
TEEN TITANS GO!™
30'
10+
2-4
MAYHEM
A GAME BY ALEXIO SCHNEEBERGER

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# INTRODUCTION

Being part of the Teen Titans is not an easy task! There's a lot to be done. You have to keep the city safe, make sure the Titans Tower is well taken care of, defend your high score on your favorite videogame, and have enough time for a pizza break every now and then.

To achieve all that, the Titans decided to split up in two teams so they can get everything done twice as fast! It wasn't really a competition, but they seem to have forgotten that as the day went on, with each team trying to one-up the other. The winners will prove to be the 'Most Superior Team Forever!' and will rule over the remote control for the whole weekend. The stakes have never been higher!

# OVERVIEW

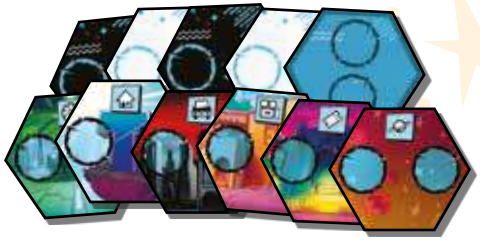
In Teen Titans GO! Mayhem, 2 to 4 players have the chance to battle it out with their favorite teen heroes like never before. Players form Teams with 2 of their favorite characters from Teen Titans GO! and face each other in this tag-team rumble. Each Team will battle it out across the city as they work to complete missions and earn Victory Points, using their special skills to try to knock each other out, and trying to avoid the other Team's tricks and traps across the board.

**If a player collects 5 Victory Points, or if both Characters on a Team get KO'd in the same round, *Azarath Metrion Zinthos*, the game ends!**

# COMPONENTS



**4 TEEN TITANS GO! FIGURES**
(Cyborg, Raven, Robin, and Starfire)



**10 LOCATION TILES**
(2 Black Bases, 2 White Bases, 6 Special Locations)



**1 MAYHEM DIE**



**4 ACTIVATION DICE**
(2 Black & 2 White)



**4 CHARACTER DASHBOARDS**



**12 GO! CARDS**




**22 MAYHEM CARDS**



**4 COUNTER BASES**
(2 Black & 2 White)

## 92 TOKENS



**16 DOUBLE-SIDED TRAP/STUN TOKENS**
(8 Black & 8 White)



**4 GIFT TOKENS**



**3 CLUE TOKENS**



**2 MONSTER TOKENS**
(1 Black & 1 White)



**4 FLEE TOKENS**



**1 PIZZA TOKEN**



**10 FIRE TOKENS**



**4 SHIELD TOKENS**



**4 OBSTACLE TOKENS**



**21 1 DAMAGE TOKENS**



**8 5 DAMAGE TOKENS**



**1 DOUBLE-SIDED INITIATIVE TOKEN**



**4 ACTIVATED ABILITY TOKENS**
(2 Black & 2 White)



**10 VICTORY POINT TOKENS**
(5 Black & 5 White)

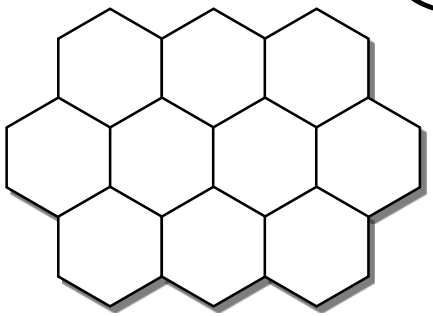
# SETUP

***The following instructions are for the setup and play of the 2-player version of the game. For the 3 and 4 players rules, please see page 17.***

1. The youngest player chooses their Team color (either Black or White) and takes the set of Activation dice, counter bases, Trap tokens and Activated Ability tokens of the chosen color. The other player will take the set of the other color.

2. Starting with the youngest player, players alternate selecting Characters until each of them has 2 Characters each. Players will then take their corresponding Characters Dashboards.

3. Randomly place the 10 Location tiles faceup on the table following the 3-4-3 shape seen below:



4. Shuffle the Mayhem cards to create a facedown Mayhem deck.

5. Players draw **7 cards** from the Mayhem deck. Each player's maximum Mayhem hand size is determined by the total number of indicated on their Character Dashboards. They must choose the cards to be kept and discard down to their maximum hand size. Discarded cards are placed facedown at the bottom of the Mayhem deck.

6. Shuffle the 12 GO! Cards and place them face-down to create the GO! Deck.

7. Separate the tokens by type and keep them within reach of both players.



## FIRST GAME

*For the first game, we recommend players skip step 5 and instead give out the following Mayhem cards for each Character:*

- ***Cyborg:***
  ***Ghosty Powers*** *and* ***Pizza Time***
- ***Raven:***
  ***Heavy Load*** *and* ***Pizza Blast***
- ***Robin:***
  ***Magic Cloak*** *and* ***Rotating Shield***
- ***Starfire:***
  ***Keep it for me*** *and* ***Tricky Garbage***

# LET THE MAYHEM BEGIN!

# BASIC CONCEPTS

Whenever a component's text contradicts the rules from this rulebook, the component text takes precedence.

*Some components use* ***keywords****, such as:*

- ***Teammate:*** *The other Character on a player's Team, the one who is not active at the moment or is not the target of an effect.*
- ***Immune:*** *When a Character is Immune to a certain effect (like Traps, for example), they take 0 Damage from it. It has no effect on the Character whatsoever.*
- ***Ignore:*** *When a Character Ignores something, they cannot interact with it in any way.*
- ***Negative status:*** *Fire and Stun tokens can have a lingering Effect and negatively affect a Character.*
- ***Characters:*** *The playable figures in the Mayhem games.*



## CHARACTER DASHBOARD

In *Teen Titans GO! Mayhem*, Teams are comprised of 2 Heroic (or *Villainous*) Teen Titans GO! Characters competing for control of the TV ALL WEEKEND! Each Character is represented by a fully painted figure on the board and their own unique Character Dashboard, representing the different Abilities the Character brings to the fray.




1 **Name** of the Character.

2 **Portrait**: The Character's Portrait. Also, this is the place where players keep track of to-kens during play.

3 **Life Points**: The amount of Damage a Character can endure before they are KO'ed. As Characters take Damage, players should take Damage tokens equal to the Damage amount taken and place them on the Character's portrait on their Dashboard. As soon as a Character's Damage equals or exceeds their Life Points, they are KO'ed and are removed from the board until the next Recovery Phase (see page 13).

4 **Mayhem Cards**: The icon indicates the amount of Mayhem cards this Character provides to their Team. The total number of Mayhem symbols on a player's Team determine the maximum Mayhem hand size a player gets during setup (as seen on page 4).

5 **Special Ability Name**: The name of the Character's Special Ability.

6 **Special Ability**: The unique Ability of each Character. Some Special Abilities indicate they can only be used once per turn or even once per game. For these powerful effects, play-ers should place the Activated Ability token on top of the Ability to indicate they have been used.

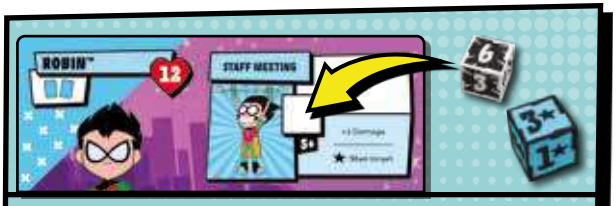
7 **Ability**: The Abilities the Character may activate.

8 **Ability Activation die slot**: During each Activation step (see page 14), players place 1 of their Activation dice in this slot to show which Ability their Character will use. Players can only activate 1 Ability per turn for each of their Characters. If the value of the dice equals or surpasses the number on the slot, the Special Effect can also be activated.

9 **Ability Standard Effect**: The effect the player may use during the Character's Activation after selecting their Ability. This Ability may be used regardless of whether the player is able to Activate the ability's Special Effect that round.

10 **Ability Special Effect:** If the value of the Activation die used equals or surpasses the number on the slot, the Special Effect can be activated additionally after the standard Ability, allowing for powerful combos!

11 **Ability Mayhem Effect:** This is the Effect described after the ★. If the Mayhem die rolled a ★, the Mayhem Effect is added to the Special Effect, if activated, for the most powerful attack!




***Example:*** *Robin used a* 6 *to activate Staff Meeting and the Mayhem die rolled a* 3★. *For this round, he will be able to use the Staff Meting's standard Melee attack. He will also be able to deal +2 extra Damage due to the Special Effect and may STUN the target of his attack due to the Mayhem Effect.*




## MAYHEM CARDS




Mayhem cards provide the opportunity for players to surprise their opponents each round with powerful and unique effects.

Each Mayhem card has an Activation icon showing when they can be played. Players are only allowed to play 1 Mayhem card each round. Keep the card played faceup on the table. Discard used Mayhem cards at the end of the round.

1 **Name** of the card.

2 **Activation Icon:** Different Mayhem cards can be used at different moments of the game round, depending on their Activation Icon.

: May be used during the Round Start (see page 12).

: May be used any time during a Character's Activation. If the card is used on a player's Team, it must target the Active Character (see page XX).

: Indicates cards than can be used in different moments of the game. This is typically for effects that react to another action, such as "*When a Character Activates...*" or "*When a Character takes Damage...*". The specific timing in listed on the card's effect.

3 **Effect:** The effect of the Mayhem card when played.

4 **Duration** of the effect: Mayhem cards have different durations that varies according to the icons at the bottom.

: Happens immediately.

:Lasts until the end of the current round.

5 **Free-For-All**: Cards with this icon can be used in Free-For-All mode (see page 17).



***Example**: during Character Activation, Cyborg plays the Pizza Time Mayhem card. Sacrificing his free Move, he instantly heals up to 3 Damage. The card is then placed on the table, next to the Team's components, and will be discarded at the end of the round. Cyborg's Team can no longer use Mayhem cards during that round.*

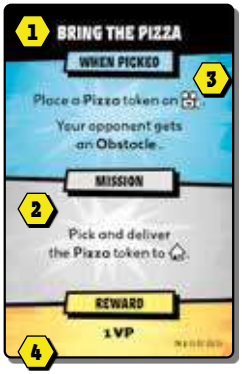
## THE MAYHEM DIE



In *Teen Titans GO! Mayhem*, Damage is determined each round by the roll of the Mayhem die. For example, if the Mayhem die rolls a 2, every Attack for that round will deal 2 Damage.

If the Mayhem die shows a ★, the Mayhem Effects on the Character Dashboards are unlocked for that round and can be activated alongside the Special Effect!

## GO! CARDS




GO! cards represent the errands and quests each Team is working to fulfill in order to gain Victory Points.

On the first round of the game, each player reveals a card from the top of the GO! deck and places it faceup in front of them.

Each GO! card has an effect when revealed. Some give a Team Negative Effects (see more on page 5) while they are in play, while others give the opposing Team the chance to hamper efforts to complete the Mission. If a card instructs to place a token, the player who revealed the card places the token in the indicated Location. If a card references Your Opponent, the opposing Team will benefit from the respective effect.

1 GO! card name.

2 The Mission the Team needs to fulfil.

3 Effect that triggers when the card is revealed.

4 The reward given when the mission is fulfilled.

***Example:** On revealing the Bring the Pizza card, the Team places a token at the location with the . Additionally, the opposing Team can then place or move an Obstacle to any valid border on the board. To fulfil the Mission, the Team needs to go to the Location, retrieve the token, and deliver it to the Location. If they manage to fulfil this Mission, the Team gets 1 Victory Point!*

## MISSIONS

Missions are exclusive to the Teams who revealed them, meaning the other Team can't intervene (like picking up tokens that are not part of their own Missions, attacking Monsters of the opposing Team, etc.). They can still get in the way, though! So be prepared to fight for space on the board.

Here are the different types of Missions Teams face in *Teen Titans GO! Mayhem*:



**Defeat the Monster**: A token of the Team's color is placed on the board, following the card's instructions. Characters from the Team with the Mission have to defeat the Monster, dealing Damage equal to the Life Points amount on the card. Monsters can accumulate Damage over different rounds, so they don't have to be taken down in a single attack. Monsters are only affected by Melee and Ranged attacks. They are immune to Fire, Pull, Push or Stun effects, and they do not activate Traps.



**Go somewhere, do something**: These Missions list specific actions that need to be performed, such as having both Characters in the same Location, getting a certain result on the dice (like a ★ on the Mayhem die), or using a Character's Abilities in a certain Location.



**Make deliveries**: There's something that must be picked up somewhere and delivered someplace else.

has to be retrieved somewhere. If a Character is already at the Location where a is placed, they may retrieve it on their turn (retrieving is not considered an Action).

doesn't have to be retrieved. The Team gets the listed amount of tokens and must place 1 token in each of the listed Locations.

Placing or is not considered an Action.



**Investigate**: There are Clues that need to be gathered! The tokens are scattered all around the board and it's the Character's job as a detective to get all of them. They must visit all Locations listed on the card and retrieve all tokens. If a Character is already at a Location where a token is placed, they may retrieve it immediately. Taking Clues is not considered an Action).



**Fight!**: The Team has to KO an opponent's Character (see page 13 for KO rules). The Team gets a Victory Point for KOing someone as usual, in addition to the VP for fulfilling the Mission.

As soon as a Team fulfils a Mission, they must immediately draw another one from the GO! deck and solve the *When Picked* effect. Then, the turn continues as normal.

## LOCATIONS

*Teen Titans GO! Mayhem* features 10 different Locations: 4 Team Bases (2 Black & 2 White) and 6 Special Locations featuring places from the series.




1 **Mission icon**: These icons identify where Characters need to go to in order to fulfil the Mission.

2 **Character Slots**: Each Location has 2 Character Slots available. It is considered Empty when there are no Characters occupying any Slots, no Traps placed on it, and no Obstacles on its edges. Characters moving into a Location will occupy an empty Slot there. Characters may not move into a Location if there is not an available Slot (that Location is then considered Full).

## TOKENS

In *Teen Titans GO! Mayhem*, players have a limited set of tokens to use during the game. Some tokens are communal, like Fire or Flee tokens, and others are Team specific, like Traps.

If an effect instructs to take a token, but the corresponding pool is empty, the effect doesn't take place.

Unless otherwise stated, tokens cannot be exchanged between Characters.

The tokens used in the game are:




**Damage tokens** – used to track a Character's Damage. Place Damage tokens equivalent to the Damage suffered on the portrait area of the Character Dashboard. Once a Character has Damage tokens equal to or above their total Life Points, they are considered KO'ed (see page 13).



**Victory Point tokens** – receive a Victory Point every time a team KO's an enemy Character or by activating some of the Special Location effects (see page 10).



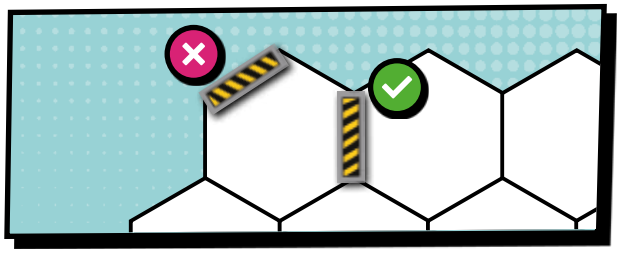

**Shield tokens** – are used to prevent up to 2 Damage from any source (direct Attacks or token effects, like Fire or Traps), and must be used to prevent the first Damage dealt to that Character. After that, it must be discarded and placed back on the token pool. Each Character can only have 1 Shield token at a time.



**Flee tokens** – If a Character has a Flee token, they may discard it to move to an adjacent Location as soon as another Character (Teammate or opponent) Moves. Each Character can only hold 1 Flee token at a time. The Flee token can only be used in another Character's turn.



**Obstacle** – Obstacle tokens must be placed on any edge between 2 adjacent Locations. It cannot be placed between a Location and the edge of the board. The Locations separated by the Obstacle are no longer considered to be adjacent.



***Important**: a Location may never be completely surrounded by Obstacles. Locations must always have at least 1 open side connecting it to another Location.*

***Is it Adjacent?***

*Locations are considered adjacent if at least 1 side of each Location is touching.*

***Obstacles** that are placed between Locations prevent movement, Ranged Attacks, and Traps as those Locations are no longer considered adjacent.*



**Fire tokens** – some abilities allow Characters to throw Fire at enemy Characters. At the end of the next Recovery Step (see page 13), Characters with 1 or more tokens suffer Damage equal to the Mayhem die value. After the Damage is dealt, discard 1 token, placing it back in the pool. tokens are considered to be Negative Status tokens.



**Trap tokens** – are placed in the Character's or an adjacent Location. The chosen Location must not contain an opposing Character or any friendly Trap tokens. Traps have no effect on Characters of the same Team. If a Character enters a Location with Traps from the opposing Team, they receive Damage equal to the amount of Traps in that Location. Once the Traps activate, remove all tokens from that Location and place them back in the pool.



**Stun tokens** – when a Character is stunned, they place the opponent's Stun token on their Character Dashboard. During their next Activation, a stunned Character can either use their free Move or activate 1 of their Abilities but can't do both. If a Character gets stunned during their turn after Moving, they can no longer use their Ability. Even if they don't use an Ability, they still must place 1 of their Activation dice (see page 14) on the Activation die slot. Discard the Stun token at the end of the Character's turn. Stun tokens are considered to be Negative Status tokens.



**Activation tokens** – used to keep track of Special Abilities that have been used. Some can be used once per game and others can be used once per turn.



**Initiative token** – used to indicate the player who has the Initiative for that round. As soon as the round ends and players determine Initiative again (see page 12), the token is given to the player who won for that round.



**Mission tokens** – used in different Missions, following the GO! card's instructions. They are the Pizza, Clue, Gift, and Monster tokens.

# HOW TO PLAY

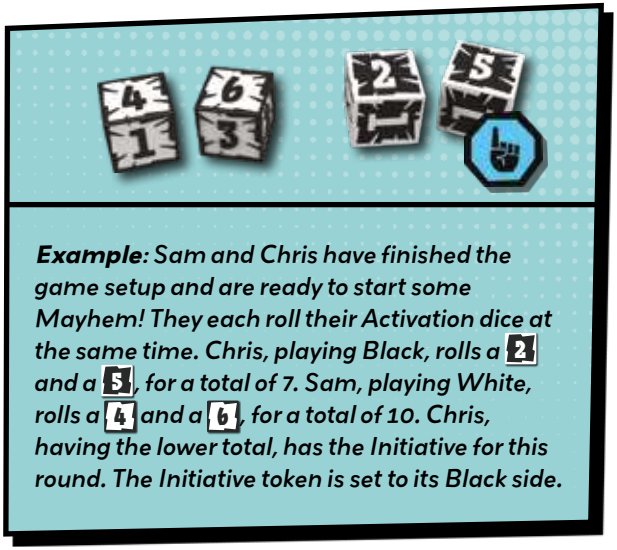
## ROUND START

### a. Roll the Activation dice and determine Initiative

Each player begins the round by rolling their 2 Activation dice. These dice will be used to activate their Characters Abilities during gameplay.

To determine the first player for the round, players must add up the total of their 2 dice. The player with the lowest total gets the Initiative. Flip the Initiative token to their team color (Black or White).

In the case of a tie, toss the Initiative token to decide.



***Example:*** *Sam and Chris have finished the game setup and are ready to start some Mayhem! They each roll their Activation dice at the same time. Chris, playing Black, rolls a 2 and a 5, for a total of 7. Sam, playing White, rolls a 4 and a 6, for a total of 10. Chris, having the lower total, has the Initiative for this round. The Initiative token is set to its Black side.*

***ONLY DURING THE FIRST ROUND OF THE GAME!***

*The player with the Initiative places their Characters on the map.*

*Characters must be placed on 2 different Bases of their player color, 1 Character per Base. Then, the other player does the same. In the first round, Characters may NOT be placed in the same Location.*

### b. Roll the Mayhem die

The player with the Initiative for the current round rolls the Mayhem die. The value of the Mayhem die indicates the amount of Damage that Attacks deal during the round. In addition, if the Mayhem die rolls a ★, Mayhem Effects can also be activated. Note that unless an ability or Mayhem card instructs otherwise, the value of the Mayhem die stays the same until it is rerolled on the next round.




***Example:*** *Chris won the initiative and rolls the Mayhem die this round. Chris rolled a 3★! This means that, for this turn, all attacks deal 3 Damage. The ★ indicates Mayhem Effects can be used during this round together with the standard Ability Effect and Special Effect.*

### c. Draw GO! cards

Starting with the player with the Initiative, each Player draws 1 card from the top of the GO! deck, reveals it, and immediately resolve the When Picked effect. Teams will start working to fulfill their Missions!

As soon as a Team fulfills their Mission, they immediately draw another GO! card and resolve the new When Picked effect. Unless otherwise stated, Teams cannot have more than 1 GO! card at a time.

## RECOVERY

During the first round of the game, this step is ignored.

### a. Return Characters

In case Characters were KO'ed (see page 13) or off the board due to a game effect, at the beginning of this phase, players place them back on 1 of their Bases, starting with the player who has Initiative. The other player does the same until all Characters are back on the board.

## KO

A Character is KO'ed when their Damage tokens equal or exceed their Life Points. A KO'ed Character is immediately removed from the board. The player removes all Damage, Fire, Stun, Shield, and Flee tokens that the KO'ed Character might have on their Character Dashboard, keeping and Victory Points.

The KO'ed Character stays out of the game for the rest of the round. The Character is placed back on the board during the next Recovery phase. During the round in which the Character is KO'ed, the remaining Character from that Team may be activated 2 times, unless the KO'ed Teammate already activated this round.

Whenever a Character is KO'ed, the opposing player gains 1 VP, taking a VP token of their Team's color.

### b. Resolve Fire tokens

Once all Characters have been returned to the board, players then resolve any Fire tokens on their Character Dashboards (see page 6). Any Characters with Fire tokens take Damage equal to the Mayhem die result. Then, remove 1 Fire token from each Character.




***Example:*** *At the end of his Recovery phase, Robin has 3 Fire tokens on his Character Dashboard, and the Mayhem die value is 2. He suffers 2 Damage and discards 1 token. At the end of his next Recovery phase, he will once again suffer Damage equal to the Mayhem die value for that round and discard another Fire token.*

## CHARACTER ACTIVATION

Starting with the Team that won initiative, each player will alternate activating 1 of their Characters until all Activation dice have been placed for the round.

During this phase, players should follow the steps below until all Activation dice have been placed for the round:

### a. Place Activation die

The player selects 1 of their unused Activation dice and places it in an open Activation die slot for the Character and Ability they wish to activate. This is now the Active Character.

Each Character can only activate once each round. Therefore, a player should never place an Activation die on a Character that has already activated that round, unless the other Character on their Team has been KO'ed before they could activate (see page XX) or is off the board due to game effects (for example, the Invisible Paint Mayhem card). If a Character is forced to activate a 2nd time, the Activation die must be placed on a different Ability from their first activation.



***Example:*** *Sam's Team consists of Robin and Raven. Sam chose to activate Robin first and completed his activation using the Staff Meeting. The Activation then passes to Chris, who uses their activation to KO Raven. When the Activation passes back to Sam, they must activate Robin again as Raven has been KO'ed. Additionally, as Robin's Staff Meeting has already been used, Sam may only use Hero Reflexes for this activation.*

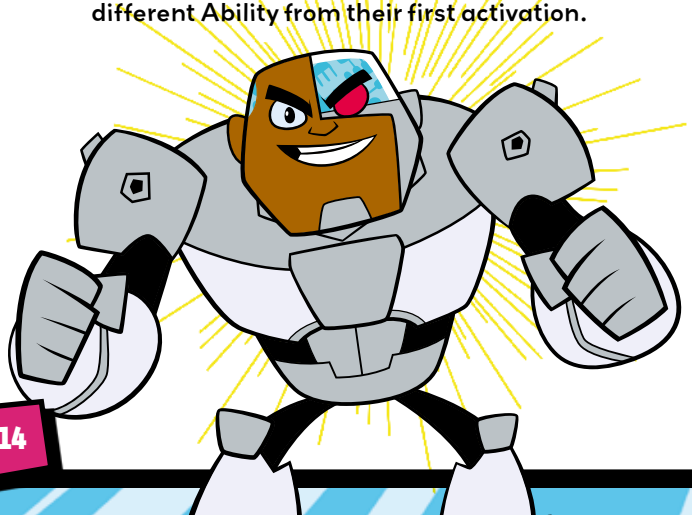
### b. Free Move (optional)

The player may choose to Move the Active Character to an adjacent Location with an open Slot.

Whenever a Character Moves to a Location, any opposing Traps in the Location immediately activate. If the Character is not KO'ed by the Trap Damage, only then the Location's Special Effect must be activated.

### c. Use Abilities

The Active Character may use their Special Ability and/or the selected Ability. Abilities are resolved from top to bottom, starting with the activated Ability's standard Effects.



If the Activation die used meets or exceeds the number on the Ability Activation Slot, after using the Ability effect(s) the Character will then use the Ability Special effects as well.

Any effects with the ★ may only be used when the Mayhem die shows the ★ and are added to the standard Ability Effects and Special Effects.

The Ability Effects in Teen Titans GO! Mayhem are:

: Deal Damage equal to the Mayhem die result to 1 opposing Character in the same Location. If there are no opposing Characters in the same Location as the Active Character, it has no effect.

> ***Example:*** *Chris activates Cyborg's Body Armor's Special Effect to attack an opposing Robin in the same Location. This is a Melee attack and Cyborg must be in the same Location as Robin to attack him. The Mayhem die value is 2 so the attack will deal 2 Damage to Robin.*

: Deal Damage equal to the Mayhem die result to 1 opposing Character in a Location adjacent to the Active Character. If there are no opposing Characters in any of the adjacent Locations, it has no effect.

> ***Example:*** *Sam activates Raven's Telekinesis to attack Starfire. This is a Ranged attack and Raven must be in an adjacent Location to Starfire to attack her. The Mayhem die value is 2, so the attack deals 2 Damage to Starfire.*

: The Character takes a and places it on their Character Dashboard. Characters can only have 1 at a time. If the Active Character already has a , it has no effect (see page XX).

: The Character takes a and places it on their Character Dashboard. Characters can only have 1 at a time. If the Active Character already has a , it has no effect (see page XX).

**+ X Damage**: Increase the Damage of an Attack or friendly Trap by the listed value.

**Heal X**: Remove Damage from this Character equal to the listed value.

**MOVE (optional)**: Move this Character into an adjacent Location with an open Slot.

**OBSTACLE (optional)**: Place or move 1 Obstacle on the border of an adjacent Location (see page 10).

**FIRE**: Target an opposing Character in in the Active Character's Location. Place the indicated amount of Fire tokens on the targeted Character's Dashboard (see page 6).

If there are no target opposing Characters in the same Location as the Character using this ability, it has no effect.

**PULL (optional)**: Place a Character (opposing or Teammate) from an adjacent Location to the Active Character's Location. This action is possible only if there is a free Slot in the Active Character's Location. Whenever a Character enters a Location, any opposing Traps in the Location immediately activate. If the Character is not KO'ed by the Trap Damage, only then the Location's Special Effect activates. This

action is not considered a Move and does not give Characters the opportunity to use a .

**PUSH (optional)**: Place a Character (opponent or Teammate) from the Active Character's Location to an adjacent Location. This action is possible only if there is a free Slot in an adjacent Location. Whenever a Character enters a Location, any opposing Traps in the Location immediately activate. If the Character is not KO'ed by the Trap Damage, only then the Location's Special Effect activates. This action is not considered a Move and does not give Characters the opportunity to use a .

**STUN**: Place 1  of the Active Character's Team on an opposing Character's Dashboard in the same Location as the Active Character. If the Stun is triggered with an Attack or a Trap, it must be placed on the same targeted Character, even if they are not in the same Location as the Active Character (see page XX).

**TELEPORT (optional)**: Place the Active Character on any open Slot on the board. Whenever a Character Teleports, any opposing Traps in the Location immediately activate. If the Character is not KO'ed by the Trap Damage, only then the Location's Special Effect activates. This action is not considered a Move and does not give Characters the opportunity to use a [Flee token].

**TRAP X**: Place the listed amount of Trap tokens in the Active Character's Location or an adjacent one. The chosen Location may not already contain friendly Trap tokens (see page 11) or opponent Characters.

## FINISH YOUR TURN

After resolving all effects of the Active Character's Ability, the player must then finish their turn.

The player with the Active Character has a final opportunity to play a Mayhem card before passing the activation to the opposing Team.

Teams should continue to complete their turns until all Activation dice for both Teams have been used.

## END OF ROUND

Once both Teams have used all their Activation dice for the round, players should discard any Mayhem cards used. Another round then starts.

## HOW TO WIN

The 1st Team to collect 5 Victory Points or successfully KO both opposing Characters in the same round immediately wins the game, and that's all, folks! In the rare event that all Characters are KO'ed at the same time or both players manage to collect 5 Victory Points at the same time, players decide the winner over a rematch.

# 3 AND 4 PLAYER VARIANT RULES

In the 4-player variant, players are split into 2-player Teams with each player controlling a single Character. For the 3-player variant, 2 players form a Team and face off against the remaining player. The 2-player Team uses the variant rules presented here while the single player uses the usual game rules.

During the Draw step, each player draws 4 cards and must discard down to the maximum icon on their Character Dashboard.

Teams may not discuss the cards in their hand nor may they plan between them when to use their Mayhem cards during their turn. Teams are still limited to playing 1 Mayhem card per round.

Activation dice must be used as usual, and Teams are allowed to discuss how best to use them. Each Character on a Team must activate, if possible, during the round. Teams have the choice of which Character to activate during their turn, but that Character's player will decide where the Character moves and how to use their Abilities.

For both variants, each Team draws 1 GO! card. Players in a same Team need to work together to fulfill the Mission!

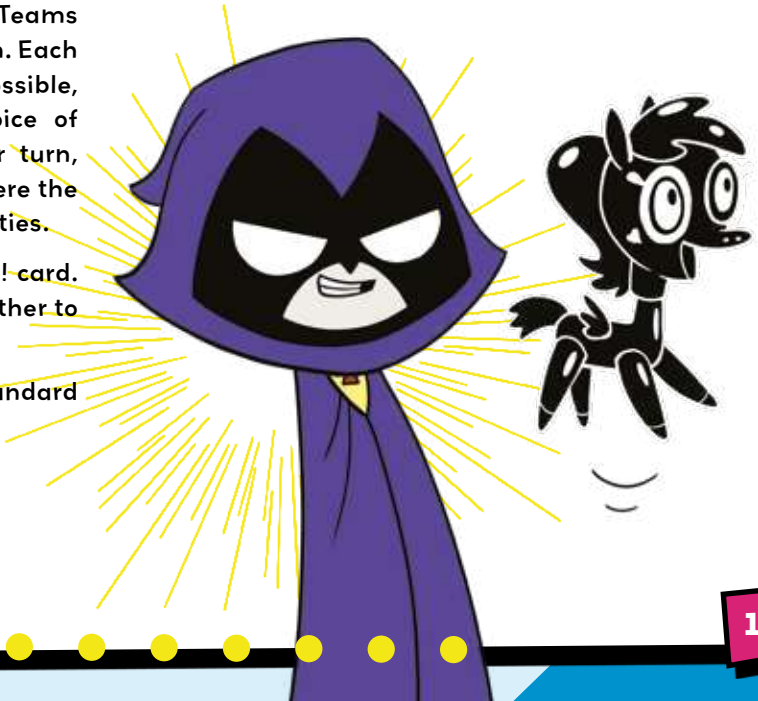
GO! cards rules are the same as in the standard game.

# FREE-FOR-ALL MAYHEM

It was supposed to be an update, what could possibly go wrong with that? The Titans thought that adding more power to Cyborg's laser cannon would be a great idea.

Well, something clearly went wrong. It's hard to say if it was the melted cheese on top of the tools at the lab or if Cyborg tightened the wrong screw. All the Titans know is that their friend is out of control! They can't really agree on the best course of action, and things are getting heated even without that laser...

The Free-for-All Mayhem mode is a fun alternative for 3 players to face off in an arena style rumble.

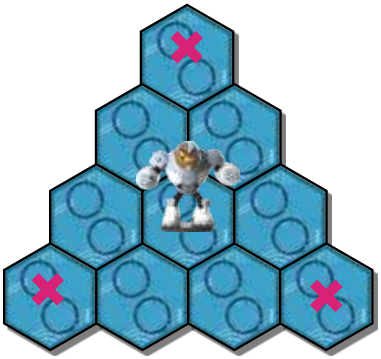


## SETUP

1. Each player takes a single Activation die and is considered to be on their own Team. Do not use the counter bases.

2. Starting with the youngest player and going clockwise, each player picks a single Charac-ter and takes that figure and Character Dashboard. Cyborg is not a playable Character in this mode and may not be selected by a player.

3. Take the 10 Location tiles and arrange them facedown in the triangle pattern below:



Do not flip over the tiles! Each Location has 2 Slots and provides no other effects.

Each player places their Character on a different corner of the board, marked with an ✖ in the image. The Cyborg figure is placed in the center. No player controls Cyborg during the game but by pushing him around the board, players are able to damage and pester their opponents.

4. Teams do not gain Victory Point in this mode and the tiles are kept facedown.

5. Remove any cards from the Mayhem deck that do not have thee Δ symbol. Each player then draws 4 Mayhem cards and may keep up to their Character's icon, discarding the rest.

6. All tokens in this mode are communal and should be placed around the board for all players to use.

7. **GO! cards are not used in Free-For-All Mayhem.**

Trap tokens are always considered to be placed by an opposing Team and will activate if ANY Character moves to their Location, even the Character that placed them! Effects and texts that refer to a Teammate or to a player's other die do not apply.

## HOW TO PLAY

After setup, randomly choose the first player. The rounds proceed as usual with players rolling their Activation die and the Mayhem die.

The round sequence is the same as the 2-player game with each player activating their Character, starting with the player who got the Initiative and proceeding clockwise. Each round, before they activate their Character, the player with the Initiative may move Cyborg to one of his adjacent Locations.

Characters move and battle as usual, but they also have the option to move Cyborg around the board using a Melee or Ranged Attack on him. Cyborg has a special Shoot effect that players can use by attacking him. Whenever Cyborg is attacked,

the attacking player may move his figure twice, following usual rules for adjacent Locations.

At the end of the turn, Characters in Cyborg's and adjacent Locations receive 1 Fire token each.

When all Characters have activated, the last player of the current round removes 1 empty Location from play (unless their Character was KO'ed, in which case the second to last player will remove the Location), without splitting the map into 2 different groups of tiles. Shrinking the board makes the spinning Tasmanian Devil that much more dangerous. The Initiative token goes to the next player going clockwise.

When a Character is KO'ed, they are permanently removed from the game and do not return during the next Recovery phase. The remaining players continue their battle until only 1 Character is left on the board. The last player left is the winner!



# MAYHEM COMPETITIVE MODE

These competitive rules provide an opportunity for players to plan ahead and customize their Team before coming to the table to challenge each other!

## HOW TO PLAY

The rules of the Competitive Mode are the same as the usual game rules, with some additions to the Setup:

## GAME SETUP

In Competitive Mode, each player is allowed to choose any 2 characters from their Mayhem collection to create their Team. Each Team may not choose 2 of the same character. Players need to provide the figures for their characters, Dashboards and any special tokens their characters may use.

Any other tokens or elements needed for play, like the Location tiles, must all belong to 1 of the 2 players. Players may not mix Locations and tokens from different boxes.

Additionally, players can choose the cards in their Mayhem hand from their collection. Players' starting Mayhem hand size is still limited to the icon on their chosen characters. Players may not select 2 of the same Mayhem card.

Once the Setup is completed, the game plays as usual.

# ROUND SUMMARY

## 1 ROUND START

- Roll Activation dice and determine Initiative
- Roll Mayhem die
- Draw GO! cards

## 2 RECOVERY

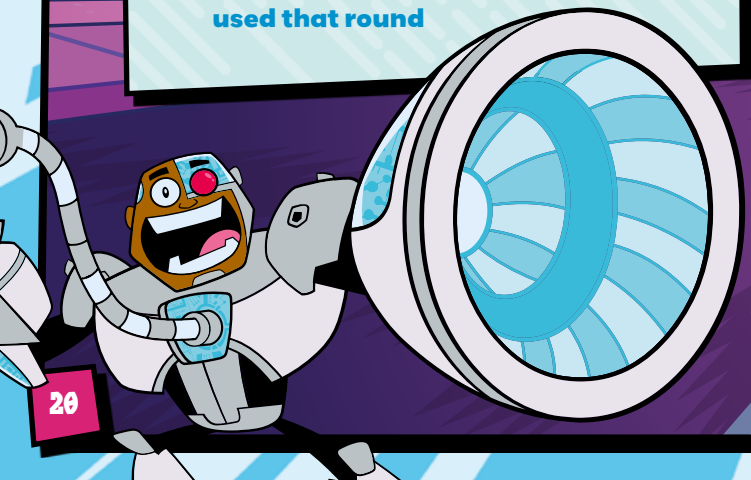
- Return Characters
- Fire Effects

## 3 CHARACTER ACTIVATION

- Place Activation die
- (Optional) Free Move
- Use Abilities
- Pass activation to opponent
- Repeat until all Characters have activated

## 4 ROUND END

- Discard Mayhem cards used that round



MAYHEM



# CREDITS

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