



MEGA PACK INSTRUCTIONS

1-4 PLAYERS • AGES 6+

Thanos has trapped the most powerful forces in the Multiverse in mysterious Thanostones and dropped them on his treacherous Battleworld. Rescue the Heroes and win enough Battles to defeat Thanos!



OBJECTIVE & SETUP

If you win enough Battles (5 Battles for one Mega Pack), you win the game. However, if you lose 3 Battles, your Heroes are defeated.

NOTE: This Mega Pack includes extra Hero Movers and Hero Cards to choose from for your Battleworld game. To play with a different number of Heroes, see *Playing With More Heroes*.

HEROES
Choose 2 of the 4 Heroes. Place the Heroes and their matching Hero Cards face up (color side) in front of you. One player can control both Heroes or two players can control one Hero each.



BATTLE CARDS
Shuffle together 2 **Thanostone Battle Cards** with 7 other **Battle Cards** and place them face down in a stack.



OTHER ITEMS
Place the 2 Thanostones, 2 Mystery Hero Cards, Danger Tokens, Attack Die, and Danger Coin nearby.



WATCH HOW TO PLAY AT
funko.com/MarvelBattleworld

HOW TO PLAY

EVERY TURN HAS 3 STEPS

1 READY HEROES & ADD BATTLES!

At the start of every turn, flip all "active" Hero Cards face up—active Heroes are those currently controlled by any player. Now they're ready to attack! (On your first turn, Hero Cards are already face up.)

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

READY HEROES!



CURSED!

EXAMPLE: Shown above, the *Loki's Trick Battle Card* is being added several turns into the game.

Loki's Trick Battle Cards have an arrow. The arrow side **must** touch the side of another face-up Battle Card. (If there are no face-up Battle Cards, the arrow side must point outward and the next Battle Card you draw this game must be played so it touches the arrow side.)

The Battle Card the arrow side is **pointing at** becomes Cursed. Read about the curse on the Trick Battle. If you win (or lose...) the Cursed Battle, or the Trick Battle itself, the curse is lifted!

2 HEROES ATTACK!

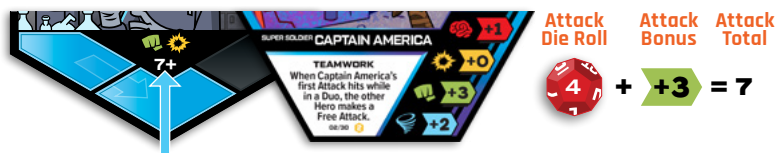
Now, each active Hero in Battleworld attacks, attempting to win Battles. If more than one Hero is active, they can attack in any order, but each may only attack once per turn.

ATTACK TYPES: Mind Energy Strength Speed

2a Move your Hero to any Battle Card you want to attack. Moving is optional and more than one Hero can attack the same Battle.



2b Roll the Attack Die and add the **one** highest Attack Bonus on your Hero Card that matches any one of the Attack Types shown on the Battle Card.



Attack Target Number

EXAMPLE: This Battle Card has and Attack Types. Captain America rolls a 4 and adds +3 for his Bonus, for an attack total of 7.

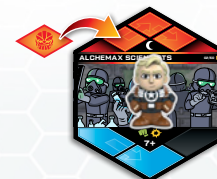
2c If your total is equal to or higher than the **Attack Target Number** on the Battle Card, you hit. Otherwise, you miss.

NOTE: always hits and always misses!

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. **NOTE: If a Hero is already on the Hit Track, place your Hero on the space after that Hero.** When a Hero is placed on the last space, the Battle is won (see **Winning & Losing Battles**).

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 **Winning & Losing Battles**).

2d After the attack, flip your Hero Card face down (gray side) to show you are done attacking with that Hero this turn.



3 ADVANCE DANGER ON BATTLES!

After all active Heroes have attacked, there is a chance of Danger advancing on 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, place the Danger Token on the **next open space** on the orange Danger Track.



EXAMPLE: The coin flip landed up. Place a Danger Token on the first Danger Track space on *Alchemax Scientists* and advance the Danger Token to the third Danger Track space on *Hogzilla*.



WINNING & 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.

1 Hit to Win 2 Hits to Win 3 Hits to Win



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

If you win enough Battles (3 for one Battle Ball), you win the game!



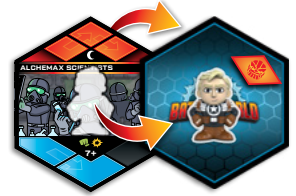
LOSING A BATTLE!

If the Danger Token is placed on the final space of the Danger Track, the Battle is lost. This can happen after a missed attack or when you advance Danger.



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 the game.



THANOSTONE BATTLES



WIN



OPEN



Thanostone Battles are like any other Battles, but when you win a Thanostone Battle, you may crack open one Thanostone and rescue the Hero inside. Place the rescued Hero on any Battle and open the matching Mystery Hero Card, placing it face up in front of you. This Hero is immediately active and may attack the same turn they are rescued. Don't forget to flip the Thanostone Battle Card face down to show it was won.

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

PLAYING WITH MORE HEROES

You and three friends can play with the contents of one Mega Pack! Two of you control the starting Heroes and the other two take control of the Mystery Heroes once they have been rescued. During setup, put the Thanostone Battle Cards at the top of the stack so they are added first. If you have more Heroes, each player controls one starting Hero and then takes control of more Heroes as they are rescued. Or if you want to play a solo game, you can control all the Heroes!

TO PLAY WITH 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	1	4	3
2	2	2	7	5
3	3	3	10	7
4	4	4	13	9
5	5	5	16	11

If you lose 3 Battles, you always lose the game!

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. 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!

HERO POWER DETAILS

- If a power says "nearby," it means on the same or adjacent Battle Card.
- If a power says "Duo," it means there must be **exactly two** Heroes at the same Battle Card.
- If a power gives a "Free Attack," you don't get to move first. You can only make one "Free Attack" per turn.
- If a power says that it may be used at specific Attack Type Battles, the power works even if a Hero uses a different Attack Bonus.

SPIDER-MAN 2099

GENIUS
When Spider-Man 2099 wins a Battle, decrease on all nearby Battles.

15/30

CONTENTS:

1 Exclusive Hero Mover, 1 Exclusive Hero Card, 3 Hero Movers, 3 Hero Cards, 2 Thanostones containing 2 Mystery Hero Movers, 2 Mystery Hero Cards, 6 Hero Stands, 13 Battle Cards, 1 Attack Die, 13 Danger Tokens, 1 Danger Coin, 1 Promo Card, Instructions

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



TALON FIGHTER

ADD TO YOUR BATTLEWORLD COLLECTION!



THE COLLECTOR'S TOWER

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