

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

Work together to win Battles. If you win five Battles, all the players win! But if you lose three Battles, the Heroes are defeated and the players lose.

NOTE: This Mega Pack game starts with two Heroes and nine Battles, but there are extra Heroes and Battles for you to choose from. To play with a different number of Heroes, see Playing With More Heroes.



Choose two of the four 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 two Thanostone Battle Cards with seven other Battle Cards and place them face down in a stack.





(DO NOT OPEN)

OTHER ITEMS

2 Mystery Hero Cards 13 Danger (DO NOT OPEN)









WATCH HOW TO PLAY AT funko.com/MarvelBattleworld

HOW TO PLAY

READY HEROES & ADD BATTLES!

EVERY TURN HAS 3 STEPS

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 added so at least one side touches the side of another card.

If you add an Armor Battle, place an Armor Token on it (see **Armor Tokens**).





HEROES ATTACK!

Now, each active Hero in Battleworld attacks, attempting to win Battles. Heroes can attack in any order, but each may only attack once per turn.

ATTACK TYPES: A Mind the Energy Strength Speed















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



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 **4** and **4** Attack Types. Captain America rolls a 5 and adds +3 for his \rightleftharpoons Bonus, for an attack total of 8.

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



NOTE:



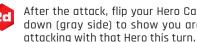


Always hits! Always misses!



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).



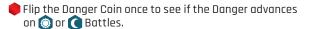


Winning & Losing Battles). After the attack, flip your Hero Card face down (gray side) to show you are done



ADVANCE DANGER ON BATTLES!

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



Advance Danger on each Battle Card with a matching symbol by placing 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 *Hydra Warriors* and advance the Danger Token to the third Danger Track space on The Living Brain.

















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 the Heroes win enough Battles (five for this Mega Pack), all the players 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 when an attack misses 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 the Heroes lose three Battles, all the players lose the game.



ARMOR TOKENS

NEW FOR SERIES 3!





This side makes Battles harder:

- When an **Armor** Battle Card is added to Battleworld, immediately cover its Attack Target Number with an Armor Token.
- The token changes the Attack Target Number to 10+.
- When a Hero is placed on that Battle's Hit Track, the armor is broken! The Hero takes the Armor Token and flips it over. Now the Battle is easier to hit!





This side armors your Heroes:

Before rolling an attack, a Hero with an Armor Token may choose whether to make it an Armor Attack. If they do, then after the roll:

Add +3 from the Armor Token as well as your one highest matching Attack Discard the Armor Token, whether you hit or missed.

A Hero can have any number of Armor Tokens. If a Hero Card says they are Armored, they begin the game with an Armor Token! When an Armored Hero is rescued from a Thanostone, they immediately take their Armored Token.

THANOSTONE BATTLES



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

OPEN

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 the Heroes lose 3 Battles, all the players 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

SPYDER-MAN

LOCK DOWN

When Spyder-Man make:

an Armor Attack.

decrease - on all

nearby Battles.

If a power says "nearby," it means on the same **or an** adjacent Battle Card.

If a power says a Hero "advances twice," move the Hero two spaces on the Hit Track, as if they hit twice.

If a power says that it may be used at specific Attack Type Battles, the power works even if the Hero adds a different Attack Bonus to their roll.

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, 13 Battle Cards, 1 Attack Die, 7 Armor Tokens, 13 Danger Tokens, 1 Danger Coin, Instructions

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

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