

OBJECTIVE & SETUP

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

NOTE: This Battle Ball game starts with one Hero and five Battles, but you can add more Heroes and Battles from your collection. To play with a different number of Heroes, see **PLAYING WITH MORE HEROES** on other side.

HEROES
Place the Hero and their matching Hero Card face up (color side) in front of you.



BATTLE CARDS
Shuffle the Battle Cards and place them face down in a stack.



OTHER ITEMS
Place the other items nearby.



WATCH HOW TO PLAY AT
funko.com/MarvelBattleworld

NEW FOR SERIES 4! SEE OTHER SIDE OF THIS PAGE FOR INSTRUCTIONS.

EVERY TURN HAS 3 STEPS

Add Battles! Attack! Flip Coin!

1 ADD BATTLES!

At the start of every turn, flip all "active" Hero Cards face up—active Heroes are those currently controlled by any player. (On your first turn, Hero Cards are already face up.)

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



2 ATTACK!

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

ATTACK TYPES: Mind Energy Strength Speed

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



IF YOUR ATTACK HITS, place your Hero on the first space on the blue Hit Track. After each hit, place the attacking Hero on the **next open space** on the track. **NOTE: If a Hero is already on the Hit Track, place your Hero on the space after that Hero.** When a Hero is placed on the last space, the Battle is won. (See **WINNING & LOSING BATTLES** on other side.)



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

IF YOUR ATTACK MISSES, place a Danger Token on the first space on the orange Danger Track. After each miss, place that token on the **next open space** on the track. When a token is placed on the last space, the Battle is lost. (See **WINNING & LOSING BATTLES** on other side.)



Attack Target Number

EXAMPLE: This Battle Card has Mind and Energy Attack Types. Taskmaster rolls a 5 and adds +4 for his Energy Bonus, for an attack total of 9.

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



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



3 FLIP COIN!

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

Flip the Danger Coin once to see if the Danger advances on Battles.

Advance Danger on each Battle Card with a matching symbol by placing the Danger Token on the **next open space** on the orange Danger Track.



EXAMPLE: The coin flip landed up. Place a Danger Token on the first Danger Track space on *A.I.M.*, and advance the Danger Token to the third Danger Track space on *Trapster*—that Battle is lost.



WINNING & LOSING BATTLES

WINNING A BATTLE!

If you hit with enough attacks to place a Hero on the last space of the Hit Track, you win that Battle. It can take 1, 2, or 3 hits to win, depending on the length of the Hit Track.

1 Hit to Win



2 Hits to Win



3 Hits to Win



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

If the Heroes win enough Battles (three for this Battle Ball), all the players win the game!



LOSING A BATTLE!

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



When a Battle is lost, flip the Battle Card face down, and place a Danger Token on top to show the Battle was lost, placing the Heroes on the flipped card.

If the Heroes lose three Battles, all the players lose the game.



SYMBIOTE SLEEVES

NEW FOR SERIES 4!

When a Hero wins a Symbiote Thanostone Battle:

- After freeing a Hero from a Symbiote Thanostone, take a Symbiote Sleeve and attach it to the Hero that won the battle by sliding their Hero Card inside.
- Heroes with Symbiote Sleeves can't use their power or Attack Bonus, but they can use the Attack Bonus on the sleeve.
- When a Hero with a Symbiote Sleeve wins or loses a Battle, they may choose to remove the Symbiote Sleeve for the rest of the game.
- Heroes with Symbiote Sleeves count as Symbiote Heroes for Hero powers.

NOTE: If you have more than one Symbiote Sleeve in your collection, flip them face down and randomly select one.



THANOSTONE BATTLES



WIN

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

OPEN



NOTE: In future games, you can choose Heroes from your collection and place them in the reusable Thanostones when you set up the game.

PLAYING WITH MORE HEROES

You and a friend can play with the contents of one Battle Ball! One of you controls the starting Hero and the other takes control of the Mystery Hero once they have been rescued. During setup, put the Thanostone Battle Card at the top of the stack so it is added first. If you have more Battle Balls, each player controls one starting Hero and then takes control of more Heroes as they are rescued. Or if you want to play a solo game, you can control all the Heroes!

TO PLAY WITH MORE HEROES AND BATTLES, SET UP AND PLAY THE GAME BASED ON THIS CHART:

Starting Heroes	Thanostones (or Heroes from collection)	Thanostone Battle Cards	Other Battle Cards	Battle Wins to Win Game
1	1	1	4	3
2	2	2	7	5
3	3	3	10	7
4	4	4	13	9
5	5	5	16	11

If the Heroes lose 3 Battles, all the players always lose the game!

EXAMPLE: To play a game with 3 starting Heroes, you will need a deck of 13 Battle Cards that has 3 Thanostone Battle Cards and 10 other Battle Cards. You also need 3 more Heroes from your collection to rescue. To claim victory in a game with 3 starting Heroes, you must win 7 Battles!

HERO POWER DETAILS

HYBRID

- If a power says "nearby," it means on the same or an adjacent Battle Card.
- A Symbiote Hero is any Hero with a Symbiote icon in the top left of their card or a Hero with a Symbiote Sleeve.
- If a power says that it may be used at specific Attack Type Battles, the power works even if the Hero adds a different Attack Bonus to their roll.

AMALGAMATE

Hybrid may use the Attack Bonuses of a nearby Hero instead of his own.

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CONTENTS: 1 Hero Mover, 1 Hero Card, 1 Reusable Thanostone containing 1 Mystery Hero Mover, 1 Mystery Hero Card, 5 Battle Cards, 1 Symbiote Sleeve, 1 Attack Die, 5 Danger Tokens, 1 Danger Coin, Instructions

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

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ADD TO YOUR BATTLEWORLD COLLECTION!

