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## Funko 63763

# Funko Something Wild! Marvel Spider-Man Card Game

Official Instruction Manual

## INTRODUCTION

The Funko Something Wild! Marvel Spider-Man card game is a fast-paced, light card game designed for 2-4 players, ages 6 and up, with an estimated playing time of 15 minutes. This game features a collectible Spider-Man Pop! mover and characters from the Spider-Man universe. Players aim to score points by playing Character Cards in sets and runs, utilizing Power Cards to add strategic twists to the gameplay. This manual provides comprehensive instructions for setting up and playing the game.

## COMPONENTS

Before starting, ensure all components are present:

- 45 Character Cards
- 10 Power Cards
- 1 Spider-Man Pop! Mover
- Instruction Sheet



Image: All game components, including cards and the Spider-Man Pop! mover, ready for play.

## GAME SETUP

Follow these steps to set up the game:

1. **Shuffle Character Cards:** Thoroughly shuffle the 45 Character Cards to form the Character Deck.
2. **Shuffle Power Cards:** Thoroughly shuffle the 10 Power Cards to form the Power Deck.
3. **Deal Character Cards:** Deal 3 Character Cards face-down to each player. Players should keep these cards hidden in their hand.
4. **Center Character Card:** Place one Character Card face-up in the center of the playing area. This forms the start of the discard pile.
5. **Center Power Card:** Place one Power Card face-up in the center of the playing area. This card's power is active for the player who controls the mover.
6. **Place Spider-Man Mover:** Place the Spider-Man Pop! Mover next to the face-up Power Card in the center.
7. **Determine First Player:** The youngest player goes first. Play proceeds clockwise.



Image: The back of the game box illustrating game setup and initial play instructions.

## GAMEPLAY

The game is played in turns. On your turn, you will draw a card and then perform one of three actions. The goal is to be the first player to score 3 Power Cards.

### Player Turn Sequence:

1. **Draw a Card:** Draw one card from the Character Deck into your hand.
2. **Perform One Action:** Choose one of the following actions to perform:
  - **Use Power:** If you currently have the Spider-Man Pop! Mover, you may use one Power Card. This can be a Power Card you have scored and placed in front of you, or the face-up Power Card in the center. Power effects last until the end of your turn. You are not required to use a Power.
  - **Score:** If you can form a set (three cards of the same number) or a run (three cards of consecutive numbers) using cards from your hand and/or the face-up discard pile, you can score. Discard the three cards used to score and take

the face-up Power Card as a reward, placing it in front of you.

- **Discard:** If you have more than five cards in your hand, you must discard down to five cards.

3. **End Turn:** After performing your action, play passes to the player on your left.

### Using the Spider-Man Pop! Mover:

The Spider-Man Pop! Mover determines which player can use the central Power Card. If you play a Character Card that has the "Take a Mover" symbol (a small Spider-Man icon), you take the Spider-Man Pop! Mover and place it in front of you. You will then be able to use the Power of the central Power Card until another player takes the mover from you.

### Winning the Game:

The first player to collect and place 3 Power Cards in front of them wins the game.

## MAINTENANCE

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To ensure the longevity of your game:

- Store cards and the Pop! mover in their original packaging or a suitable container to prevent damage.
- Keep game components away from moisture and direct sunlight.
- Clean cards gently with a dry, soft cloth if necessary. Avoid using liquids.

## TROUBLESHOOTING

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Problem	Solution
Missing components	Carefully check the packaging. If components are genuinely missing, contact Funko customer support.
Unclear rules	Re-read the relevant section of this manual. For further clarification, visit the official Funko Games website or contact support.
Game feels unbalanced	Ensure all players understand and are following the rules correctly. The game is designed for quick, light play.

## SPECIFICATIONS

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- **Brand:** Funko
- **Model Name:** Funko Pop! Something Wild! Marvel Card Game - Spider-Man
- **Model Number:** 63763
- **UPC:** 889698637633
- **Number of Players:** 2-4
- **Recommended Age:** 6+ (Manufacturer Minimum Age: 72 months)
- **Estimated Playing Time:** 15 Minutes
- **Item Dimensions (L x W x H):** 10.5 x 2.5 x 10.5 inches
- **Item Weight:** 0.13 Kilograms
- **Material Type:** Vinyl (for Pop! mover)
- **Included Components:** Cards, Spider-Man Pop! Mover

## WARRANTY

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This product is sold without a manufacturer's warranty. For any issues or concerns, please refer to the support section.

## SUPPORT

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For additional information, frequently asked questions, or to explore other Funko products, please visit the official Funko Store:

[Visit the Funko Store](#)

