

MARVIN THE MARTIAN RULES

*Marvin the Martian doesn't fight alone.
He brings his trusty dog, K-9, to the mayhem!*

SPECIAL RULES

At the start of the game, place the K-9 token in the same Team Base as Marvin the Martian. K-9 doesn't occupy a Slot.

K-9 cannot be removed from the game or attacked in any way. He ignores Damage, Attacks, Pull, Push, Stun, and Poison. He does not interact with Traps or Locations.

Marvin can Move K-9 around the board using 1 of his Abilities. His faithful hound is great for tracking Marvin's opponents and allowing for Attacks even if Marvin, himself, is far away.

If Marvin is not on the board, K-9 stays in place, waiting for him to return. He's a great dog!

COMPONENTS



1 K-9 TOKEN

Where's the kaboom? There was supposed to be an Earth-shattering kaboom!



PEPÉ LE PEW RULES

Pepé le Pew is a scent-imental creature, and as such, it's not an easy task to get rid of him!

SPECIAL RULES

At the start of the game, give the Pepé le Pew token to 1 of the opposing Toons. This token is considered to be a Negative Status token (see page 5 of the core game rulebook) and will remain even if the Toon is KO'ed.

The Pepé le Pew token will remain with the opposing Toon unless it's discarded due to an ability or effect (in which case it must be placed on Pepé's Dashboard), or if Pepé, himself, decides to pursue someone different by activating the Mayhem effect on his *Bouquet* or *Rubber Band* abilities.

*All is love
in fair and
war.*



COMPONENTS



1 PEPÉ LE PEW
TOKEN

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