



SET UP

WATCH HOW TO PLAY AT: funko.com/marvelbattleworld

1 Place the Hero and its matching Hero Card (color side up) in front of you.



2 Shuffle the Battle Cards and place them in a face-down stack.



3 Place the Thanostone, Mystery Hero Card, Danger Tokens, Attack Die, and Danger Coin nearby.



OBJECTIVE

If you win enough Battles (3 Battles for one Battle Ball), you win the game. However, if you lose 3 Battles, your Heroes are defeated.

Note: To play with more Heroes, see Playing With More Heroes and Battles (page 2).



TURN ORDER

EVERY TURN HAS 3 STEPS:

- 1. Ready Heroes and Add Battles!**
Reveal more Battles for the Heroes to attack.
- 2. Move and Attack!**
Use Heroes to attack Battles in order to win.
- 3. Advance Danger!**
Flip the coin and advance Danger on Battles.

1. READY HEROES AND ADD BATTLES!

At the start of every turn, flip all active Hero Cards to their color side—they are ready to attack!

Then, draw one Battle Card from the stack for each active Hero and add them to Battleworld. New cards are played so at least one side touches the side of another card.



2. MOVE AND ATTACK!

Now, each active Hero in Battleworld attacks, attempting to win Battles. If more than one Hero is active, they can attack in any order, but each may only attack once per turn.

ATTACK TYPES



A. Move your Hero to a Battle Card to show what the Hero will attack. Moving is optional and more than one Hero can attack the same Battle. Each Hero has Attack Bonuses and a Power.



B. Roll the Attack Die and add the one highest Attack Bonus on your Hero Card that matches an Attack Type shown on the Battle Card.



Example:

Flying Drones have and Attack Types. Captain Americat rolls a 5 and adds +4 for his Bonus, for an attack total of 9.

Your Roll	Attack Bonus	
	+ 4	= 9 Total

Note:

A always hits and a always misses!

C. If your total is equal to or higher than the Attack Target Number on the Battle Card, you hit. Otherwise, you miss.

Example: Captain Americat needs an 8 or higher to hit Flying Drones. His total of 9 is a hit!

IF YOUR ATTACK HITS, place your Hero on the first space on the blue Hit Track. After each hit place the attacking Hero on the next open space on the track. When a Hero is placed on the last space, the Battle is won (see page 2)!

IF YOUR ATTACK MISSES, place a Danger Token on the first space on the orange Danger Track. After each miss, place that token on the next open space on the track. When a token is placed on the last space, the Battle is lost (see page 2)!



3. ADVANCE DANGER!

After all active Heroes have attacked there is a chance of Danger advancing at some Battles.

- Flip the Danger Coin once to see if the Danger advances on ☉ or ☾ Battles.
- For each Battle Card with a Danger symbol that matches the coin flip, advance a Danger Token to the next open space of the orange Danger Track.



Example: The coin flip landed ☉ up. Place a Danger Token on the first Danger Track space on Flying Drones and advance from the second to the third space on Cat Lady's Gang.

WINNING AND LOSING BATTLES

WINNING A BATTLE! If you hit with enough attacks to place a Hero on the last space of the Hit Track, you win that Battle. It can take 1, 2, or 3 hits to win, depending on the length of the Hit Track. Remember, more than one Hero can be on the Hit Track.

Hit Track



When you win a Battle, flip the Battle Card face down to show that Battle as won, placing the Heroes on the flipped card.

If you win enough Battles (3 for a single Battle Ball game), you win as the Heroes defeat Thanos in Battleworld!



LOSING A BATTLE! If the Danger Token is placed on the third and final space of the Danger Track, the Battle is lost. This can happen after a missed attack or during the Advance Danger step of the turn.



When a Battle is lost, flip the Battle Card face-down, and place a Danger Token on top to show the Battle was lost, placing the Heroes on the flipped card.

If you lose 3 Battles, you lose and the Heroes have been defeated by the threats of Battleworld.



THANOSTONE BATTLES



A Thanostone Battle is like any other Battle, but when you win a Thanostone Battle, you may crack open one Thanostone and the matching Mystery Hero Card.

Note: If you do not have a Thanostone to crack open, choose one Hero from your collection instead.



Flip over the Battle Card you won and add your rescued Hero to any Battle.

Rescued Heroes may attack the same turn they are rescued.



HERO POWER DETAILS

- If a power says "with" it means on the same Battle Card.
- If a power says "nearby" it means on the same or adjacent Battle Card.
- If a power says that it may be used at specific Attack Type symbol Battles (Example: ⚡ Battles), the power works even if a Hero uses a different Attack Bonus – as long as the Battle Card has the indicated Attack Type on it.



PLAYING WITH MORE HEROES AND BATTLES

You can play Marvel Battleworld with more than the contents of one Battle Ball. With two Battle Balls, you can play a 2-player game where you and a friend each start with one Starting Hero and try to rescue 2 trapped Thanostone Heroes, or you can play a larger solo game where you control all the Heroes.

Example: To play a game with 3 Starting Heroes, you will need a deck of 13 Battle Cards that has 3 Thanostone Battle Cards and 10 other Battle Cards. (Note: you can use the cards from 3 Battle Balls). You also need 3 more Heroes from your collection to rescue. To claim victory in a game with 3 Starting Heroes, you must win 7 Battles!

Note: Even in games with more Heroes, if you ever lose 3 Battles, you lose the game!

To play with even more Heroes and Battles, set up and play the game based on this chart:

Starting Heroes	Thanostones (or Heroes from collection)	Thanostone Battle Cards	Other Battle Cards	Battle Wins to Win Game
1	1 x	1 x	4 x	3
2	2 x	2 x	7 x	5
3	3 x	3 x	10 x	7
4	4 x	4 x	13 x	9
5	5 x	5 x	16 x	11



COLLECT ALL 30 HEROES AND 60 BATTLES!

Common Rare Ultra Rare



CONTENTS:

1 Hero, 1 Hero Card, 1 Thanostone containing 1 Mystery Hero, 1 Mystery Hero Card, 5 Battle Cards, 1 Attack Die, 5 Danger Tokens, 1 Danger Coin, Instructions

Instructions:

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WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.