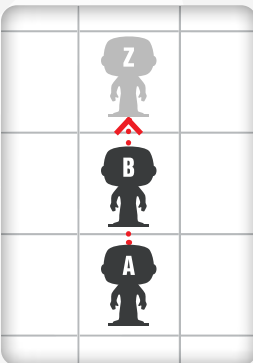
Ally **A** cannot see ally **B** because the rival **Basic Character** is blocking its view (rule 2).



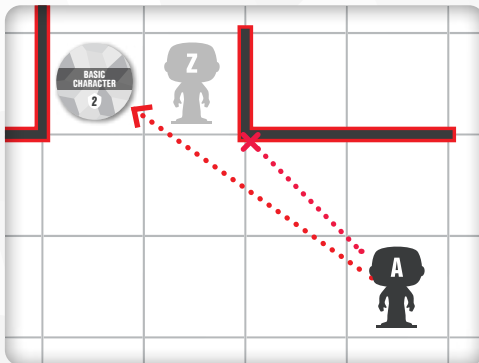
Ally **A** can see ally **B** because rivals **Y** and **Z** do not block the sight line that passes through where corners meet (rule 4).



Rival **Z** is knocked down, so ally **A** can see ally **B**. Ally **A** cannot see the rival **Basic Character** because rival **Y** is blocking its view (rule 2).



Ally **A** can see rival **Z** through the square occupied by ally **B** (rule 3).



Ally **A** can see the rival **Basic Character**. Rival **Z** would normally block its view of that square, but in this example it does not because ally **A** cannot see rival **Z** (rules 1 and 2).

# MOVING

When you move something (such as a character or a token), you may move it straight into the next square or diagonally.

## BASIC MOVES

If a character moves by doing a basic action, the character can move up to 2 squares.

## SPECIAL MOVES

If something moves because of an ability, trait, or item, it is a special move. You can move it up to the number of squares specified by the ability, trait, or item.

## HOW TO MOVE SOMETHING

When moving something, use the following rules.

**RULE 1:** You cannot move things through obstructions.

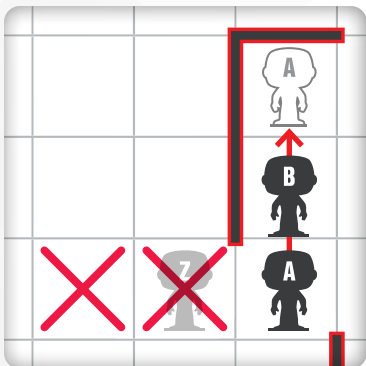
**RULE 2:** You can move something into a square partially occupied by an obstruction but only if the obstruction does not occupy the center of the square.

**RULE 3:** If an obstruction is on a corner of a square, you cannot move something diagonally through that corner.

**RULE 4:** You can move something through a square occupied by one of your allies.

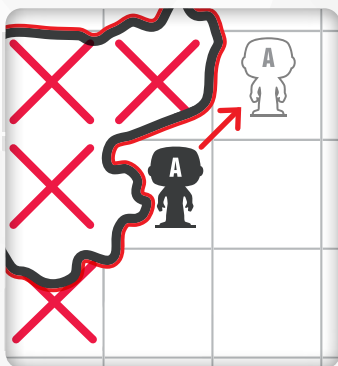
**RULE 5:** You cannot move something through a square occupied by a standing rival.

**RULE 6:** You cannot end something's move in a square occupied by an ally or rival.



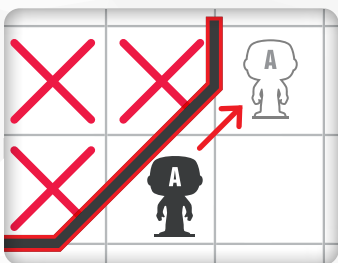
### EXAMPLE

Ally **A** can move through ally **B**, but not through rival **Z** (rules 4 and 5).



### EXAMPLE

Ally **A** is in a square that is partially occupied by an obstruction. Ally **A** cannot move diagonally through the obstructed corner (rules 1, 2, and 3).

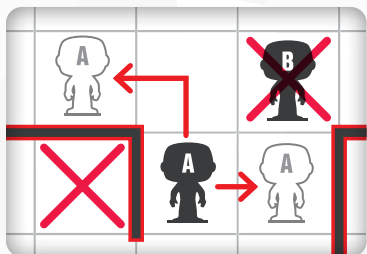


### EXAMPLE

Ally **A** is in a square that is partially occupied by an obstruction. However, Ally **A** cannot move through the obstruction (rules 1 and 2).

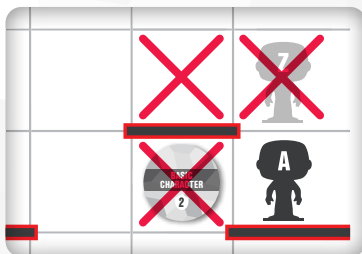
**NOTE:** These diagrams are for reference and may not match the map included in this game.

### STRAIGHT MOVES



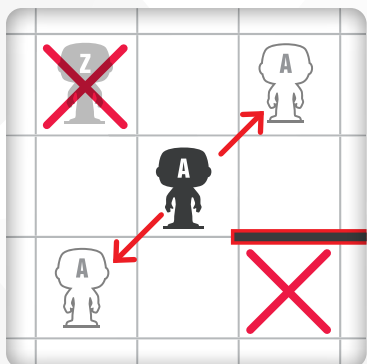
Ally **A** can move 1 or 2 squares, but not to squares occupied by another character or blocked by an obstruction (rules 1 and 6).

### CANNOT MOVE



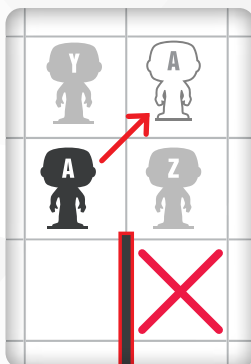
Ally **A** cannot move because it is blocked by rival **Z**, the rival **Basic Character**, and an obstruction (rules 1 and 5).

### DIAGONAL MOVES



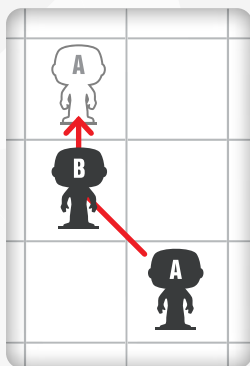
Ally **A** can move diagonally to squares not occupied by another character or blocked by an obstruction (rules 3 and 6).

### MOVING BETWEEN RIVALS

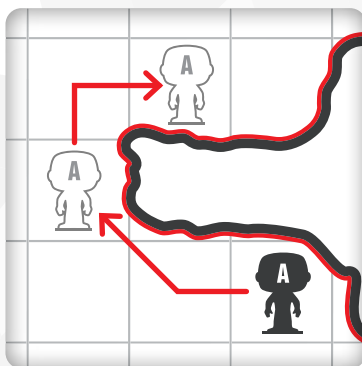


Ally **A** cannot move diagonally through the corner that is obstructed, but may move between rivals **Y** and **Z**, as the corner is not obstructed (rule 3).

### COMBINING STRAIGHT AND DIAGONAL MOVES



Ally **A** can move through squares occupied by ally **B** (rule 4).



Ally **A** cannot move through an obstruction. Ally **A** uses two basic move actions to go around it (rule 1).

# CHALLENGES

The rules provide many ways to challenge targets. Usually your target is a rival, but you might target other things, such as tokens. Unless a rule says otherwise, you challenge only one target at a time. You cannot challenge an ally.

## BASIC CHALLENGE

A character doing a basic challenge rolls 2 dice and must be adjacent to their target.

## CHALLENGE (NUMBER)

The word “challenge” followed by a number means you challenge an adjacent target. Roll the number of dice equal to the number that follows “challenge.”

## RANGE (NUMBER) CHALLENGE (NUMBER)

The word “range” followed by a number means the target must be within that number of squares. The challenger must be able to see the target. Roll the number of dice equal to the number that follows “challenge.”

## DEFENSE

The number inside the shield on the target character’s card shows how many dice the defender rolls when that target is challenged. Tokens that you can challenge show their defense on the token.



## RESOLVING A CHALLENGE

Declare your target and roll a number of dice as specified by the rules for your challenge. Your opponent then rolls a number of dice equal to the target’s defense.

- You want to get more successes than your opponent.
- As the challenger, you get 1 success for each ✨ and 3 successes for each !!!
- Your rival gets 1 success for each 🛡 and 3 successes for each !!!.

If you have more successes than the defender, your character wins the challenge. If you do not, your character loses the challenge. When you challenge and lose, nothing happens.

## KNOCKED DOWN

If a character that is standing is challenged and loses, it is knocked down. Tip the character over in the square where the character stood. (When a basic character is knocked down, flip it over in its square so that the “knocked down” side is face up.) A character that is knocked down cannot use actions, but can rally. However, another character can do the assist action to stand that character up. See **Assist** and **Rally** (page 6).

## KNOCKED OUT

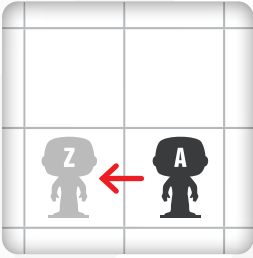
If a character that is knocked down is challenged and loses, it is knocked out. Remove the character from the map and place the character on the 1 of their player’s cooldown track. A character that has been knocked out and is on the cooldown track can still be chosen to take a turn and become exhausted; however, they may not do any actions. In some instances, it might be beneficial to delay taking a turn with a character in play; choosing to take a turn and exhaust a knocked-out character allows you to do this.

## MULTIPLE CHALLENGES

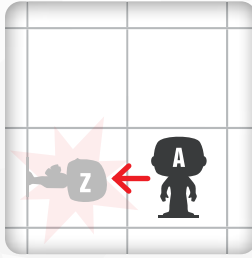
Some abilities allow a character to challenge more than one target. Declare and resolve each challenge one at a time. Make separate challenge rolls for each target, whether you are challenging multiple targets or a single target more than once. The defender rolls dice to defend for each challenge as it is declared and made.





## A BASIC CHALLENGE

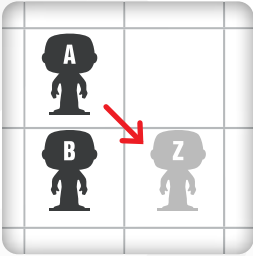


1. Ally **A** challenges rival **Z** as a basic action. Rival **Z** has a defense of 2, so each character rolls two dice.

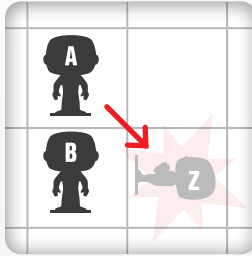




2. Ally **A**, the challenger, gets 3 successes:   
Rival **Z**, the defender, gets 2 successes:   
Ally **A** wins the challenge. Rival **Z** is knocked down.

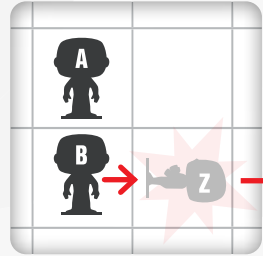
## KNOCKING OUT A TARGET



1. Ally **A** challenges rival **Z** with a challenge 3 ability. Ally **A** rolls 3 dice. Rival **Z** has a defense of 2, so they roll 2 dice.



2. Ally **A**, the challenger, gets 2 successes:   
Rival **Z**, the defender, gets 1 success:   
Ally **A** wins the challenge. Rival **Z** is knocked down.



3. Ally **B** challenges rival **Z**, who is already knocked down. Ally **B** gets more successes and wins. Rival **Z** is knocked out and moves to the 1 of their cooldown track.

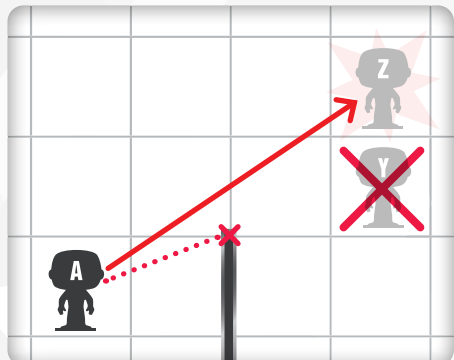


## A RANGED CHALLENGE

1. Ally **A** uses a range 3, challenge 2 ability, and challenges rival **Z**, who can be seen and is within 3 squares.

2. Ally **A** rolls 2 dice to challenge. Rival **Z** has a defense of 2, so they roll 2 dice.

**NOTE:** Rival **Y** is also in range but cannot be challenged because an obstruction blocks ally **A** from seeing them.



# GLOSSARY

This glossary includes terms used throughout all Funkoverse games. Some terms do not apply to characters in this game (MVL100). Terms not used in this game are marked with an asterisk (\*). Other Funkoverse games include additional terms not referenced here. See the instructions included in those games for clarifications of those terms.

**ALLY:** The characters and minion tokens you control are allies. If you play with three or four players, characters and minion tokens controlled by players of the same side are allies to each other.

**AWAY:** Some abilities specify moving something away from something else (sometimes written as “push”). When moving something away from something else, you move it up to the stated number of squares according to the **Moving** rules (page 14), except that each square to which you move it must be farther away.

**CHALLENGE ACTIONS:** An action is considered a challenge action if it is a basic challenge or it has a ★ after the ability or item name.

**CHALLENGING A TOKEN OR MINION TOKEN:** If a token (including minion tokens) has a defense, then it can be challenged. For the purposes of challenges treat the token as a rival. Tokens are never knocked down or knocked out. Instead, remove the token from the map when it loses a challenge. Tokens do not award points when they are removed.

**COST:** When a character does an ability, the cost is the number in the ability icon next to that ability’s name. This shows where on the cooldown track to place the matching ability token.

**\*DECREASING AN ABILITY COST:** A rule might decrease the cost of an ability. When that happens, place the ability token on the number of the cooldown track that corresponds with the new number. If the cost is decreased below 1, an ability token is no longer required to use the ability.

**FREE-FOR-ALL:** Free-for-All is a type of scenario specifically designed for multiplayer play. In Free-for-All scenarios, each player controls their own characters. When playing with more than two players in a Free-for-All scenario, the first player marker is passed clockwise at the end of the round. Every other player is considered your opponent, and all of their characters are considered your rivals. Scrimmage and Triumph are Free-for-All scenarios.

**MARKERS:** A rule might place square-shaped markers on the map. If all the markers of that type are in play, you cannot place that marker on the map. Unless otherwise stated, markers do not block what a character can see, characters can occupy the same squares as markers, and characters cannot move or target markers. Markers follow the same rules for adjacency as characters; characters must be able to see squares containing the markers in order to be considered adjacent. See the source of the marker for more rules.

**\*MINION TOKENS:** Minions are special tokens that follow many of the rules for characters. Rules that call for the placement of minion tokens on the map will explain how the minion moves, and challenges, as well as any traits or abilities. You cannot place a minion token in a square occupied by an ally or rival. A minion token follows the same rules for adjacency, movement, line of sight, and what the token can see as characters. A minion token you place is considered your characters’ ally.

See **Challenging a Token or Minion Token** (page 18).

For the purposes of gaining points, when a minion token knocks out a rival, credit the knock out to the character who put that minion into play.

**\*NEARER:** A rule might specify choosing something that is nearer or nearest to a square (typically the square of a character doing the ability action). Something that cannot be seen from the square does not count when determining what is near. If two things are equally near, the player responsible for this rule coming into play chooses the target. A rule might specify placing something nearer. In this case, ignore what the thing in question can see.

**OPPONENT:** The player you play against is your opponent. If you're playing a three-player or four-player game, all of the players on the other side are your opponents.

**PLACING SOMETHING:** Placing something is different from moving something and ignores the rules for moving. When a rule says that you place something on a square, neither your character nor the thing being placed needs to be able to see the square unless the ability says so or says it has to be in an adjacent square.

**\*PULL:** See **Toward** (page 19).

**PUSH:** See **Away** (page 18).

**RANGED CHALLENGE:** The word "range" indicates that a challenge can be made when the target is not adjacent. See **Challenges** (page 16).

**RIVAL:** Characters and minion tokens controlled by your opponent(s) are rivals of your characters.

**\*STATUS CARDS:** Some characters have abilities that give status cards. When this happens, find the status card and put it near the affected character's character card as a reminder that this character follows that status card's rules. If a status card is in play, it cannot be given to a character until it has been discarded. When a character gets knocked out, the character keeps its status cards. For the purposes of gaining points, when a status knocks out a rival, credit the knock out to the character who put that status card into play.

## SWAP

Whenever two things are swapped, place each one exactly where the other was.

**TOKENS:** A rule might place round tokens on the map. If all your tokens are in play, you cannot place tokens on the map. Unless otherwise stated, tokens do not block what a character can see, characters can occupy the same squares as tokens, and characters cannot move tokens. Tokens follow the same rules for adjacency as characters; they must be able to "see" squares they are next to in order to be considered adjacent. See the source of the token for more rules.

See **Challenging a Token or Minion Token** (page 18).

For the purposes of gaining points, when a token knocks out a rival, credit the knock out to the character who put that token into play.

These rules do not apply to minion tokens. See **Minion Tokens** (page 18) for the rules that apply to them.

**\*TOWARD:** Some abilities specify moving something toward something else (sometimes written as "pull"). When moving something toward something else, your character must be able to see the thing and each square into which you are moving the thing.

When moving something toward another thing, you move it up to the stated number of squares according to the **Moving** rules (page 14), except that each square to which you move it must be nearer.

**WITHIN A NUMBER OF SQUARES:** To know what is within a number of squares, count squares as you would for movement, but ignore obstructions and any characters and tokens that would block what can be seen.

# F.A.Q.

## HOW DO YOU DO AN ABILITY THAT TARGETS MULTIPLE CHARACTERS?

If an ability would affect multiple targets at the same time the player doing the ability chooses the order. If in the process of doing an ability a new target becomes available, then they are targeted as well. If a target becomes unavailable, then they are no longer targeted. If an action creates challenges against multiple targets you must do all of them. Failing a challenge doesn't stop the rest of the challenge action from happening.

## IS RALLY A BASIC ACTION?

No. The basic actions are: move, challenge, assist, and interact.

## CAN I STAND IN THIS SQUARE?

A character can stand in a square as long as there is not another character, minion token, companion, or bonus objective marker in that square. Normal tokens and markers do not prevent a character from standing in a square. If the middle point of the square is covered by an obstruction then nothing can be placed in that square.

## WHAT IF A CHALLENGE DOESN'T HAVE A RANGE?

If a challenge does not state a range or describe how to choose targets, then the targets must be adjacent.

## WHAT IF I NEED TO RETURN A CHARACTER AND MY STARTING AREA IS FULL?

If your starting area is full, then return your character to a square adjacent to your starting area or the nearest available square.

## WHEN DO YOU PAY FOR AN ABILITY'S COST?

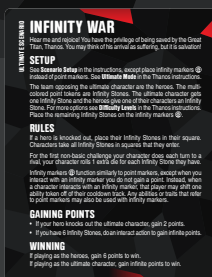
Costs are paid before an ability is done. Ability tokens used to pay for abilities go on the cooldown track before the ability effect takes place.

## HOW DOES WAKANDA FOREVER! WORK?

You may distribute the Move 1s between Black Panther and his allies in any way you want. Each move 1 is done separately, and they may not be combined to move through other characters.

## ARE THERE ANY OTHER MARVEL SETS?

Yes! In fact, some may call this expansion ... inevitable.



MVL100 WOe01



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Game by  
*Prospero Hall*

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