POP! FUNKOVERSE™

EXPANDED INSTRUCTIONS

Funko GAMES

POP! FUNKOVERSE

EXPANDED INSTRUCTIONS

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ITEM

COMPONENTS

COOLDOWN TRACK

4
3
2
1

PLACE KNOCKED OUT CHARACTERS HERE

BASIC CHARACTER CARD

CHARACTER B

MOVE
Move up to 2 squares.

CHALLENGE ☀
Roll 2 dice to challenge an adjacent rival.

ASSIST
Stand up an adjacent ally.

INTERACT
This action differs depending on the scenario.

RALLY
Use two actions to stand up.

2

BASIC CHARACTER

BASIC CHARACTER
2

CHARACTER CARD

CHARACTER A

A

3 **FASTBALL** ☀
Range 4, Challenge 3.

2 **PICK AND ROLL** ☀
Challenge 2. Move 2.

2 **TRICK SHOT** ☀
Range 3, Challenge 1. Take 1 unspent ability token from your opponent, and place it on the 2 of their cooldown track.

2 **STAR PLAYER**
Whenever you roll one or more ☀!! on a challenge, shift an ability token on your cooldown track down 1 number.

CHARACTER

MAP

CHECK MARKER

INFILTRATE MARKER

TRIUMPH MARKER

HOOP MARKER

FLAG MARKER

EXHAUST MARKER

LEADER/ RUNNER MARKER

SCRIMMAGE MARKER

CONTROL MARKER

POINT MARKER

POWER UP MARKER

ABILITY TOKENS

DICE

CHARACTER BASES

FIRST PLAYER MARKER

ITEM CARD

ITEM

FV100
WOe01

BONUS OBJECTIVE CARD

OBJECTIVE

FV100
WOe01

SCENARIO CARD

FUNKO FACTORY

CONTROL
Flip control markers to your color to gain points.

SETUP
See **Scenario Setup** in the instructions. You will also use the control markers, but do not place them on the map yet.

RULES
When your character is in one of the control areas, the character may do the interact action to place a control marker with your side's color face up in any square of that control area. You cannot place a control marker in a control area that already has one.

When a character is on or adjacent to a control marker, the character may do the interact action to flip the marker over.

GAINING POINTS
• If any control markers show your color at the end of a round, gain 1 point. Ignore this when playing with two characters per side.

• If you have the most control markers showing your color at the end of a round, gain an extra point.

• If you knock out a rival, gain 1 point.

• If you interact with a point marker, gain 1 point. See **Point Markers** in the instructions.

WINNING
If playing with two characters per side, gain 6 points to win.

If playing with three characters per side, gain 10 points to win.

STARTING AREA
A
B
CONTROL AREA
CONTROL AREA
CONTROL AREA
C
D
STARTING AREA

STATUS CARD

STATUS
CHARACTER A

FV100
WOe01

POINTS

ULTIMATE SCENARIO CARD

ULTIMATE SCENARIO

ULTIMATE
orem ipsum dolor sit amet, consectetur adipiscing elit. Aliquam ultricies aliquam sem eu ullamcorper. Nulla a enim tincidunt.

SETUP
See **Scenario Setup** in the instructions. See **Ultimate Mode** in the instructions.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam tempus quis odio sit amet bibendum. Nulla iaculis felis tellus, vitae tincidunt metus bibendum et. Vestibulum vitae consectetur urna, eget posuere nisl. Quisque quis vestibulum felis. Praesent tempus efficitur efficitur. Ut ut gravida arcu.

RULES
Vestibulum dignissim sem vitae dolor rutrum, vel sagittis mi aliquet. Orci varius natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Duis eu faucibus libero.

Curabitur rutrum pellentesque massa non tincidunt. Phasellus vitae nibh in est malesuada fringilla. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos.

Maecenas est diam, iaculis at venenatis eu, vehicula sed felis. In hac habitasse platea dictumst.

GAINING POINTS
• Vestibulum dignissim sem vitae dolor rutrum.
• Etiam auctor tempus enim, suscipit auctor velit mollis in ut imperdiet.

WINNING
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Quisque venenatis vel pellentesque tincidunt.

GAME SETUP

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!

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. Place the dice and points beside the map.

3. Each player takes a cooldown track.

4. Each player picks a base color. Flip the First Player marker. If the side matching your base color lands face up, take the First Player marker and place it in front of you.

5. Check the scenario card for additional setup.

6. Each player chooses two or three characters and one attachment.

7. Take the attachment card, character cards, and any status cards or tokens associated with your characters. Each player takes one exhausted marker for each of their characters.

8. 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.

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 their characters on squares in their starting area. Then, the other player places their characters on squares in their starting area. If using bonus objectives, see **Bonus Objective Setup** (page 10).

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.

EXCEPTIONS

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

GAME SETUP EXAMPLE

CHARACTER A & CHARACTER B PLAYER

Character A Card Character B Card Ability Token Pool

Cooldown Track

Exhausted Markers

Starting Area

Dice

Points

Starting Area

First Player Marker

Cooldown Track

Exhausted Markers

Character Y Card Character Z Card

Ability Token Pool

CHARACTER Y & CHARACTER Z PLAYER

4

UNDERSTANDING COMPONENTS

CHARACTER CARDS

ABILITY COST   ABILITIES

NAME

DEFENSE

TRAIT

ABILITY DOTS

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.

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 its square so that the "knocked down" side is face-up.

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 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.
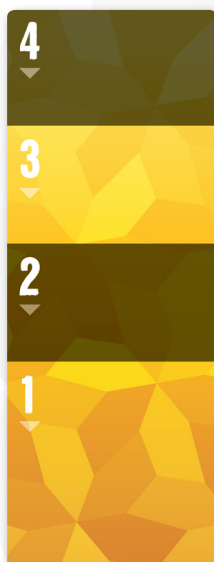
PLAYING THE GAME

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
See the Scenario Card or Attachment Card.

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 ITEM
Some items require an action to use. See **Items** (page 10).

COMPANION
Characters with a companion may give their companion additional actions. See Companions (page 11).

COMPANION ACTIONS
Characters with a companion may give their companion additional actions. See **Companions** (page 11).

3. RALLY
If the character you've chosen is knocked down, the character cannot do the 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 the 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 5).

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.

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.
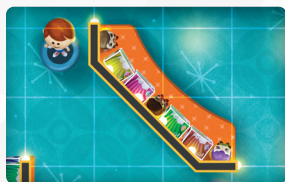
EXAMPLE
This obstruction on the Funko Factory map with a thick black line paired with yellow outer lines is a wall.

EXAMPLE
An obstruction on the Funko Factory map is a thick black line paired with yellow outer line. Characters cannot enter the enclosed area.

EXAMPLE
This stack of Funko Pops 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 lines 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. You are also considered to be adjacent to the square you 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.
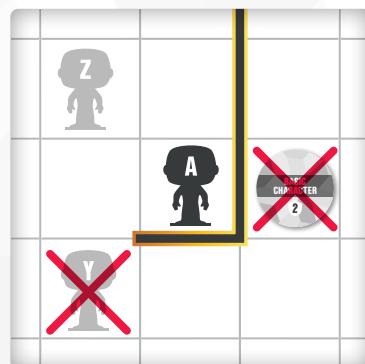
ADJACENCY EXAMPLE
Ally **A** is adjacent to rival **Z**, but it is not adjacent to rival **Y** or the rival **Basic Character**.

EXAMPLES OF WHAT YOUR CHARACTER CAN SEE
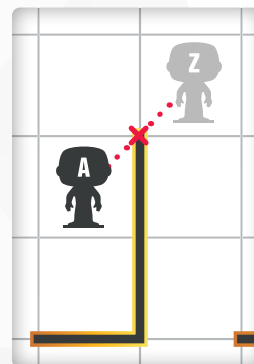
Ally **A** and rival **Z** cannot see each other (rule 1).
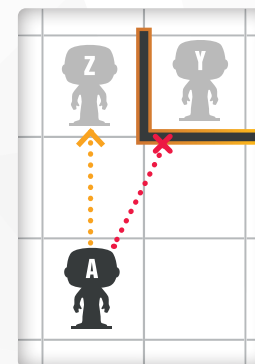
Ally **A** can see rival **Z** but not rival **Y** (rule 1).
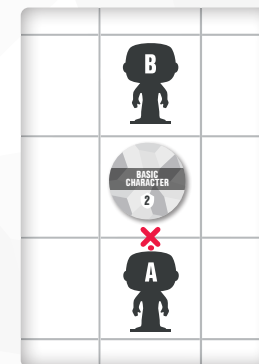
Ally **A** cannot see ally **B** because the rival **Basic Character** is blocking their view (rule 2).
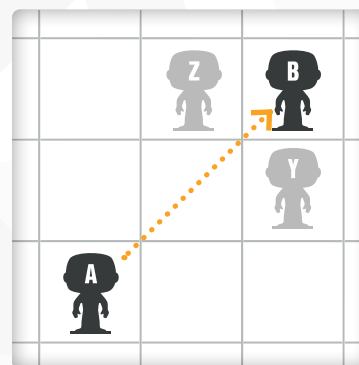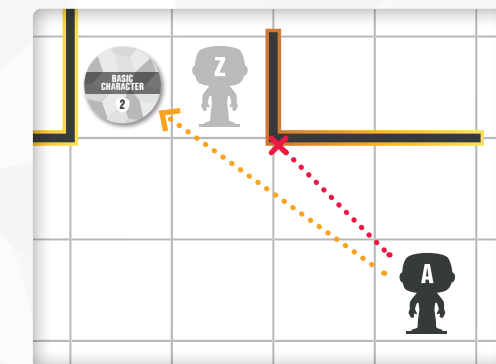

Ally **A** can see ally **B** because rivals **Y** and **Z** do not block the sight line that passes through where corners meet (rule 4).
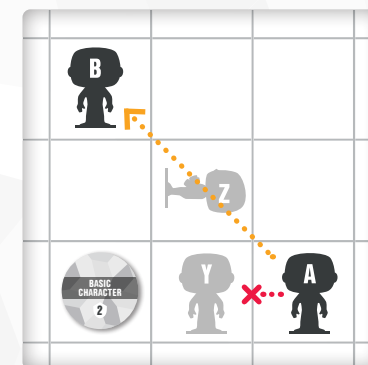
Rival **Z** is knocked down, so ally **A** can see ally **B**. Ally **A** cannot see the rival **Basic Character** because rival **Y** is blocking their view (rule 2).
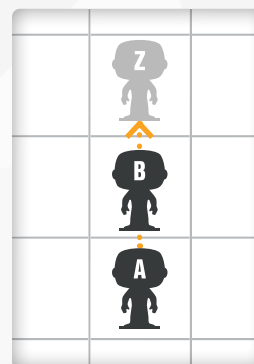
Ally **A** can see rival **Z** through the square occupied by ally **B** (rule 3).

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).

WALLS & RUBBLE TOKENS

An obstruction on the border between otherwise adjacent squares is a "wall". Some characters have unique abilities that allow them 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 the character has moved, for example:

- Centered on the square-wide section of wall between two squares directly beside or diagonal to each other.

- Where four corners meet, in which case, there is no longer a wall there from any of the four squares.

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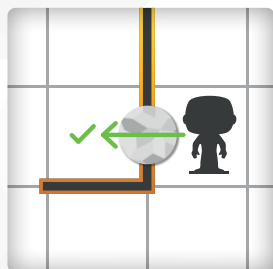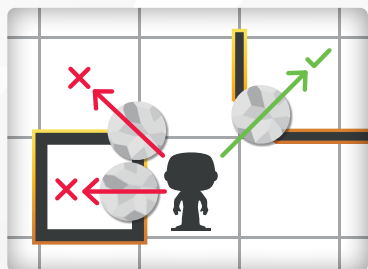
The above examples marked ✖ are not allowed, because the borders of fully enclosed areas of a map are not considered walls.

TERRAIN

Terrain is a modifier that affects squares on the board. Different kinds of terrain will have different effects. A square can have more than one type of terrain.

OBSCURED TERRAIN

Obscured terrain is a type of terrain that prevents characters from seeing into or through a square. This is reflected by two rules:

- Characters that are not adjacent to a square with Obscured terrain cannot see that square.

- Obscured terrain blocks sight through its squares as if it were a standing rival character. See **What Your Character Can See** (page 6, rules 2 and 4).
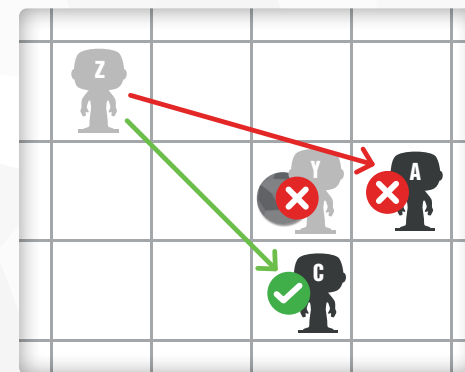
Obscured terrain does not block movement.
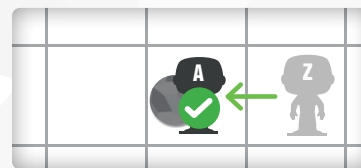
Ally **Z** can see rival **A** because they are adjacent to the token's square.
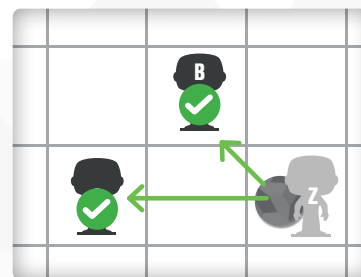
Ally **Z** can see rival **B** and rival **C**, because while in the token's square, the token doesn't block what they can see.

Ally **Z** cannot see ally **Y** or rival **A**, because they are not adjacent to the token's square. Ally **Z** can see rival **C**, because their sight line passes through the corner of the square.

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 is on 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.

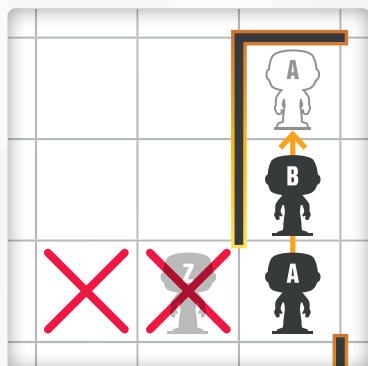**RULE 6:** You cannot end a character move in a square occupied by an ally or rival.
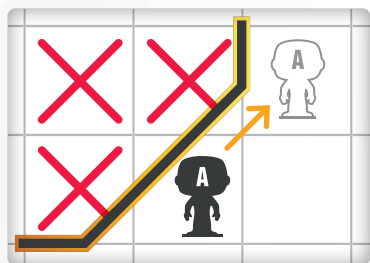
EXAMPLE
Ally **A** is in a square that is partially occupied by an obstruction. However, Ally **A** cannot move through the obstruction (rules 1 and 2).
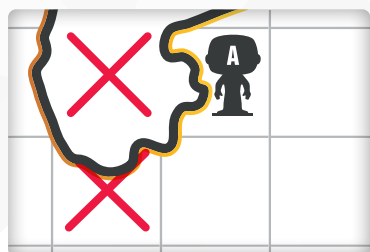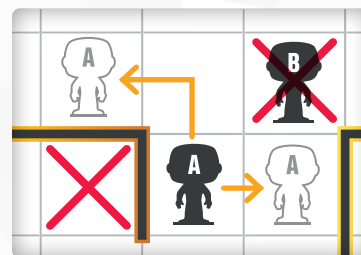
EXAMPLE
Ally **A** is in a square that is partially occupied by an obstruction. Ally **A** cannot move diagonally through the obstructed corner (rules 1, 2, and 3).
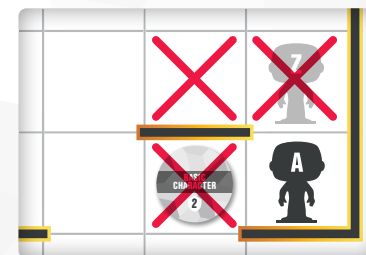
EXAMPLE
Ally **A** can move through ally **B**, but not through rival **Z** (rules 4 and 5).
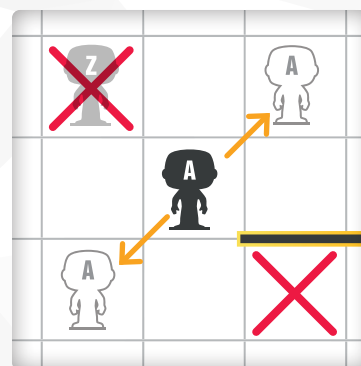
STRAIGHT MOVES
Ally **A** can move 1 or 2 squares, but not to squares occupied by another character or blocked by an obstruction (rules 1 and 6).
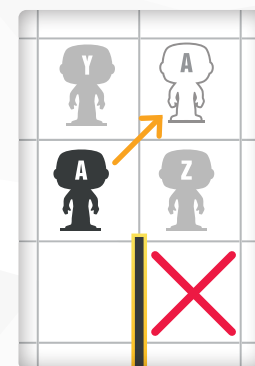
CANNOT MOVE
Ally **A** cannot move because it is blocked by rival **Z**, the rival **Basic Character**, and an obstruction (rules 1 and 5).
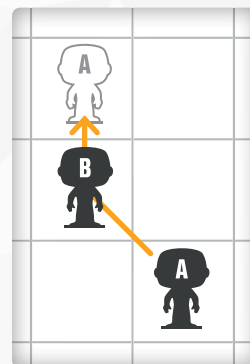
DIAGONAL MOVES
Ally **A** can move diagonally to squares not occupied by another character or blocked by an obstruction (rules 3 and 6).
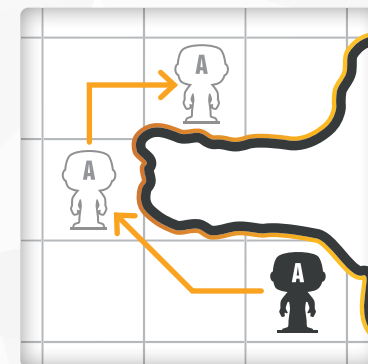
MOVING BETWEEN RIVALS
Ally **A** cannot move diagonally through the corner that is obstructed, but may move between rivals **Y** and **Z**, as the corner is not obstructed (rule 3).

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 do not, your character loses the challenge. When you challenge and lose, nothing happens.

KNOCKED DOWN
If a character that is standing is challenged and loses, it is 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 **Assist**, **Rally**, and **Companion** (page 5).

KNOCKED OUT
If a character that is knocked down is challenged and loses, it is 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 do rally or any basic actions or any special actions. 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.
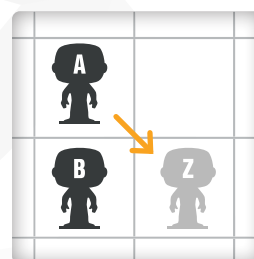
BASIC CHALLENGE
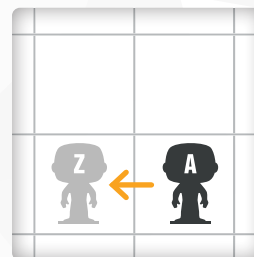
1. Ally **A** challenges rival **Z** as a basic action. Rival **Z** has a defense of 2, so each character rolls two dice.
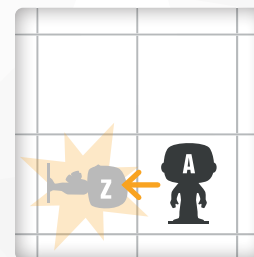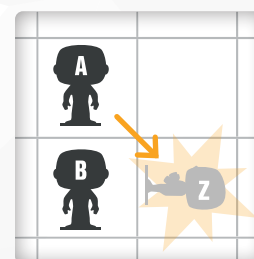
2. Ally **A**, the challenger, gets 3 successes:

Rival **Z**, the defender, gets 2 successes:

Ally **A** wins the challenge. Rival **Z** is knocked down.
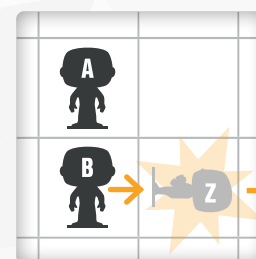
### KNOCKING OUT A TARGET

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.
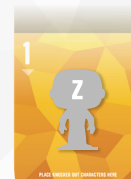
RANGED CHALLENGE

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.
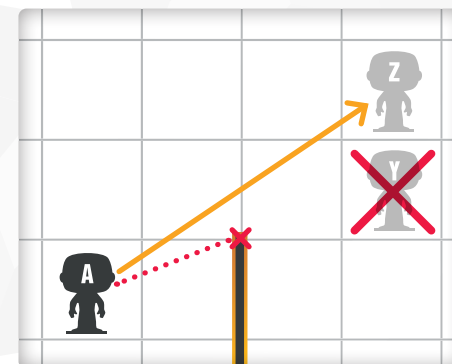
ABILITIES & TRAITS

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.

ABILITY TYPES

There are a variety of types of abilities in *Funkoverse* (🌀 🔺 ⚙️ 🚩). 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 [#].

2

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 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, place the bonus objective marker you have been given by the opponent in the opponent's starting area.

BONUS OBJECTIVE RULES

Bonus objectives 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.

COMPANIONS

Some *Funkoverse* games include companions. Companions are always paired with a character and provide a player with an ally that can do a limited number of 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 follow the same rules for adjacency, movement, blocking line of sight, and what they can see as characters. When a character with an attached companion takes their turn, the attached companion may also do one of the actions listed on the companion's card.

Additionally, a character with an attached companion may do a companion action on their turn to allow their companion to do an action selected from the actions listed on that companion's card. Companion actions may be done while the character is knocked down, and even while the character is on the cooldown track!

When a companion is challenged and loses, remove it from the board and place it on the 1 of its owner'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. (Freddy Funko cannot ally with another Freddy Funko.)

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. Players 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 4 players, ignore unused starting areas.

ULTIMATE MODE

In ultimate mode, one player amplifies a single character to their ultimate form, to take on a team of three opposing characters.

There are special scenarios that are specifically designed to be used in ultimate mode.

ULTIMATE MODE SETUP

1. Place the ultimate scenario on top of the text of any scenario card. The ultimate scenario replaces all rules of the chosen scenario except for starting areas and point marker locations.

2. One player chooses a single character to use along with their character card and ultimate card: they are the ultimate character. The other team chooses three characters to oppose the ultimate character. The player with the ultimate card chooses a base color first. Neither team chooses an attachment, such as an item.

3. The ultimate card will indicate additional ability tokens for them to start the game with (as indicated in the bottom right of the character card). The ultimate character takes three exhausted markers at the start of the game.

ULTIMATE MODE RULES

At the start of the game, the ultimate character goes first. At the start of the ultimate character's turn, if they are on the cooldown track, shift them off.

Ultimate characters are not exhausted until all three exhausted markers are on them. Each turn, you alternate between the ultimate character and the opposing team's characters, and the round ends when the opponents characters each have an exhausted marker and the ultimate character has three.

GLOSSARY

This glossary includes terms used throughout all *Funkoverse* games.

ADDING RANGE: When a rule adds range, the squares you count for a ranged challenge increase by the stated amount. If you add range to a challenge that is not ranged, it becomes a ranged challenge with a range equal to the number stated plus 1.

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 6).

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 8), except that each square to which you move it must be farther away.

CHALLENGING A TOKEN OR MINION TOKEN OR MARKER: If a token (including minion tokens) or a marker has a defense, then it can be challenged. For the purposes of challenges treat the token or marker as a standing rival. Tokens are never knocked down or knocked out. Instead, remove the token from the map when it loses a challenge. Tokens do not award points when they are removed.

CHALLENGE ACTIONS: An action is considered a challenge action if it is a basic challenge or it has a ✸ after the ability or item name.

CHANGING THE TARGET OF A CHALLENGE: Some effects will change the target of a challenge. When this happens, continue the challenge using the new target. If the new target could not have been chosen for the challenge, the challenge ends and the remaining rules for the challenge are ignored.

CONCEALED: Things that are concealed cannot be seen.

CONTROLLING A RIVAL: A rule might specify that you control a rival. When you have that rival do actions, treat the rival as allied to your character rather than your opponent's character when doing moves and challenges and when determining what the rival can see. If they knock out another rival or interact with a point marker you gain the points.

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.

COUNT AS/SET: Some effects will modify the outcome of die rolls. They may have you set the die to a certain face before or after you roll them. When you do, treat it as though you rolled the die to that face. Some older cards use the term "change" or "count" to mean the same thing.

DECREASING AN ABILITY COST: A rule might decrease the cost of an ability. When that happens, place the ability token on the number of the cooldown track that corresponds with the new number. If the cost is decreased below 1, an ability token is no longer required to use the ability.

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

DOUBLE-SIDED CARDS: Some cards are double-sided. If the card itself does not specify which side is up, the player who owns that card may choose which side is up. This can be at the start of the game, or when the card comes into play. While a double-sided card is in play ignore the flipped-down side.

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 it's 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.

INCREASING AN ABILITY COST: A rule might increase the cost of an ability. When that happens, place the ability token on the number of the cooldown track that corresponds with the new number. If the cost is increased above 4, place the token on the 4 instead.

INCREASING DEFENSE: A rule might increase a target's defense. The target rolls more dice when defending against a challenge.

MAKING A RIVAL CHALLENGE: If a rule allows you to make a rival do a challenge, the rival can challenge your opponent's characters. If the ability does not specify that you control the rival, that rival is not considered your ally.

MAKING A RIVAL MOVE: If a rule allows you to make a rival move but does not specify that you control the rival, the rival follows the rules for **Moving** (page 8), but that rival is not considered your ally.

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.

MINION TOKENS: Minions are special tokens that follow many of the rules for characters. Rules that call for the placement of minion tokens on the map will explain how the minion moves, and challenges, as well as any traits or abilities. You cannot place a minion token in a square occupied by an ally or rival. A minion token follows the same rules for adjacency, movement, blocking line of sight, and what the token can see as characters. A minion token you place is considered your characters' ally and your opponent's rival.

See **Challenging a Token or Minion Token** (page 12).

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

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 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.

NON-CHALLENGE ACTIONS: Actions you take that do not have a ✸ after their name are not challenge actions, even if they involve making a challenge against a target.

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 of the players on the other side 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.

POWER-UPS: Power-ups are special status cards that are associated with power-up markers, and are used by some scenarios. Power-ups follow the rules of status cards and markers with the following additions:

- Whenever a character enters a square with a power-up marker, or a power-up marker is placed in a square with a character, place that marker on the cooldown track (on the number indicated on the marker) and give the character the status card.

- When a power-up marker shifts off a cooldown track, discard the status card, then place the marker on the space indicated by the scenario.

PULL: See **Toward** (page 13).

PUSH: See **Away** (page 12).

RANGED CHALLENGE: The word "range" indicates that a challenge can be made when the target is not adjacent. See **Challenges** (page 9).

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

ROLL AND COUNT SUCCESSES: A rule might tell you to roll dice and count successes. Roll the number of dice specified. You get 1 success for each ✸, and you get 3 successes for each ‼. Your opponent does not roll dice to defend when you roll and count successes.

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 that would shift beyond the top of the cooldown track are instead placed on the top of the cooldown track.

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 5).

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 knock out to the character who put that status card into play. A character can have more than one of the same status card, and they stack.

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 mid point of every square it enters it is a straight line. Straight lines can be in any direction, including diagonal.
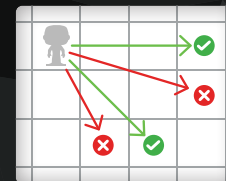
SWAP: Whenever two things are swapped, place each one exactly where the other was.

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, 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.

See **Challenging a Token or Minion Token** (page 12).

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

These rules do not apply to minion tokens. See **Minion Tokens** (page 12) for the rules that apply to them.

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 8), 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.

FREQUENTLY ASKED QUESTIONS

GENERAL

IS RALLY A BASIC ACTION?
No. The basic actions are: move, challenge, assist, and interact.

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.

HOW DO YOU DO AN ABILITY THAT TARGETS MULTIPLE CHARACTERS?
If an ability would affect multiple targets at the same time the player doing the ability chooses the order. If in the process of doing an ability a new target becomes available, then they are targeted as well. If a target becomes unavailable, then they are no longer targeted. If an action creates challenges against multiple targets you must do all of them. Failing a challenge doesn't stop the rest of the challenge action from happening.

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.

WHAT HAPPENS WHEN YOU ADD RANGE TO A NON-RANGE CHALLENGE?
If you add range to a challenge that is not ranged, it becomes a ranged challenge with a range equal to the number stated plus 1. If a challenge specifies that it is done to specific targets you may not add range to it. (For example, if an ability specifies that a challenge is done to "each adjacent Rival.")

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 an empty square as close as possible to your starting area.

WHEN DO YOU PAY FOR AN ABILITY'S COST?
Costs are paid as soon as the ability action is taken, before the ability rules take effect. Ability tokens used to pay for abilities go on the cooldown track before the ability effect takes place.

CAN YOU CHALLENGE OR INTERACT WITH SOMETHING IF A RIVAL IS STANDING IN THE SAME SQUARE?
Yes.

CAN I DO A ONCE PER TURN ABILITY MULTIPLE TIMES IN A ROUND ON DIFFERENT TURNS?
Yes. The once per turn limit only applies to individual character turns.

IS A CHARACTER AN ALLY OF THEMSELVES?
No.

CAN A CHARACTER USE AN ABILITY THAT SAYS "CAN BE USED WHILE KNOCKED DOWN" WHILE STANDING?
Yes, abilities can be used while standing unless otherwise noted.

MOVEMENT/RANGE

HOW DO I COUNT DISTANCE FROM MY CHARACTER?
Your character is considered to be zero squares away from the square they are in. Squares adjacent to the square they are in are 1 square away, and so on.

DO I ALWAYS HAVE TO MOVE THE FULL DISTANCE?
Whenever you move you or an opponent's character, you may always move less than the printed distance, to a minimum of zero.

TIMING

IF MULTIPLE EFFECTS HAPPEN AT THE SAME TIME, WHICH HAPPEN FIRST?
If the effects are caused by one player, that player may choose the order the effects happen in. If the effects are caused by different players, the effects happen in turn order, beginning with the player that is taking the current turn.

WHAT HAPPENS WHEN AN ABILITY AFFECTS MULTIPLE TARGETS AT THE SAME TIME?
If an ability would affect multiple targets at the same time the person controlling the ability chooses the order. If a new target appears or becomes legal in the process of doing the ability they are targeted as well. If a target may no longer be targeted as a result of part of the ability, they are no longer targeted.

WHAT HAPPENS IF A CHARACTER IS KNOCKED DOWN IN THE MIDDLE OF AN ACTION?
If it is in the middle of an ability, it stops the ability. If it is in the middle of a movement and the character would be knocked down in an occupied square, the character returns to the last legal square it moved through (this would be for cases when a character is knocked down while moving through another character).

WHAT HAPPENS WHEN MULTIPLE THINGS MODIFY A VALUE AT THE SAME TIME?
First apply all modifiers that add to the value. Then apply all modifiers that subtract from the value, if it reduce the value less than 0 set to 0. Finally apply any effects that set the value. If there are multiple effects within a step the person controlling the thing being modified chooses the order with the step.

TOKENS

CAN MINION TOKENS BE GIVEN ACTIONS FROM AN ABILITY?
Yes. If the target of the ability can affect allies, it can affect minion tokens.

CAN MULTIPLE TOKENS OCCUPY THE SAME SPACE?
Yes in the case of normal tokens and markers. However, minion tokens and companions may not occupy spaces with other minion tokens or companions.

WHAT HAPPENS TO TOKENS IF THE CHARACTER WHO PLACED THEM IS KNOCKED OUT?
Tokens stay in play even if the character that placed them is knocked out, and work as usual even if that character is on the cooldown track.

FREQUENTLY ASKED QUESTIONS (CONT.)

DC100

DOES MOVING A MYSTERY BOX UNDER A RIVAL CAUSE A CHALLENGE TO HAPPEN?
No. Mystery Boxes only explode if a character moves into their square, not the other way around.

CAN I USE A CONTROL ABILITY TO MOVE MY OPPONENT ONTO ONE MY MYSTERY BOXES TO CAUSE IT TO CHALLENGE THEM?
Yes.

DC102

WHEN USING THE CHAMPION DIE FOR DEFENSE DO I HAVE TO CHOOSE TO USE IT BEFORE MY OPPONENT ROLLS?
Yes. When changing or adding dice, the challenger makes all of their changes, then the target of the challenge makes all of their changes. After changes are made, dice are rolled.

HP101

CAN AN ABILITY GIVE BASIC ACTIONS TO COMPANIONS AND MINIONS?
Yes.

JP100

CAN A RAPTOR USE HER TRAIT FROM THE COOLDOWN TRACK TO RETURN TO THE BOARD?
Yes.

CAN I PLACE ONTO AN AMBUSH TOKEN IF IT'S SQUARE IS OCCUPIED?
No.

IF I USE THE FLARE TO PULL A RIVAL CAN I PULL THEM INTO THE SQUARE I CHOOSE?
Yes.

IF I AM STANDING ON A RAPTOR AMBUSH TOKEN CAN I CHALLENGE IT?
Yes.

RM100

WHEN DOES RICK GIVE STATUS CARDS WITH HIS TRAIT?
At the beginning of his turn.

CAN RICK'S STATUS CARDS BE USED IF YOU HAVE NO UNSPENT ABILITY TOKENS?
Yes.

WHEN DO I USE COMBAT SUIT?
Before dice are rolled. When changing or adding dice, the challenger makes all of their changes, then the target of the challenge makes all of their changes. After changes are made, dice are rolled.

IF I SCORE THE FLAGS SCENARIO OBJECTIVE CAN I PLACE MY CHARACTER ON THE PORTAL TOKEN?
Yes.

SJ100

WHAT HAPPENS WHEN I MOVE AN EXHAUSTED MARKER FROM ONE CHARACTER TO ANOTHER?
The character that is given the exhausted marker becomes exhausted. If the character who gets the exhausted marker has a trait that happens "when exhausted", then they may use that trait, but they will not activate this round, or do any actions.

HOW DO I PLACE POWER-UPS IN THE BASKETBALL SCENARIO?
Randomly choose two power-ups (taking their matching status cards and markers) at the start of the game, and set the other power-ups aside. When a power-up marker shifts off your cooldown track, place it in the power-up square without a power-up marker that is nearest to your starting area (as indicated on the Basketball scenario card).

HOW DOES TURN ORDER WORK IN THE BASKETBALL SCENARIO?
When a player is given the Basketball, they also take the First Player Marker. When the round begins, whoever has the First Player Marker goes first in the round as normal. If the Basketball goes to a character controlled by a player without the first player marker (through stealing or because of a missed shot), that does not effect the turn order of the current round. Do not pass the first player marker at the end of the round.

WHO GETS THE BASKETBALL WHEN I MISS A SHOT?
The standing character closest to the Hoop marker gets the Basketball. If there is a tie for the closest standing character, the shooters' opponent chooses which character gets the ball. If the shooter is the closest character, then they will get the ball on a miss, and if they have another action they may shoot the ball again.

TNBC100

IF I ROLL 1 DIE, DOES IT MATCH FOR THE PURPOSES OF JACKPOT?
No.