

# TIPS AND STRATEGIES FOR THANOS!

- Thanos' abilities are powerful and expensive. Pair Thanos with allies that have cheap abilities, or abilities that help you get your ability tokens back faster, to help take advantage of his Mad Titan trait.
- Merciless is an ability that automatically knocks down a rival. Use Merciless in situations where you can't take the chance of a challenge failing.
- If Ultimate Thanos gets knocked out, remember that Master Strategist combined with the ultimate rules will allow Thanos to show up where your opponent may least expect it.
- Orbital Energy Strike can be used in the Infinity War scenario to prevent a rival from grabbing an Infinity Stone, giving Thanos a chance to get to it first.
- When playing against Thanos keep a close eye on his ability token pool. Once he gets low on available tokens it's the best time to strike!
- Marvel *Funkoverse 100* pairs exceptionally well with Thanos and the Infinity War scenario. The Avengers have been designed to provide an engaging battle against their ultimate foe!



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**FUNKOVERSE**  
GAME EXPANSION

**MARVEL**

AGES 10+

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GAMES

## ADD SOME SNAP TO YOUR GAME WITH THANOS!

Thanos is designed to be combined with your existing *Funkoverse™* Strategy Games. A 4-character or 2-character game is required to play this expansion.



**WATCH THE HOW TO PLAY VIDEO!**  
[go.funko.com/FunkoverseHowToPlay](https://go.funko.com/FunkoverseHowToPlay)

**COMPATIBLE WITH ALL  
FUNKOVERSE STRATEGY GAMES!**

# INSTRUCTIONS

## ULTIMATE MODE

Ultimate mode is a new way to modify your *Funkoverse* experience and provide heroes with the ultimate challenge! In ultimate mode one player powers up a single character to their ultimate form, to take on a team of three opposing characters.

There are special scenarios that are specifically designed to be used in ultimate mode.

## ULTIMATE MODE SETUP

Place the ultimate scenario on top of the text of any scenario card. The ultimate scenario replaces all rules of the chosen scenario except for starting areas and point marker locations.



Scenario card shown from *Marvel Funkoverse 100*

One player chooses a single character to use along with their character card and ultimate card: they are the ultimate character. The other team chooses three characters to oppose the ultimate character. The player with the ultimate card chooses a base color first. Neither team chooses an attachment, such as an item.

The ultimate card will indicate additional ability tokens for them to start the game with (as indicated in the bottom right of the character card). The ultimate character takes three exhausted markers at the start of the game.

## ULTIMATE MODE RULES

At the start of the game, the ultimate character goes first. At the start of the ultimate character's turn, if they are on the cooldown track, shift them off.

Ultimate characters are not exhausted until all three exhausted markers are on them.

## ADJUSTING DIFFICULTY

Ultimate mode is designed to provide heroes with an intense challenge. However, you can adjust the difficulty of the Infinity War scenario at the start of the game by applying a few simple changes at setup:

### INFINITY STONES

For a game that is more challenging for Thanos, give two heroes each an Infinity Stone. Thanos does not start the game with any Infinity Stones.

For a game that is more challenging for the heroes, give Thanos two Infinity Stones. The heroes do not start the game with any Infinity Stones.

### ATTACHMENTS

To increase a team's chance of success, give the team one or more attachments, such as the Data Terminal or Vibranium Case from *Marvel Funkoverse 100*.