MARVEL REMIX

BASED ON
Fantasy Realms
A 2021 KENNERSPIEL DES JAHRES NOMINEE!

20 Minutes · Ages 14+ · 2-6 Players

INTRODUCTION

Gather your heroes and take on mighty villains in *Marvel: Remix*! You'll use heroes, allies, conditions, equipment, locations, and maneuvers to create exciting super hero battles! Collect familiar teams, or create new pairings as you tell your own stories!

COMPONENTS

1 Rulebook

61 REMIX Cards

18 VILLAIN Cards

1 Score Pad

WIZKIDS™

OVERVIEW

In *Marvel: Remix*, you want to assemble the highest-scoring hand possible. Each turn, you will draw cards from the REMIX Deck, the VILLAIN deck, or the discard area, before reviewing your hand and choosing one card to discard. Each card has a power value of its own, and unique additional scoring rules based on the other cards in your hand. At the end of the game, you will add up the base power and bonus points of all your cards. You must have at least one *HERO* or *ALLY*, and at least one *VILLAIN*, or you will score zero points. Victory goes to the player with the most points.

Card Anatomy: Every card has a Name and a Type, but not every card has tags, or text.

1. *Name —* Some cards refer to specific other cards by their names.

2. *Type —* Types include *HERO*, *ALLY*, *CONDITION*, *EQUIPMENT*, *LOCATION*, *MANEUVER*, and *VILLAIN*. Note that the VILLAIN deck has only *VILLAIN* type cards, and no *VILLAIN* type cards are in the REMIX deck.

3. *Base Power —* Most cards have a base power level that you add to your point total at the end of the game.

4. *Tags —* Cards often have a number of tags that represent their abilities and affiliations. Tags aren't worth points on their own, but cards will often refer to the tags in your hand. Tags include:
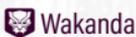
🟣 Tech	🟠 Agility	🛡 Wakanda	🟢 Gamma	💀 Boss
👁 Intel	💧 Flight	🟫 Asgard	◇ Worthy	
🟢 Strength	🔴 Range	🔵 Mutant	🟪 Urban	

5. *Text —* Most cards have a bonus that specifies what other cards provide it with points. Cards gain or lose points based on other cards in your hand at the end of the game. Bonuses referring to types are color-coded to match the fields on the cards. Card text may also add or remove tags under certain conditions. Note that all effects are mandatory unless they say otherwise. **Bonuses are not affected by the cards in other players' hands.**

SETUP

Shuffle the REMIX and VILLAIN decks separately. Deal every player six REMIX cards and one *VILLAIN* card. Place the two decks side by side, with space nearby for a discard area.

Choose a starting player at random, with play continuing clockwise.

EXAMPLE OF GAME SETUP FOR 3 PLAYERS

DISCARD AREA

TURNS

During each player's turn, they must choose **one** of three options:

Draw the top card from the REMIX deck, then discard any card to the discard area.
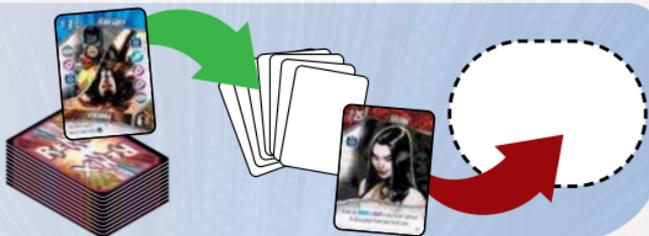
Draw the top card from the VILLAIN deck, then discard any card to the discard area.

Take a card from the discard area, then discard a different card to the discard area.

All cards in the discard area should be faceup and spread out so that they are visible to all.

END OF GAME

The game ends when there are ten cards in the discard area. Count up your power and bonus points, and the player holding the highest scoring hand wins!

Any hand that does not have at least one *HERO* or *ALLY* and at least one *VILLAIN* scores 0 points.

COMMON GAME TERMS

These are terms that are used in the text sections of cards:

WITH: If a card receives a bonus WITH a certain other card, type of card, or tag, then it may only receive that bonus once. (EXAMPLE: You have *SHADOWCAT* and both *FACTORY* and *HIDDEN LAIR.* You only get the "*+4* with any *LOCATION*" bonus once.)

FOR EACH: A card that receives a bonus FOR EACH of a particular kind of card or tag may receive that bonus once for each card or tag you hold of the variety named. If a card has more than one of the same tag, it scores for each instance of that tag. (EXAMPLE: If you have *ASSEMBLED, HAWKEYE, SHE-HULK,* and *WOLVERINE,* you'll get the "*+4* for each HERO" bonus three times!)

BLANKS: Certain cards can Blank other cards. A card which has been blanked no longer receives any points, gives points to other cards, or affects a hand in any way. If multiple cards have effects that would blank themselves or other cards in your hand, (example *HIDDEN LAIR* and *JUGGERNAUT*), you may choose the order in which their texts are activated at the end of the game.

BLANKED UNLESS WITH: This card is BLANKED, according to the rules above, unless it meets the stated condition. (EXAMPLE: *WORTHY.*)

TRANSFORM WITH: Some cards have a transform ability. If you meet the "Transform with…" requirement, rotate the card so the Transform text is upside-down. You will ONLY count the tags on the left side of the card as part of your hand. If you meet the requirements, you MUST transform.

SCORING HANDS

At the end of the game, each card in your hand scores points based on the other cards in your hand.

If you do not have at least one *VILLAIN* and at least one *ALLY* or *HERO*, the total score for your hand is Zero. If a *VILLAIN*, *ALLY*, or *HERO* is blanked, it does not count for this requirement.

You may want to first count tags separately, before counting bonuses, as card text may alter the tags printed on the cards.

Ignore any cards that are BLANKED.

Add up the total Base Power of cards in your hand (some cards may have negative base power).

Add up all the bonuses granted by card text.

Cards only care about what is in your hand. **Your cards never affect the hand of your opponents.**

The player holding the highest scoring hand wins.

In case of a tie, the tied players share victory.

SCORING EXAMPLE

Base Power 4. **+6** because there are three other HEROES and **+4** since you have *VIBRANIUM SHIELD*.

Base Power 6

Base Power 7

Base Power 3. You will choose the tag and tag, to help with bonuses on other cards.

Base Power 14. You will avoid the **-20** effect because *COLOSSUS*, *VALKYRIE*, and *VISION* all have the tag.

Base Power 9. This card is not blanked, because you also have *CAPTAIN AMERICA*, a *HERO* with an tag.

No Base Power. **+24** because you have 6 total and tags (*COLOSSUS*: , , *VALKYRIE*: , , *VISION*: ,)

Player:	
Card 1	CAPTAIN AMERICA **14**
Card 2	COLOSSUS **6**
Card 3	VALKYRIE **7**
Card 4	VISION **3**
Card 5	MYSTIQUE **14**
Card 6	VIBRANIUM SHIELD **9**
Card 7	FALLING DEBRIS **24**
Total	**77**

FAQ

AVOID CROSSFIRE: The number of cards with 🟠 changes how much each 🟠 tag is worth. *LOCKHEED*, *STORM*, and *CYCLOPS* would give *AVOID CROSSFIRE* a bonus of **+30**, as they are 3 cards, and each have 1 🟠 tag.

Note that *HAWKEYE* is a card with two 🟠 tags. So if you only had *HAWKEYE* and *LOCKHEED*, *AVOID CROSSFIRE* would be worth 24 points.

HACK IN and BUILD GADGETS: Since *HACK IN* makes each 🟣 tag also count as an 👁 tag, you would get **+12** points for each 🟣 tag you have.

LOKI: You are only checking the base power of the card you draw. It is not affected by, and does not affect, the other cards in your hand. You get these points even if the card would be blanked (example: *FEARLESS*).

If the base power is "✳", it counts as 0 (example: *ROGUE*).