

# TIPS AND STRATEGIES FOR KOOL-AID MAN!

- Look for characters that share ability colors with Kool-Aid Man so you can use your most powerful abilities again and again.
- Kool-Aid Man can bust through walls and make pathways for other characters on your team. However, your opponent can also move through the busted walls—use this ability wisely!
- Kool-Aid Man pairs well with characters and items that can increase his movement. Increasing the distance moved with his Oh Yeah! ability can be especially powerful.
- Combine Kool-Aid Man with characters that can provide their allies with extra defense or characters with abilities that can move him out of harm's way once he uses his Splash Zone ability.



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**Kool-Aid**<sup>®</sup>

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## CONTENTS:

1 Character, 1 Character Base, 1 Character Card, 1 Exhausted Marker, 3 Rubble Tokens, 2 Ability Tokens, 5 Points, Instructions

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**POP!** **FUNKOVERSE**<sup>™</sup>  
GAME EXPANSION



**Kool-Aid**

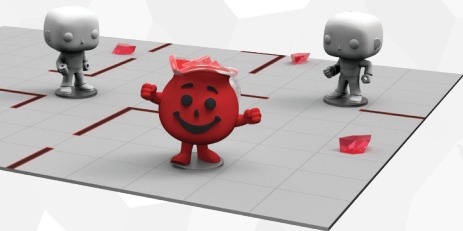
**AGES 10+**

**Funko**<sup>™</sup>  
GAMES

## REFRESH YOUR GAME WITH KOOL-AID MAN!

# INSTRUCTIONS

Kool-Aid Man 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/KoolAidFunkoverseHowToPlay](https://go.funko.com/KoolAidFunkoverseHowToPlay)

**COMPATIBLE WITH ALL  
FUNKOVERSE STRATEGY GAMES!**

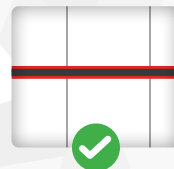
## WALLS & RUBBLE TOKENS

An obstruction on the border between otherwise adjacent squares is a “wall” (see the *Funkoverse* Strategy Game instructions for a basic explanation of obstructions). Kool-Aid Man has unique abilities that allow him to move through a wall and create an opening—as marked by a Rubble token—that remains until the token is moved.

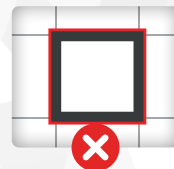
A Rubble token must be placed directly on the path Kool-Aid Man has moved, for example:

- Centered on the square-wide “section” of wall between otherwise non-diagonally adjacent spaces.
- Between squares that would otherwise be diagonally adjacent, in which case there is no longer an obstruction there in any direction.

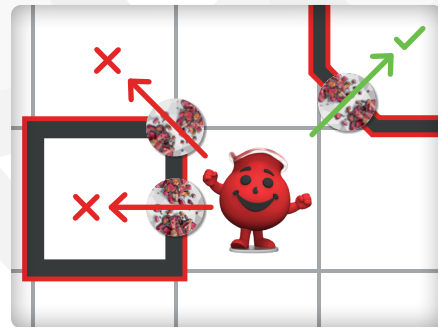
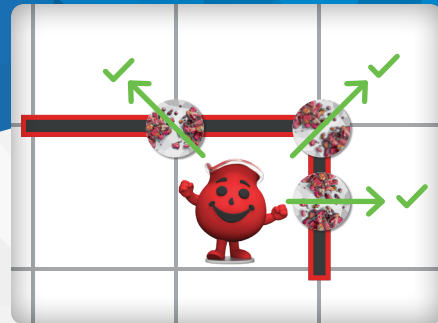
Any character may move through a wall where there is a Rubble token. Sections of the wall, as well as Rubble tokens, are considered to be in every square they are touching when determining how many squares away they are. Also, a Rubble token can be affected by character abilities just like any other token (for example, picked up or moved). When a Rubble token is moved off a wall, the wall once again becomes an obstruction and the Rubble token has no effect.



This obstruction is a wall.



This obstruction is not a wall.



The above examples marked **X** are not allowed, because the borders of fully enclosed areas of a map are not considered walls.