MARVEL

CHAMPIONS
THE CARD GAME

MOJO MANIA
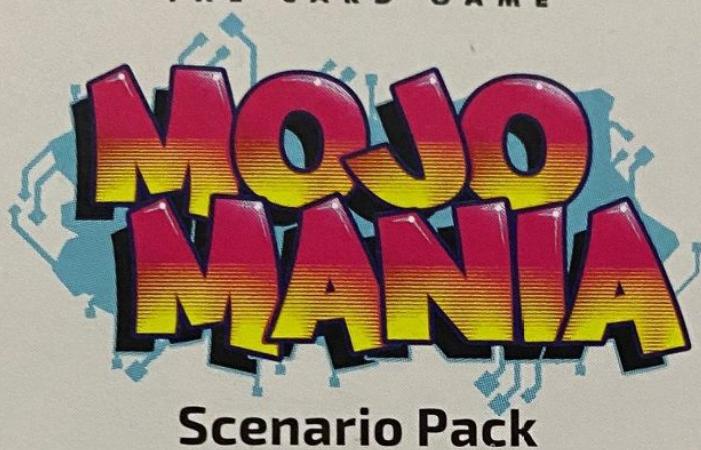
Scenario Pack

The *MojoMania* scenario pack is an expansion for **MARVEL CHAMPIONS: THE CARD GAME**. It contains three scenarios set in the Mojoverse that can be played individually or together as a campaign, and six modular encounter sets that represent different television genres that Mojo can thrust the heroes into for his entertainment!

EXPANSION SYMBOL

The cards in this expansion are identified by this symbol before each card's collector number.

MODULAR SETS

In addition to three scenarios, the *MojoMania* scenario pack contains six modular encounter sets that represent different genres of television programming—Crime, Fantasy, Horror, Sci-Fi, Sitcom, and Western. These encounter sets can be used in any scenario to add variety and unpredictability.

LONGSHOT

The Longshot ally card has an encounter card back and forms its own one-card modular encounter set that can be included in any scenario.

To include this card in a scenario, shuffle it into the encounter deck during setup. **If the scenario requires a specific number of modular sets, Longshot does not count as one of those sets.**

When the Longshot ally card is turned faceup as a boost card, it is treated as a boost card with no boost icons.

Note: Longshot is beneficial to the players and will make any scenario he is included in a little easier to win.

AMPLIFY ICON (✈)

The amplify icon (✈) increases the number of boost icons on boost cards. When a boost card is turned faceup **during an enemy activation**, add one additional boost icon to that card for each amplify icon in play.

FEATURED KEYWORDS

Hinder X: When a card with hinder X is revealed, place X threat on that card.

Incite X: When a card with incite X is revealed, place X threat on the main scheme.

Patrol: While any minions with patrol are engaged with a player, that player cannot thwart the main scheme.

Permanent: A card with permanent cannot be defeated, leave play, or have any part of its text box blanked.

Piercing: An attack with piercing discards any tough status cards from the target of the attack before dealing damage.

Stalwart: A character with stalwart cannot be stunned or confused.

Villainous: When a minion with villainous activates, give it a facedown boost card from the top of the encounter deck. When you resolve that minion's activation, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the minion's stats for this activation. Discard the boost card after the activation.

CAMPAIGN MODE

In addition to being played individually as standalone adventures, the three scenarios included in the MojoMania scenario pack can be played sequentially as a campaign! To complete the campaign, the players must win all three scenarios in order.

To begin a campaign, the players choose their heroes. Each player must use their chosen identity for the entire campaign, but they are free to change aspects and alter the contents of their deck following the deck customization rules in the **MARVEL CHAMPIONS** Rules Reference between scenarios.

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's setup instructions in the order in which they are listed in the Campaign Instructions.

When the game ends, if the players won, follow that scenario's victory instructions in the order in which they are listed in the Campaign Instructions. If the players lost, they may reset the scenario and try again with no penalty.

CAMPAIGN LOG

The campaign log found on the back cover of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering information in the campaign log as instructed.

EXPERT CAMPAIGN

Players who want a more challenging campaign experience can play using the expert campaign rules.

> ➤ Some Setup and Victory instructions are preceded by **Expert Campaign Only**. Ignore these instructions unless you are playing an expert campaign.

Persistent Damage

While playing the expert campaign, each player must record their remaining hit points in the campaign log after they win a game. This determines each player's starting hit points for the next scenario. If a player's remaining hit point value is greater than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer each player the opportunity to restore their identity to its starting hit point value by dealing themself one facedown encounter card.

If a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in any of the victory steps for that scenario. However, they can rejoin their teammates for the next scenario by dealing themself one facedown encounter card during setup to restore their identity to its starting hit point value.

SCENARIO #1 - MAGOG
THE STORY SO FAR

You are sleeping soundly in your bed when the sound of a roaring crowd jolts you awake. You open your eyes to find yourself not in your bed, but in the center of a giant arena. Instead of seats with cheering fans, the arena is filled with electronic screens showing the digital faces of beings from across the galaxy. One giant yellow face on a massive screen looms larger than the rest.

"Welcome one and all to the Mojo-seum!" the giant face bellows. "I, Mojo the Magnificent, proudly present 'the greatest fight in the history of the Mojoverse!'™ Tonight's fight pits a scrappy bunch of challengers from a tiny, insignificant planet called Earth against our ninety-nine-time defending champion, the mighty MaGog!

"Can these plucky upstarts pull off an upset? Or will they be ground into paste like the previous ninety-nine challengers? Stay tuned and find out!"

SCENARIO #1 - MAGOG
NEW RULES

Ratings Counters

Mojo has pitted you against his champion, MaGog, in a battle for the adulation of the crowd. The players' crowd support is represented by ratings counters on The Challengers environment card, while MaGog's supporters are represented by ratings counters on The Champion environment card.

In order to win the MaGog scenario, the players must "wow the crowd" by earning ten ratings counters per player on The Challengers. Ratings counters are primarily earned by defeating MaGog, but some encounter cards have alternative ways of earning them.

Similarly, **MaGog does not win by completing his main scheme, but instead by earning ten ratings counters per player on The Champion.** He can still win by defeating each hero in the game. MaGog primarily earns his ratings counters through the "**Forced Response**" on his villain card, though he can also earn them by completing his main scheme and through encounter card effects.

Double-Sided Villain

MaGog has only one double-sided villain card. When playing in standard mode, use the "A" side of the card. When playing in expert mode, use the "B" side of the card.

STANDARD MODE SIDE

EXPERT MODE SIDE

SETUP:

- Each player records their identity in the campaign log found on the back cover of this rulebook. Players cannot switch identities during a campaign.

- Shuffle the Longshot ally (📺 71) into the encounter deck.

VICTORY:

- Record in the campaign log whether the Longshot ally (📺 71) is in play.

- Check off the name of the modular encounter set used in this scenario in the campaign log.

- Each player may choose one support or upgrade they control with a cost of two or less (three or less if The Champion is on its **BOOING CROWD** side) and record it in the campaign log. (Each player will be able to start the following scenarios with their chosen card in play at the cost of additional threat on the main scheme.) Players cannot choose cards without a cost (i.e. that have a cost of "–").

- **Expert Campaign Only**: Record each identity's remaining hit points in the campaign log.

SCENARIO #2 - SPIRAL
THE STORY SO FAR

"Outstanding!" Mojo shrieks with glee. "These ratings are through the roof! Spiral, teleport our stars to the next show. My rabid viewers want more...MORE...MORE!!!"

The screen showing Mojo pans to a dour woman with six arms who stands behind him. She begins a bizarre dance, waving her arms about. There is a flash of green energy and you find yourself in a strange new world. Hovering cameras orbit around you, recording your every move. You feel as if you are on the set of a television program, but the denizens of this show behave as if it is real life, giving new meaning to the phrase "reality television."

There must be a way out of this madness. Perhaps this teleporter called Spiral is your ticket home. But first, you will have to find her...

SCENARIO #2 - SPIRAL
NEW RULES

The Show Deck

Each of the three modular sets included in this scenario includes one **SHOW** environment card. During setup, one of these environments is chosen at random to begin in play, representing the show in which the heroes are currently searching for Spiral.

The other two **SHOW** environments are shuffled together with the Cornered! treachery card during setup to form the show deck. The show deck has no discard pile and **cannot be affected by player card effects.** Players can interact with this deck only through the side scheme The Search for Spiral, which is discussed on the next page.

Double-Sided Villain

Each of Spiral's villain cards are double-sided, with the **ESCAPED** trait on one side and the **CORNERED** trait on the other. Spiral begins the game on her **ESCAPED** side. This side has an ability that prevents threat from being removed from the main scheme, and prevents Spiral from taking damage.


SPIRAL'S ESCAPED SIDE

SCENARIO #2 - SPIRAL
NEW RULES (CONT.)

In order to find Spiral and defeat her, the players must search for her by thwarting the side scheme The Search for Spiral. Players can use the "**Hero Action**" on this side scheme to remove threat from it at the cost of taking damage.

THE SEARCH FOR SPIRAL

When all threat is removed from The Search for Spiral side scheme, the players reveal a new card from the show deck. If that card is the Cornered! treachery, it flips Spiral to her CORNERED side, allowing the players to damage her.

When Spiral flips, she triggers any "**When Revealed**" ability on the side she flips to. All attachment cards, status cards, boost cards, damage, and other game elements associated with the villain remain as they are.

SPIRAL'S CORNERED SIDE

When Spiral is defeated, the next stage of the villain deck enters play on the same side as the just-defeated stage. All tokens on her carry over to her next stage as normal.
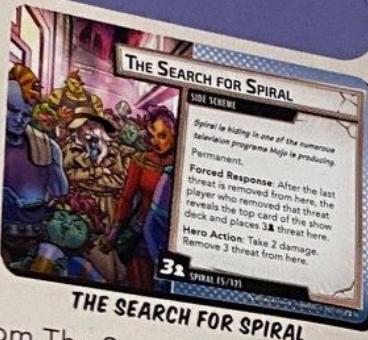
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SCENARIO #2 - SPIRAL
CAMPAIGN INSTRUCTIONS

SETUP:

➤ You cannot choose to use modular encounter sets that are checked off in the campaign log for this scenario.

➤ If the Longshot ally (📺 71) was in play at the end of the last scenario, one player may reveal him. Otherwise, shuffle him into the encounter deck.

➤ Each player may take one copy of the card they recorded in the campaign log from any player's deck and put it into play under their control. Then, add threat to the main scheme equal to the total cost of the cards put into play this way.

➤ **Expert Campaign Only**: Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.

➤ **Expert Campaign Only**: Each player may deal themselves one facedown encounter card to heal their identity to its full hit point value.

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SCENARIO #2 - SPIRAL
CAMPAIGN INSTRUCTIONS (CONT.)

VICTORY:

- Record in the campaign log whether the Longshot ally (📺 71) is in play.

- Check off the name of each modular encounter set used in this scenario in the campaign log.

- Each player may choose one support or upgrade they control with a cost of two or less (three or less if there is less than ten threat per player on the main scheme) and record it in the campaign log. (Each player will be able to start the following scenario with their chosen card in play at the cost of additional threat on the main scheme.) Players cannot choose cards without a cost (i.e. that have a cost of "-").

- **Expert Campaign Only**: Record each identity's remaining hit points in the campaign log.

SCENARIO #3 - MOJO
THE STORY SO FAR

"You realize this was all for nothing," the defeated Spiral says with resignation. "If I help you escape, Mojo will just force me to bring you back."

When you suggest that you will handle Mojo, Spiral looks skeptical.

"If you can take down the spineless one, I'll send you home," she agrees. "You better be fast, though. He feeds off attention, and you're bringing him huge ratings. If you can't defeat him quickly, he'll be unstoppable."

Once Spiral's sure you understand, she teleports you once again. You find yourself in yet another Mojovision program, this time face-to-face with the exploitative executive of excess himself, Mojo.

"So, you think you can cancel me?" Mojo sneers. "I'm in charge around here. You'll do what I say or you'll be fired... into the sun! Come to think of it, that would make for a great finale!"

SCENARIO #3 - MOJO
NEW RULES

Set-Aside Encounter Sets

During setup, the players are instructed to choose modular encounter sets from the MojoMania scenario pack equal to the number of players plus one. One of these encounter sets is shuffled into the encounter deck by the "**When Revealed**" ability on MojoMania 1B. The others are set aside and are later added to the encounter deck by the Wheel of Genres environment card.

Wheel of Genres

The Wheel of Genres environment card is put into play with its *SPINNING* side faceup during setup. The "**Forced Response**" on Wheel of Genres triggers when the encounter deck is reset after emptying. If there are no set-aside encounter sets remaining when this happens, the players lose the game. Otherwise, Wheel of Genres is flipped to its *STOPPED* side

The "**Forced Response**" on the *STOPPED* side of Wheel of Genres triggers the next time players deal encounter cards from the encounter deck during the villain phase and brings a set-aside modular encounter set into the game.

It is recommended that players keep the Wheel of Genres environment card near the encounter deck as a reminder to resolve its abilities.

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SCENARIO #3 - MOJO
CAMPAIGN INSTRUCTIONS

SETUP:

» You cannot choose to use modular encounter sets that are checked off in the campaign log for this scenario. If there are not enough sets remaining, you may choose checked-off sets once all others are chosen.

» If the Longshot ally (📺 71) was in play at the end of the last scenario, one player may reveal him. Otherwise, shuffle him into the encounter deck.

» Each player may take one copy of each card they recorded in the campaign log from any player's deck and puts it into play under their control. Then, add threat to the main scheme equal to the total cost of the cards put into play this way.

» **Expert Campaign Only**: Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.

» **Expert Campaign Only**: Each player may deal themselves one facedown encounter card to heal their identity to its full hit point value.

VICTORY:

» The players win the campaign!

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FREQUENTLY ASKED QUESTIONS

Q. If a character's attack places enough damage on Stinger Tail to discard it, does that character take retaliate damage from Stinger Tail?
A. No, Stinger Tail is discarded before its retaliate triggers.

Q. If both Stinger Tail and Undercover Mojo are in play, which card's Forced Interrupt triggers?
A. Both cards have the same trigger, so the first player chooses which one to resolve.

Q. Do the SHOW environment cards surge when revealed from Spiral's show deck or by Mojo's Wheel of Genres?
A. No. In both of these cases, the card was not "revealed from the encounter deck," so it does not surge.

Q. Does the "Forced Interrupt" on Wild Wild Mojo increase consequential damage?
A. Yes, if an ally takes at least one consequential damage for attacking or thwarting, Wild Wild Mojo increases that consequential damage by one.

Q. How is overkill damage affected by the "Forced Interrupt" on Wild Wild Mojo?
A. Wild Wild Mojo first increases the initial damage dealt to a minion or ally by one, and then when the excess damage is applied to the villain or identity, Wild Wild Mojo increases it by another one, meaning the total overkill damage dealt is increased by two.

RECOMMENDED CARD SLEEVES
2 PACKS
GRAY
GAMEGENIC