

MARVEL



1-4



14+



60 MIN

COMIC HUNTERS



ROBERT COELHO



COMIC HUNTERS

AFTER EXTENSIVE SEARCHES THROUGH FLEA MARKETS, SPECIALIZED STORES, AUCTION WEBSITES, AND COMIC BOOK CONVENTIONS, YOU'VE MANAGED TO ACQUIRE A SIGNIFICANT COLLECTION OF YOUR FAVORITE MARVEL HEROES COMIC BOOKS. WELL, ALMOST ALL OF THEM! YOU'RE STILL MISSING SOME RARE AND FUNDAMENTAL ISSUES IN YOUR COLLECTION: THE FIRST APPEARANCE OF YOUR FAVORITE VILLAIN, THE SPECIAL ISSUE THAT MARKS THE HERO'S TRAJECTORY, THE DEBUT OF A NEW UNIFORM, THE MOST MEMORABLE CONFRONTATION WITH THE ARCHENEMY, AND THE HIGHLY SOUGHT-AFTER NUMBER ONE ISSUE! ALTHOUGH YOU KNOW WHERE TO LOCATE THEM, YOU'RE ALSO AWARE THAT YOU'RE NOT THE ONLY ONE LOOKING FOR THESE TREASURES. CAN YOU SUCCESSFULLY OBTAIN THESE COMIC BOOKS AND EARN THE TITLE OF THE GREATEST MARVEL COMIC BOOK COLLECTOR OF ALL TIME?



1-4



14+

60 MIN

OVERVIEW AND OBJECTIVE

In **Comic Hunters**, players will try to make the most complete and relevant Marvel Heroes Comic Book collection. The game consists of three rounds in which players will get Comic Book cards from four different locations.

At the end of each round, players will have a chance to play those cards from their hands and organize them to make their collections.



To win, players will need **victory points**. These points can be earned in various ways, such as by amassing extensive collections of the currently trending Heroes, diversifying collections, possessing Comic Book cards with exceptional **Highlights**, and maintaining a decent-sized **Secret Stash**. The player with the most points at the end of the third round will be declared the winner.

CONTENTS



135 COMIC BOOK CARDS
(GROUPED IN 3 AGES)



8 HERO MARKERS



1 FIRST PLAYER
MARKER



5 HIGHLIGHT MARKERS



1 SCHEDULE
MARKER



16 PLAYER MARKERS



1 SCORING PAD



1 BOARD

SETUP

Set up the contents in the play area, as shown below. See the numbered sections for details.



Example of the setup for 2 or 3 players

01 - THE SUPPLIERS: COMIC BOOK STORE, FLEA MARKET, AND AUCTION WEBSITE

With 1, 2 or 3 players, choose 2 Heroes (except) to be removed from the game. Remove cards that contain **only** the chosen Heroes' icons. Cards showing other Hero icons will always be in play, even if they have one of the removed Heroes' icons on it.

- With **2 or 3 players**, there will never be a collection of these removed Heroes (page 09).
- In **Solo Mode**, there may be a collection of these removed Heroes (page 16).
- With **4 players**, no Heroes are removed.

Separate and shuffle the Comic Book cards into three decks according to the Comic Book age shown on the back (**1**, **2**, or **3**). Place the decks in a row above or beside the board.

02 - THE BIG CONVENTION

Make a fourth deck according to the following:

- 3 or 4 players:** 10 cards from deck **1**, 10 cards from deck **2**, and 10 cards from deck **3**.
- 1 or 2 players:** 6 cards from deck **1**, 10 cards from deck **2**, and 10 cards from deck **3**.

Shuffle these cards and place them above or beside the board as well.

CARDS AND ICONS



- 1**: Cover Art
- 2**: Title, Number, and Year Published
- 3**: Hero Icon(s)
- 4**: Highlight Icon(s)
- 5**: Age/Market Value (**1**, **2**, or **3**)

01 - HERO ICONS

CAPTAIN AMERICA



DOCTOR STRANGE



SPIDER-MAN



IRON MAN



HULK



BLACK PANTHER



THOR



BLACK WIDOW

02 - HIGHLIGHT ICONS

NEW LOOK



FIRST APPEARANCE



SPECIAL EDITION



EPIC BATTLE



NUMBER ONE

03 - AGE/MARKET VALUE ICONS**03 - SCHEDULE**

This shows the order of the locations players are going to visit to get Comic Books.

Place the Schedule Marker on the next to the first step of the schedule.

04 - TRENDING HEROES

Randomly place the Hero markers on the Trending Track according to the number of players:

- **4 players:** Place 1 Marker on the first line of the Trending Track, 3 on the second, and 4 on the third.
- **1, 2, or 3 players:** Place 1 Marker on the first line, 2 on the second, and 3 on the third. Do not use the Hero Markers of the Heroes that were removed in step 01.

05 - SECRET STASH

This track represents the estimated value of each player's Secret Stash. Each player chooses a player color and places one Player Marker of their chosen color on the number 15. This value will be used when visiting the Auction Website. At the end of the game, the remaining value on the track will count as victory points.

**06 - HIGHLIGHT TRACKS**

These tracks represent the value of the Highlight Icons each player has in their Collection. Players with more Highlights will get more victory points at the end of the game.

For the first few games, we suggest using Number One () on the first track, First Appearance () on the second track, and randomly draw one from New Look (, Special Edition () and Epic Battle () for the third track. Place the Markers on the corresponding space of each track and return the others to the game box. In future games, a Highlight Marker can be randomly drawn for each of the tracks. Each player should place one player Marker of their chosen color to the left of the Highlight Markers on each track.

07 - SCORING PAD

The Scoring Pad will be used to help players calculate their final scores. At the end of the game, follow the instructions under "End Game and Scoring" (page 11).

08 - FIRST PLAYER

The First Player Marker should be given to the player that most recently bought a Marvel Comic Book.

HOW TO PLAY

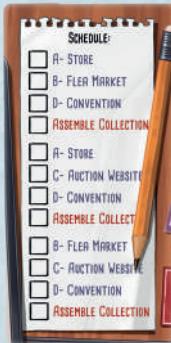
A game of **Comic Hunters** has three rounds. Each round consists of two phases:

- **Phase 1: Treasure Hunt** – Players will visit three of the four locations to get Comic Books from different Ages.
- **Phase 2: Assemble Collection** – Players will start or expand their Collections of Comic Books and update the Highlights they gained that round on the corresponding track(s).

PHASE 1: TREASURE HUNT

In this phase, players will get Comic Book cards from three different locations. The board shows the Schedule in each round, i.e. the exact sequence of locations players will visit to get cards. Each location is identified by a letter from A to D, followed by the name of the location. Each offers Comic Books from a different Age (or group of Ages), and a unique way for players to obtain cards.

SCHEDULE



LOCATIONS



SELECTION:
PICK UP
AND PASS

AUCTION

SELECTION:
ADD OR TAKE

SELECTION:
MOVE AND TAKE

All players will visit a location on the Schedule at the same time before moving on to the next one. Fully resolve each location as noted in their corresponding sections. Then, move the Schedule Marker  to the next step on the Schedule. Cards gained in a location should be added to players' hands.

Important: After resolving a location (NOT including the Store), the First Player must give the First Player Marker to another player.

※ If there aren't enough Comic Book cards to complete the setup of cards in a location, take a random card with a corresponding value from one of the removed hero Comic Book cards. If the location is the Convention, prioritize cards with a Market Value of 3. With the exception of Solo Mode, these cards cannot be added to Collections, they can only be used for their Market Value.

HOW TO PLAY

These rules apply to games with 3 or 4 players, however, it is essential to understand them before playing. Specific changes for a 1 or 2 player game can be found in the **2 player game** section on page 12 or the **Solo Mode** section on page 14 of this rulebook.



STORE

IN THIS SPECIALIZED COMIC BOOK STORE, YOU CAN FIND NEW RELEASES AND THE MOST RECENT COMIC BOOKS PUBLISHED SINCE 2000 (CONTEMPORARY AGE, VALUE 1).

To resolve this location, follow these steps:

1. Players set aside any card(s) in their hands. Then, each player draws 4 cards from deck 1.
2. All players simultaneously choose 1 card to add to their hand, placing the selected card face down in front of them. Then, each player passes the remaining cards to the player on their left (in the first round) or on their right (in the second round).

3. Repeat step 2 until no more cards are left. When the draft is finished, each player adds the cards that were face down in front of them to any cards that they may have set aside in step 1.

Reminder: The First Player does not change after resolving this location.



FLEA MARKET 2

IN THE FLEA MARKET YOU CAN FIND COMIC BOOKS PUBLISHED DURING THE 80'S AND 90'S (MODERN AGE, VALUE 2).

In this location, the players take turns clockwise, starting with the First Player.

Before starting this step, take the cards from the Flea Market deck and make rows equal to the number of players, revealing one card from deck 2 to be in the first position of each row.

On a player's turn, they can take one of two possible actions:

A. Reveal one card from deck 2 and place it face up in the first available position from left to right, in one of the available rows. Each row can have, at most, 4 cards and there can be no more rows than the number of players still visiting the Flea Market.



Example of a possible situation with 4 players

B. Choose a row and take all the cards in it into their hand. Their visit to this location is over. The row they chose can no longer be filled with cards.

* When there are no more positions available, the players must take option B.

As soon as all the players have taken a row of cards, this step of the round is finished. Then, the First Player must give the First Player Marker to another player.

THE POSSIBILITY OF TAKING ONE OF THE UNFINISHED ROWS GIVES PLAYERS THE OPPORTUNITY TO GRAB A VALUABLE OR VERY DISPUTED CARD, EVEN IF THEY HAVE TO LEAVE THIS LOCATION WITH FEWER CARDS THAN OTHER PLAYERS TO DO SO.

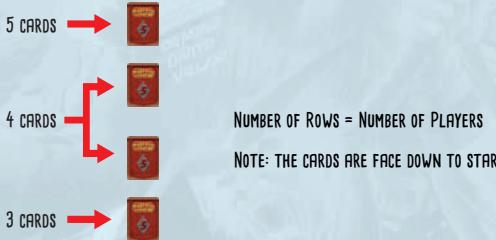


AUCTION WEBSITE 3

IN THIS ONLINE AUCTION, THE COLLECTORS BID FOR COMIC BOOKS PUBLISHED IN THE 60'S AND 70'S (CLASSIC AGE, VALUE 3).

Before starting this step, the First Player draws cards from the top of deck 3 and makes rows equal to the number of players. Those rows will be the lots of Comic Books cards to bid for.

The first row/lot should have 5 cards, the last one should have 3 cards. Each row/lot between the first and the last should have 4 cards.



Example of lots in a 4 player Auction.

Cards are then revealed. The First Player chooses one lot and bids on it using their Secret Stash points.

At the start of the game, each player has 15 Secret Stash points, denoted by the Secret Stash Track.

Moving clockwise, each player can, on their turn:

A. Bid higher than the previous player or;

B. Pass, giving up the right to new bids on this lot.

Players continue to bid or pass until there is only one winning bid. The player who won the auction gets the cards from the lot, paying with Secret Stash Points, and puts them in their hand. Then they move their Player Marker down the track equal to their bid.

Important: A player cannot go below 0 Secret Stash Points. Additionally, each player can only win one auction per visit.

BID = 3 SECRET STASH



If the lot is won by the player who made the initial bid, the player immediately to the left of the winner chooses a new one to be auctioned. If not, the first player who bid will choose a different lot to bid.

When there is only one lot left, the player who did not win any auctions will then pay Secret Stash Points equal to the number of cards in the remaining lot.

Important: If the last player does not have enough Secret Stash Points to pay for all the cards in that lot, they must spend all their Secret Stash Points and take as many cards as they were able to pay for, choosing the ones they want. Cards not taken will be added to the Convention Deck, which is then immediately shuffled.

Then, the First Player must give the First Player Marker to another player.

THE SECRET STASH REPRESENTS THE PLAYER'S OTHER COMIC BOOKS THAT ARE SOMEWHAT SECONDARY TO THEM, ARE DUPLICATES, OR SIMPLY LESS RARE. AS SUCH, THEY CAN BE USED AS CURRENCY DURING THE AUCTION. IT IS IMPORTANT TO NOTE THAT THERE IS NO WAY TO REPLENISH THE VALUE OF THE SECRET STASH. PLAYERS WILL MAKE TWO VISITS TO THE AUCTION SITE DURING A GAME, AND IF THEY SPEND ALL THEIR SECRET STASH POINTS ON THE FIRST VISIT, THEY WILL NOT BE ABLE TO PARTICIPATE ON THE SECOND. REMEMBER: AT THE END OF THE GAME, THE REMAINING VALUE ON THE TRACK WILL COUNT AS VICTORY POINTS.



CONVENTION

AT THE BOOTHS OF THIS BIG CONVENTION DEDICATED TO THE NINTH ART, THERE ARE COMIC BOOKS FROM ALL AGES (VALUES 1, 2, AND 3).

Before starting this step, the First Player draws 24 cards from the top of the Convention deck and organizes them in a grid with 5 columns and 5 rows, leaving the center empty, making the pattern displayed on the right.

Starting with the First Player and moving clockwise, each player will have a turn to take cards. The last player will have two subsequent turns, then play continues from the player on the right. Then turn order will proceed counterclockwise until the First Player takes cards for a second time.

On their turn, before choosing which Comic Book card(s) to take, the player *may* slide 1 card orthogonally through empty spaces into a new position (it does not have to be the one they want to take).



The card can slide through any number of empty spaces horizontally and/or vertically and may change directions freely, but those movements cannot be made through the outside border of the grid or jumping another card.

Then, the player chooses a Hero and a column or a row from the grid. They take the Comic Book card(s) in that column or row that have the icon of the Hero they chose.



For example, a player wants Black Widow Comic Book cards. On their turn, they decide to use their movement to slide a Black Widow card to the same row where there are already two other cards with the same  icon (green arrows).

Then, choosing that row, they take and add to their hand three Black Widow Comic Book cards. The red arrows show illegal movement.

The Convention will end when all players have taken cards twice.

Then, the First Player must give the First Player Marker to another player. All Comic Book cards discarded in this step will be added to the Convention deck, which is then immediately shuffled.

PHASE 2: ASSEMBLE COLLECTION

In this phase, players will play Comic Book cards in front of them from their hand to start **collections** of a particular Hero or to **add** cards to their existing collections. Players must then pay the total Market Value of the cards they play. Players may also **relocate** their Comic Book cards from one collection to another during this phase. Finally, players check the Highlights of recently played cards and update the position of their respective markers on the Highlight track. Players can resolve this phase simultaneously or by checking if each player was able to pay for the cards they have played.

Important: A player is only allowed to hold a maximum of 2 cards from one round to the other.

Excess cards must be added to the convention deck, which is then immediately shuffled.

STARTING A HERO COMIC BOOK COLLECTION

Each collection assembles Comic Books of a particular Hero. To **start** a Collection, a player must play **two or more** Comic Book cards that have the same Hero icon and pay the Market Value of these cards (see "Paying the Market Value"). However, collections with only two Comic Books do not count for Variety of Collections and Size of Collection scores (see "End Game and Scoring").

Remember: Even if a card has the icon of two Heroes, it will only be part of the collection of one of them.



Players can start and maintain multiple collections in their play area, as long as each of them contains Comic Books of a different Hero. It is not possible to have two collections of the same Hero.

* Players are not allowed to start or maintain a collection of a removed Hero (2 or 3 players), except in Solo Mode (page 16).

EXPANDING A COMIC BOOK COLLECTION

The idea of expanding a Comic Book collection is to make it more valuable and earn more victory points. Only collections with 3 or more Comic Book cards will score at the end of the game. If a player already has a collection of a particular Hero in their play area, they can expand it during this step by playing new Comic Book cards that have the same Hero icon as the existing cards in their collection. Players must pay the market value of these new cards in order to play them.

New cards are initially played in a line just above the collection that they will enter. After paying the Market Value and updating the Highlights of the added cards, players can align the new cards with the rest of their collection.

PAYING THE MARKET VALUE

A player must pay the Market Value of the Comic Book cards they play when starting or expanding a collection. The value of a Comic Book card is shown on its back (1, 2, or 3) as well as below the Highlight icons on the front. For example, a Modern Age card 2 has a value of 2 in the Comic Hunters market. To pay for cards, the player must discard **from their hand** the number of cards whose values add up to or exceed the **total** Market Value.

Important: There is no change; any surplus is lost.

CAPTAIN AMERICA COMIC BOOKS PLAYED



DISCARD



To pay for their new Captain America collection, with a total Market Value of 4 points (2x 1 + 2), the player discards two cards that add up to the same value (3 + 1).

DISCARDING

All Comic Book cards discarded in this step are added to the Convention deck, which is then immediately shuffled.

RELOCATING COLLECTIONS

During phase 2, players can also relocate cards from one collection to another, according to two conditions:

- The relocated card must have the Hero icon of the destination collection.
- The origin collection of the card must have **at least** two Comic Book cards after relocation.



Important: Relocated cards are NOT considered new cards. Their Market Value was already paid, and their Highlights were already updated.

UPDATING HIGHLIGHT TRACK

Each player checks if the Comic Book cards they played during this round contain any of the Highlight icons from the three tracks on the Comic Hunters board. For each icon that matches a track, the player **advances** their Player Marker on that track a number of spaces **equal to the Age/Market Value** of the card that contains the icon.



This collection features 3 New Look icons (eye). Two of them are on Comic Book cards of the Contemporary Age 1; the third is on a Modern Age 2 Comic Book card. The player advances their Player Marker a total of 4 (2x 1 + 2) spaces on the eye Highlight track. In addition to that, one of the cards of the Contemporary Age 1 has the Number One icon (fire), so they advance their Player Marker 1 space on the fire Highlight track, too.

The board contains only three Highlight Tracks, identified by Markers drawn from five possibilities: Number One (fire), First Appearance (circle), New Look (eye), Special Edition (globe) and Epic Battle (circle). Some Comic Book cards may contain Highlight icons that have been left out of the game. Those icons may be ignored for this game.

END OF THE ROUND

On the Schedule, advance the Schedule Marker to the next step.

END GAME AND SCORING

The game ends after **Phase 2 (Assemble Collections)** of the third and final round.

Take the Scoring Pad and start recording the points earned by each player in the following categories:

- **Size:** For each collection with 3 or more Comic Book cards of a Hero that a player has in their play area, they score points according to the number of cards in that collection.

Reminder: Hero Markers on the Trending Track are drawn during setup and therefore change position from one game to another. The image on the right is an example of a possible combination for a 3-player game.



- **Variety of Collections:** The more collections of different Heroes a player has in their play area, the more victory points they will receive. See the Variety of Collections track on the Comic Hunters board.

Reminder: Only collections with three or more cards are counted.





Example of Collections belonging to the green player at the end of the game.

EXAMPLE (ACCORDING TO THE IMAGE ABOVE AND TRACKS IN THE PREVIOUS PAGE)

BECAUSE OF THE SIZE OF THEIR COLLECTIONS, GREEN RECEIVES 6 POINTS FOR HAVING 3 Comic Books, 5 POINTS FOR HAVING 3 Comic Books, 10 POINTS FOR HAVING 5 Comic Books AND 16 POINTS FOR HAVING 8 Comic Books. GREEN ALSO RECEIVES 10 POINTS FOR VARIETY OF THEIR COLLECTIONS. GREEN ALSO HAS 2 Comic Books, BUT THOSE DO NOT SCORE BECAUSE IT IS A TWO-CARD COLLECTION.

- **Highlights:** For each Highlight track, follow the rules below. Depending on the number of players in the game, the board displays visual reminders for the score:

- **4 players:** 15 for the first, 12 for the second, 8 for the third and 3 for the fourth.
- **3 players:** 15 for the first, 12 for the second and 3 for the third.
- **1 or 2 players:** 15 for the first and 8 for the second.

In case of a tie, add the points of the current position with the position immediately below and divide by the number of tied players, rounding down.

EXAMPLE:

THE POSITIONS OF THE THREE PLAYERS IN THE HIGHLIGHT TRACK ARE:

1ST TRACK WON BY BLACK, FOLLOWED BY GREEN AND THIRD PLACE WAS ORANGE. (POINTS: 15, 12, 3)

2ND TRACK WON BY ORANGE, GREEN AND BLACK TIED FOR SECOND PLACE (15, 7, 7)

3RD TRACK ORANGE AND GREEN TIED FOR FIRST PLACE AND IN THIRD PLACE BLACK (13, 13, 3)

- **Secret Stash:** Each player checks the Secret Stash track to see the position of their Player Marker. They will receive victory points equal to that number.

EXAMPLE:

ON THE SECRET STASH TRACK, ORANGE SCORED 5 POINTS, GREEN SCORED 6 POINTS AND BLACK SCORED 7 POINTS.

The player with the highest score assembled the best Comic Book Collection and won the game! In the event of a tie, the player with the higher total Highlights win. If there is still a tie, the player with the bigger Collection wins.

2 PLAYER GAME

The game is played the same way as in the 3-4 players, **except for the following changes:**

SETUP

Follow the setup for a two-player game on pages 04 and 05.

FIRST PLAYER MARKER

Choose the First Player as shown in Step 08 (on page 05 – under First Player). They will be player A. Then interchange the start of each phase between players "A" and "B", as shown in the image below:

Check the number of highlights of each player on the three highlight tracks to see which player has fewer points.

In the event of a tie, Player B will be the first to play in the final convention.

The player with fewer points on the highlight tracks

PLAYER A

PLAYER B

PLAYER B

PLAYER A

PLAYER B

PLAYER A

SCHEDULE:

- A- STORE
- B- FLEA MARKET
- C- CONVENTION
- D- ASSEMBLE COLLECTION
- A- STORE
- B- FLEA MARKET
- C- CONVENTION
- D- ASSEMBLE COLLECTION
- A- STORE
- B- FLEA MARKET
- C- CONVENTION
- D- ASSEMBLE COLLECTION



STORE 1

1. Players set aside any card(s) in their hands. Then, each player draws 7 cards from deck 1.
2. The two players simultaneously choose 1 card to add to their hand by placing the card facing down in front of them.
3. Both players simultaneously choose 1 card to return to the game box.
4. The remaining cards are given to their opponent.

Repeat steps 2 through 4 until no more cards are left. When the draft is finished, each player adds the cards that were face down in front of them to any cards that they may have set aside in step 1.



FLEA MARKET 2

Players alternate by performing action A or action B (as explained in the Flea Market section on page 07) but form only 3 rows of cards: the first with 4 cards at most, the second with 3 at most and the third with 2 at most. Just like the Flea Market for 3 or 4 players, reveal a card to start each row.

When a player chooses one of the 3 rows, their opponent can complete the remaining rows before choosing the row they want, respecting the number of cards that row may hold.



Comic Hunters

All Comic Book Cards in the row that have not been chosen will be added to the Convention deck, which is then immediately shuffled.



AUCTION WEBSITE

Only two lots are created for the auction: one with 4 cards and one with 3.

The auction follows the same rules for 3 and 4 players.



CONVENTION

Before starting this step, the First Player reveals 20 cards from the Convention Deck, forming the pattern shown on the right.

Players take the same actions as in a 3 and 4 player game, but they alternate until they each have taken cards twice.



Solo Mode

Jarvis, the Avengers butler, wants to play Comic Hunters with you. Who will assemble the most valuable Collection? Jarvis or you? You are always the First Player in the locations and can choose first, but everything that stays with Jarvis go directly to his Collection.

SETUP

Choose one color for you and one for Jarvis.

Jarvis has a Marker on the Secret Stash Track, with an initial value of 15.

Prepare the locations and Convention decks as usual.

The player will always be the first to play in all locations.

Important: Jarvis can start a collection with just one Comic Book Card. The cards acquired by Jarvis go straight to his collection (without paying the Market Value) and the Markers on Highlight tracks will be updated as soon as that happens. Cards received by Jarvis should be placed on the table next to the Comic Hunters board, so you always know what Jarvis is collecting and doing.



STORE 1

The player draws 3 Comic Book cards from the deck 1, chooses 2 to add to their hand, and the remaining cards goes to Jarvis' collection (on the table).

This is performed twice, so that when the visit to the Store is finished, the player has acquired 4 cards for their hand and Jarvis has acquired 2 cards for his collection.



FLEA MARKET 2

The rows have a format similar to the 2 player game. Each of the three rows already starts with a Comic Book card and will all have different sizes. The first row will have a maximum of 2 Comic Book cards, the second will have a maximum of 3 cards and the third will have a maximum of 4 cards. The Trending Track will be referenced for this location. The rows of the Track will correspond to the rows you will make for the Flea Market.

On Jarvis' turn, draw a Comic Book card and check the heroes on it. See which is the hero best positioned on the Trending Track row and add the card on the corresponding row of the Flea Market.

Example: If a Hero icon on the card is from a hero at the top of the Trending Track, add the card to the first row. If the hero icon is at the intermediate level of the Track, add the card to the second row. If all the hero icons are at the lowest level of track, add the card to the third row.

If the row is already full (1st row = 2 cards/ 2nd row = 3 cards/ 3rd row = 4 cards), add the card to the smallest row that still has space available.

You can take any row on your turn. Once you do, Jarvis will completely fill any remaining rows and buy the longest row left.

All Comic Book cards not chosen will be added to the Convention deck, which is then immediately shuffled.



AUCTION WEBSITE 3

Two lots are created, one with 4 Comic Book cards and other with 3 Comic Book cards. The player chooses one of the two lots. If you choose the lot with 4 cards, you must pay 5 points from the Secret Stash track. If you choose the lot with 3 cards, you must pay 1 point from the Secret Stash track. The remaining lot goes to Jarvis' collection, who then pays the corresponding value with his Secret Stash track points.



CONVENTION

Reveal 17 cards from the convention deck, forming a grid with 5 columns and 5 rows of cards, positioning the cards only in the spaces of the edges of the grid and a card in the center, forming the pattern shown in the figure on the next page.

Jarvis is busy optimizing his Collection and **does not** play in this location. A discard turn will occur instead.

The player starts the turn and draws the cards normally, being able to move a card and choose a row or column to draw all the cards of the chosen hero.

On the discard turn, the player follows the same rules as above (can move a card and select a hero in a row or column), but these cards will be added to the Convention deck, which is reshuffled at the end of this location's resolution. The player must perform four turns, two of which are the player's turns and two discard turns. The player must alternate between their turn and the discard turn.

All cards left on the Convention grid will go to Jarvis' Collection.

Jarvis and the player can form Collections with characters removed from the game if, and only if, they have been added to the game to complete the grid. Collections of these removed heroes do not add points for Size of collection, but they advance markers on the Highlight Track and score points by Variety.



DURING THE GAME, IT IS IMPORTANT TO NOTE THAT THE COMIC BOOK CARDS THAT GO TO JARVIS' COLLECTION MUST MEET THE HIGHEST VALUE CRITERION, THAT IS, CARDS WITH TWO OR MORE HERO ICONS MUST GO TO THE MATCHING COLLECTION OF THE HERO HIGHEST IN POSITION ON THE TRENDING TRACK. IF THE HEROES ON THE CARD ARE IN THE SAME POSITION ON THE TRACK, YOU MUST ALWAYS PLACE THE CARD IN THE LARGEST COLLECTION, SO THAT JARVIS CAN MAKE THE MOST POINTS.

At the end of the third round, score points as usual. If you scored more points than Jarvis, you win! The tiebreaker conditions are the same.

REFERENCE FOR A 2 PLAYER GAME



REFERENCE FOR A SOLO GAME



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