

AGES 10+

2 PLAYERS



FUNKOVERSE™

INSTRUCTIONS



WATCH THE HOW TO PLAY VIDEO!

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Funko
GAMES

Disney
Peter Pan

COMPONENTS



2 COOLDOWN TRACKS



2 CHARACTERS



2 CHARACTER BASES



2 CHARACTER CARDS



2 BASIC CHARACTERS



2 BASIC CHARACTER CARDS



CAPTAIN HOOK STATUS CARD



CANNON TOKEN



DOUBLE-SIDED MAP



4 ABILITY TOKENS



4 EXHAUSTED MARKERS



6 DICE



11 POINTS



3 CONTROL MARKERS



2 LEADER/FLAG MARKERS



4 POINT MARKERS



FIRST PLAYER MARKER



TINKER BELL COMPANION



TINKER BELL COMPANION CARD



SWORD



SWORD ITEM CARD



2 DOUBLE-SIDED SCENARIO CARDS

UNDERSTANDING COMPONENTS

CHARACTER CARDS

ABILITY COST **ABILITIES**

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

PETER PAN

2 **YOU CAN FLY!**
When Peter shifts off your cooldown track, you may place him on a point marker or point marker setup square.

1 **HAPPY LITTLE THOUGHTS**
Place Peter on the 1 of your cooldown track or shift him off your cooldown track. Peter can do this ability even while knocked out.

2 **SWOOPING CHARGE ***
Move 2. Do a basic challenge.

3 **CODFISH ON A HOOK ***
Challenge 3. Challenge 2. Both targets must be standing.

Ability Dots: Yellow (Shield), Grey (Gear), Blue (Whirlwind), Red (Triangle)

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 have attachments. When a basic character is knocked down, flip them over in their 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, return characters and companions to your starting area, return ability tokens to your ability token pool, and return attachments and character components to the associated character. 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 Tinker Bell, her companion card, the Sword, its item card, and the scenario cards. You won't use them in your first game; you'll learn how to use them in **The Full Experience** (page 14).
2. Place the map with Mermaid Lagoon face up.
3. Place the dice and points beside the map.
4. Each player takes a cooldown track and two exhausted markers.
5. The Captain Hook player takes the dark character base and basic character. The Peter Pan player takes the light character base and basic character.
6. Each player chooses a character and puts the character on their base. Your two characters are allies. Your opponent's two characters are your rivals.
7. Each player takes the cards for their character and basic character.
8. Your character card has colored dots in the bottom right corner. Take one ability token to match each of the colored dots. Combine all your ability tokens together to form your ability token pool.
9. The player controlling Captain Hook takes the Captain Hook status card and Cannon token.
10. Flip the First Player marker to see who goes first. If your base color matches the color that lands face up, take the First Player marker. You'll start the game.
11. The Mermaid Lagoon starting areas are marked with the base colors on the next page.



EXAMPLE FIRST-GAME SETUP

PETER PAN PLAYER

Exhausted Markers  

First Player Marker 

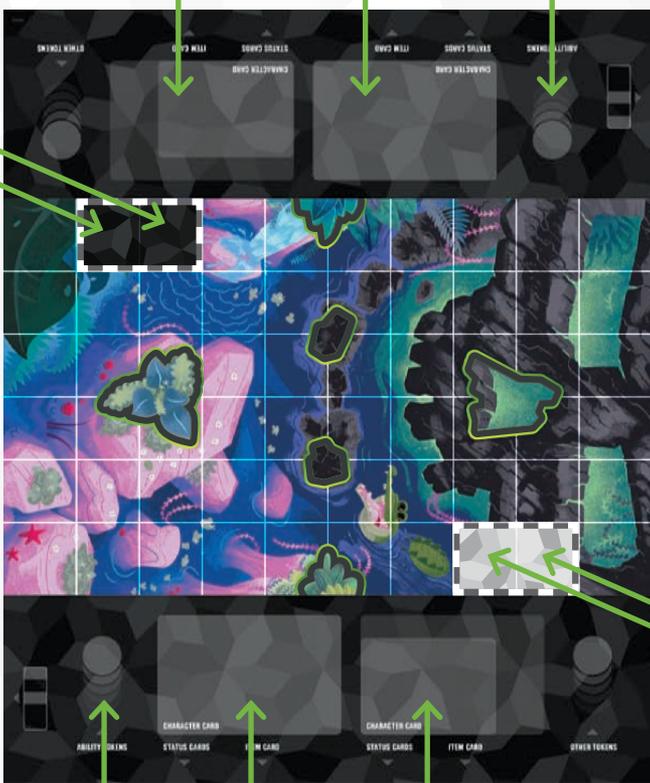
Lost Boy Card 

Peter Pan Card 

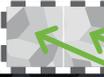
Ability Token Pool  

Cooldown Track





Starting Area 

Starting Area 



Dice



Points



COOLDOWN TRACK

Ability Token Pool  



Captain Hook Card



Pirate Card




Exhausted Markers

Cannon Token 



Captain Hook Status Card

CAPTAIN HOOK PLAYER

PLAYING THE GAME

The game is played in rounds. Each round, players take turns choosing a character to do actions, starting with the first player and proceeding clockwise. When all characters are exhausted, the round ends.

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 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 who has been knocked down.

INTERACT

Interact with things following the rules on scenario, attachment, character, or status cards.

SPECIAL ACTIONS

All characters except basic characters can do these actions.

ABILITY

Do an ability on your character card by placing the ability token on the number of your cooldown track matching the ability's cost.

USE ATTACHMENT: ITEM

Some items require an action to use. See **Items** (page 16).

USE ATTACHMENT: COMPANION

A characters with a companion may give their companion additional actions. See **Companions** (page 17).

COMPANION ACTIONS

A character with an attached companion may do one action, in addition to the character's two actions, selected from the companion's card. See **Companions** (page 17).

3. RALLY

If the character you've chosen is knocked down, the character cannot do basic or special actions. Instead, they may use both of their actions to stand up.

4. EXHAUST YOUR CHARACTER

A character is exhausted after they do all of their actions. Place an exhausted marker on their character card of the character you chose. A character with an exhausted marker cannot take another turn this round. Once you exhaust a character, it's the next player's turn.

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. See **Cooldown Tracks** (page 3).

REFRESH

Remove the exhausted markers from all character cards.

NEW FIRST PLAYER

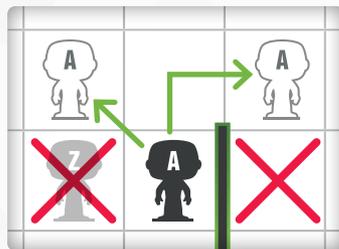
Pass the First Player marker to the next player. That player starts the next round by taking a turn with one of their characters.

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 10) 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 an adjacent rival.



A and **Z** are rivals.

When you challenge a rival with a basic challenge, roll 2 dice. When you do 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 the 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 12) 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 matching 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 a matching 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 15) 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. 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!

USING THE MAP

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 the Jolly Roger map with a thick black line paired with green outer lines is a wall.



EXAMPLE

An obstruction on the Mermaid Lagoon map is a thick black line paired with a green outer line. Characters cannot enter the enclosed area.



EXAMPLE

This treasure chest 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.

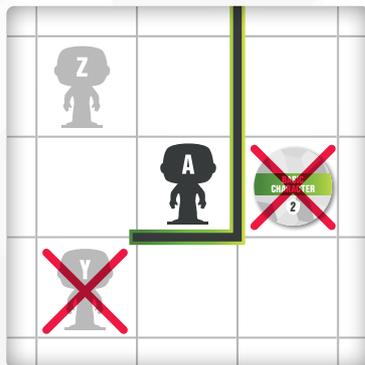
RULE 4: If the line passes through where four corners meet, and your rivals occupy one or two of those squares, your character can still see past that corner.

ADJACENCY

In *Funkoverse*, a square is adjacent if it is directly beside or diagonal to your character and your character can see that square. Characters are also considered to be adjacent to the square they are in.

OBSTRUCTIONS AND ADJACENCY

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

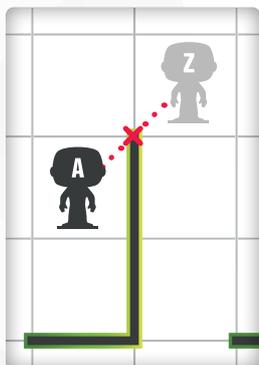


ADJACENCY EXAMPLE

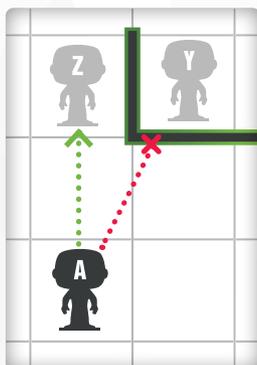
Ally **A** is adjacent to rival **Z**, but it is not adjacent to rival **Y** or the rival **Basic Character**.

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

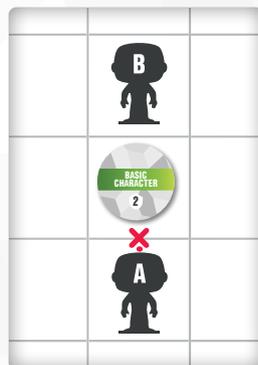
EXAMPLES OF WHAT YOUR CHARACTER CAN SEE



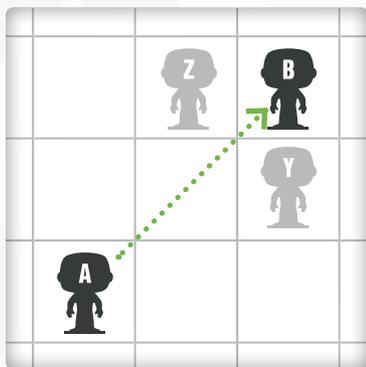
Ally **A** and rival **Z** cannot see each other (rule 1).



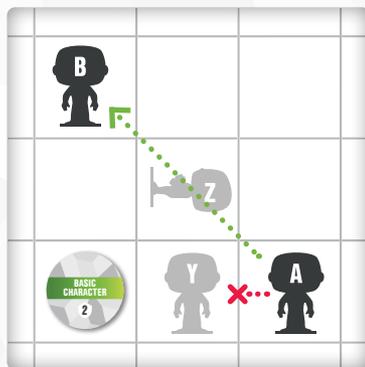
Ally **A** can see rival **Z** but not rival **Y** (rule 1).



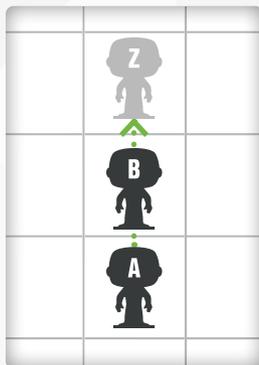
Ally **A** cannot see ally **B** because the rival **Basic Character** is blocking their view (rule 2).



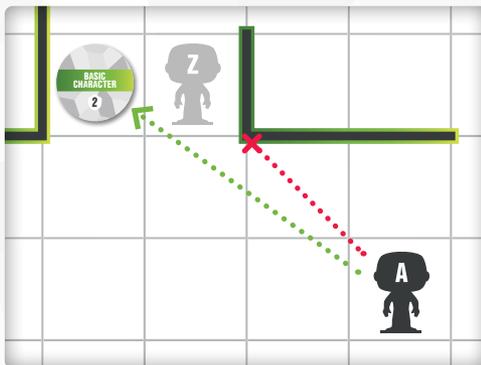
Ally **A** can see ally **B** because rivals **Y** and **Z** do not block the sight line that passes through where corners meet (rule 4).



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 their 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 to any adjacent square.

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.

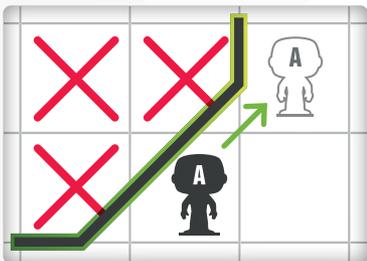
RULE 2: You can move something into a square partially occupied by an obstruction but only if the obstruction does not occupy the center of the square.

RULE 3: If an obstruction covers 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.

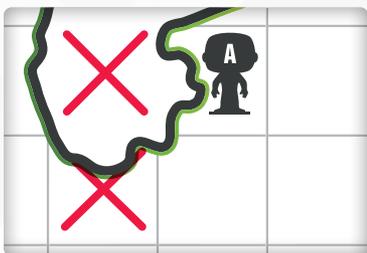
RULE 5: You cannot move a character through a square occupied by a standing rival.

RULE 6: You cannot end a character move in a square occupied by an ally or rival.



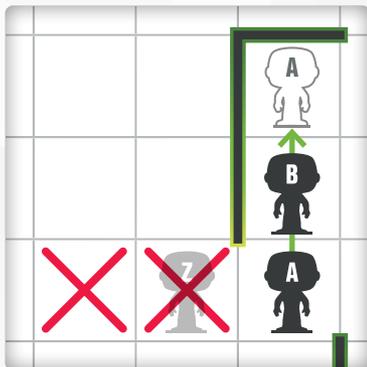
EXAMPLE

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).



EXAMPLE

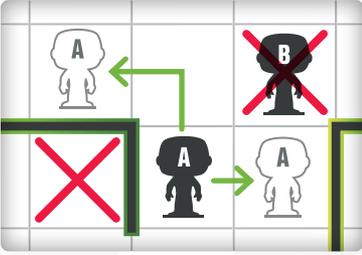
Ally **A** is in a square that is partially occupied by an obstruction. Ally **A** cannot move diagonally through the obstructed corner (rules 1, 2, and 3).



EXAMPLE

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

STRAIGHT MOVES



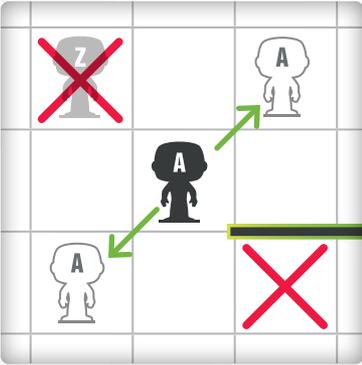
Ally **A** can move 1 or 2 squares, but not to squares occupied by another character or blocked by an obstruction (rules 1 and 6).

CANNOT MOVE



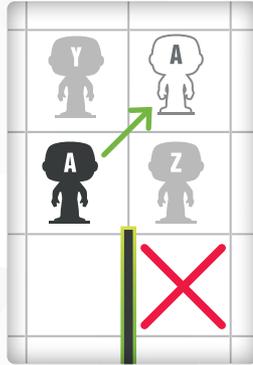
Ally **A** cannot move because it is blocked by rival **Z**, the rival **Basic Character**, and an obstruction (rules 1 and 5).

DIAGONAL MOVES



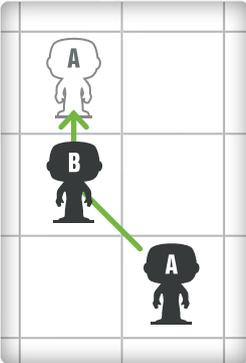
Ally **A** can move diagonally to squares not occupied by another character or blocked by an obstruction (rules 3 and 6).

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** can use 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 or markers. 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 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 that follows “challenge.”

DEFENSE

The number inside the shield on the target character’s card shows how many dice the opponent rolls when that target is challenged. Tokens and markers 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 opponent, your character wins the challenge. If you have the same number or fewer successes than the opponent, your character loses the challenge. When you challenge and lose, nothing happens.

KNOCKED DOWN

If you win a challenge against a standing rival, they are 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 do basic or special actions, but can rally or do companion actions. However, another character can do the assist action to stand that character up. See **Taking A Turn** (page 6).

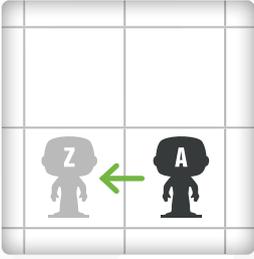
KNOCKED OUT

If you win a challenge against a knocked-down rival, they are 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 rally, do basic actions, or do any special actions, unless specifically stated on their card. In some instances, it might be beneficial to delay taking a turn with a character on the map; choosing to take a turn and exhaust a knocked out character allows you to do this.

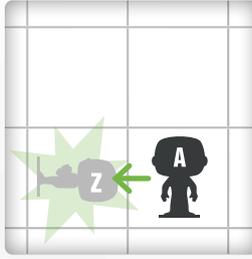
MULTIPLE CHALLENGES

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 rival rolls dice to defend for each challenge as it is declared and made.

BASIC CHALLENGE

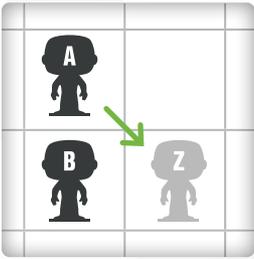


1. Ally **A** challenges rival **Z** as a basic action. Rival **Z** has a defense of 2, so each character rolls two dice.

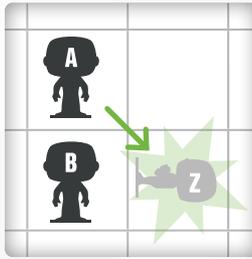


2. Ally **A**, the challenger, gets 3 successes:  
 Rival **Z**, the defender, gets 2 successes: 
 Ally **A** wins the challenge. Rival **Z** is knocked down.

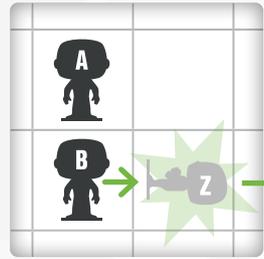
KNOCKING OUT A TARGET



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.



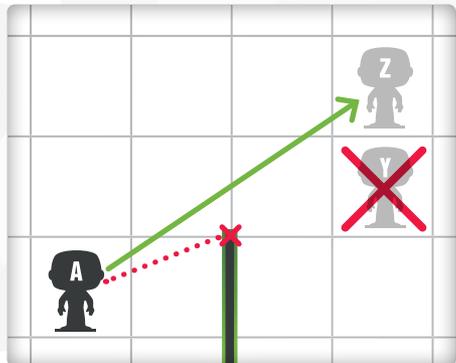
3. Ally **B** challenges rival **Z**, who is already knocked down. Ally **B** gets more successes and wins. Rival **Z** is knocked out and moves to the 1 of their cooldown track.



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.



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 playing to 3 points by knocking out rivals, you now have other paths to winning the game! 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. 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 attachment each.)
6. Take the character cards, attachment 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 each of their characters on any empty square 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 gain extra points from point markers. When a character on the map is adjacent to (or in) a square with a point marker, 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.

ABILITIES & TRAITS

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 parts, follow the parts in sequence. If the ability contains a part that cannot be done, the ability ends and the remaining rules for the ability are ignored.

EXCEPTIONS

When card text conflicts with the rules written in the instructions, the card text takes precedence.

ABILITY TYPES

There are several types of abilities in *Funkoverse*. The characters in this game use three of the ability types (  ). Other games have characters that use different combinations of ability types. 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.

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, bonus objectives, and companions. 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.

ITEMS

Some *Funkoverse* games include items. When a team uses an item, give the item 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. Item rules function the same as ability rules. An item remains with the same character for the whole game.

While an item card is on the cooldown track, the item 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 ATTACHMENT ACTION

If the item has the  icon, the character holding the item must do the use attachment 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 attachment action is only considered a challenge action if it has a  after the item name. Otherwise, it is considered a non-challenge action.

BONUS OBJECTIVES

Some *Funkoverse* games include bonus objectives. Bonus objectives are attachments that come with special markers that are placed on the map and a card that explains their rules. Any character on your team can complete the bonus objective.

BONUS OBJECTIVE SETUP

When a team uses bonus objectives, take one bonus objective marker and place the associated card in front of that team. Hand the bonus objective marker to an opponent. Immediately after characters are placed during setup, your opponent places the bonus objective marker they have been given by you in their starting area.

BONUS OBJECTIVE RULES

Bonus objective markers are special markers that follow the same rules for adjacency, movement, blocking 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.

MIXING GAMES & MORE PLAYERS

COMPANIONS

Some *Funkoverse* games include companions. Companions are attachments that are always paired with a character and provide a player with additional ally that can do specific, limited actions. Basic characters cannot be paired with companions.

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 the 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 are not characters, but they follow the same rules for adjacency, movement, blocking line of sight, and what they can see as characters. Rivals and allies may not be placed onto or end their movement on a companion's square. When a character with an attached companion takes their turn, the companion gets one additional action, chosen from those listed on their card. Also, the character may choose to give up one or more of their actions to allow their companion to take more actions. See **Taking A Turn** (pages 6). Companion actions may be done while the character is knocked down, and even while the character they are attached to is on the cooldown track!

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

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 play with more than one *Funkoverse* game of the same type, characters with the same name cannot be allies. (Peter Pan cannot ally with another Peter Pan.)

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

MORE PLAYERS

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. Characters on the same side are allies just as if they were controlled by a single player. Players on the same side use the same cooldown track and ability token pool.

FREE-FOR-ALL

Free-for-All scenarios are designed for three or four players to play against each other. 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. When playing with less than four players, ignore unused starting areas.

GLOSSARY

This glossary includes terms used throughout all *Funkoverse* games. Some terms do not apply to characters in this game (PAN100). 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.

ADJACENT: Characters are adjacent to squares if they are straight beside or diagonal from the character and they can see that square. Characters are also adjacent to the square they are in. See **Adjacency** (page 8).

ALLY: The characters, companions, and minion tokens you control are allies. If you play with multiple players on teams, characters, companions, and minion tokens controlled by players of the same team 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 10), except that each square to which you move it must be farther away.

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.

***DISCARD:** When you discard something, it is removed from play. Discarded things become available to play again.

EDGE OF THE BOARD: The outermost squares on the board make up the edge of the board.

ENTER A SQUARE: When something moves or is placed into a square for any reason, it is considered to have entered that square regardless of whether or not it ends its movement in that square.

FLIP THE FIRST PLAYER MARKER: At the start of the game, and as a result of some abilities, you will flip the First Player marker. Flip the marker like a coin, or use some other agreed-upon method to randomly determine the outcome.

***FOR FREE:** When a character does an ability for free, an ability token is no longer required to use the ability. Abilities done for free still require an action to do.

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.

***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 whose character is 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.

OCCUPIED SQUARE: A square is occupied if it contains a character, companion, minion token, or bonus objective. Characters may not end their movement in an occupied square.

OPPONENT: The player you play against is your opponent. If you’re playing a three-player or four-player game, all other players 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.

***RANGED CHALLENGE:** The word “range” indicates that a challenge can be made when the target is not adjacent. See **Challenges** (page 12).

RIVAL: Characters, companions, and minion tokens controlled by your opponent(s) are rivals to your characters.

ROW: A row is a straight line (page 19), that is not diagonal, that goes between two squares on opposite edges of the board.

SHIFT DOWN/UP: Some abilities may shift things on the cooldown track up or down. When something is shifted up or down by a number, move it that many spaces up or down the cooldown track. Things cannot shift beyond the top of the cooldown track. If a thing shifts off the bottom, it returns to play.

SHIFT OFF: Things shift off of the cooldown track when they are at the bottom of the track and are shifted down, or when an ability specifies that they are shifted off. Things that shift off of the cooldown track return to play. See **Cooldown Track** (page 3).

STANDING: Anything on the board that may be affected by a challenge or an ability and is not knocked down is considered to be standing.

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 knockout to the character who put that status card into play. A character can have more than one of the same status card, and be affected by both.

STRAIGHT LINE: Some abilities will have you do something in a straight line. To check if a square is in a straight line, draw a line between it and the starting square. If the line passes through the midpoint of every square it enters, it is a straight line. Straight lines can be in any direction, including diagonal.



TOKENS: A rule might place round tokens on the map. If all of your tokens are in play, you may choose a token already on the map to place instead. Unless otherwise stated, tokens do not block what a character can see and characters can occupy the same squares as 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.

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

***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 10), 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.

IS RALLY A BASIC ACTION?

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

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 unoccupied 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.

CAN I ENTER THIS SQUARE?

A character can enter 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 entering a square. If the middle point of the square is covered by an obstruction, then nothing can enter or 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.

DO I ALWAYS HAVE TO MOVE THE FULL DISTANCE?

Whenever a character moves, they may always move less than the printed distance, to a minimum of zero.

HOW DO YOU DO AN ABILITY THAT TARGETS MULTIPLE CHARACTERS?

If an ability would affect multiple targets at the same time, the player whose character does the ability chooses the order.

DO WALLS STOP HOOK'S CANNON?

No. Hook's cannon isn't a ranged attack and thus isn't concerned about little things like obstructions and sight. Nothing can stop it from challenging everything in its row.

HOW DO I PLACE HOOK'S CANNON TOKEN?

Place Hook's Cannon token anywhere outside of the edge of the board during **Setup** (page 4), immediately after your characters are placed, but before any other players would place their characters. Place the Cannon token so that it points inward, towards the board. The Cannon token always takes up one space along the outside of the edge of the board, and may not be rotated so that it takes up two spaces.

HOW DO TOKENS OUTSIDE OF THE EDGE OF THE BOARD WORK?

Things that are outside of the edge of the board behave as though there is an extra row of squares surrounding the edge of the board for them to be in. Things on the board may not enter those squares, or see those squares or anything on them. Things moving on these rows may move around the corners of the map, and the corners are always considered unobstructed.

PAN100 WOe01



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Game by
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