

**INSIDE
THE ISSUE!**

MARVEL REMIX

COMIC BOOK EXPANSION!



DESIGNER'S NOTE

Step into the shoes of a comic book editor and create the perfect cover with **TWO HEROES!**
But beware of a **MISLEADING COMIC COVER** that could cost you big in the end!

— MISTER GOODIES



SETUP

- ▶ Deal **2 COMIC BOOK CARDS!**
- ▶ Get **6 REMIX CARDS + 1 VILLAIN CARD!**
- ▶ Choose **1 COMIC COVER** and place it **FACE DOWN!**
(The unused Comic Book card is returned to the box unrevealed)



SPECIAL ACTION: COMIC BOOST!

ONCE PER GAME

- ▶ Reveal your Comic Card
- ▶ Draw **3 REMIX CARDS**
- ▶ Swap **3 cards to return to 7!** (place them at the bottom of the Remix deck)



FINAL SCORING

IF THE COMIC BOOST ACTION HAS BEEN USED

- ▶ **1 MATCHING HERO = +5 POINTS**
- ▶ **2 MATCHING HEROES = +15 POINTS**
- ▶ **0 MATCHES: MISLEADING COVER = -10 POINTS**



Is the Comic Boost! action mandatory?

No. You can absolutely play without using it: the game proceeds normally, without gaining its advantage... but also without risking its end-game penalty. In that case, the Comic Book card **remains face down** and does not take part in the final scoring.

How do you apply the Comic Book bonus on the score sheet?

With **1 matching Hero**, add **+5** to that Hero's score.

With **2 matching Heroes**, add **+15** to **one of the two** (your choice).

With a **Misleading Cover**, apply **-10** to **one Villain card** of your choice.

When is the Comic Book card resolved during scoring?

The Comic Book card is applied **after**:

All **blank** effects

All additional **badge distributions**

Then, when you reach the scoring of the relevant card, apply the **bonus or penalty** indicated by your Comic Book.

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