



Basic Play (for ages under 8)

This game is intended for kids as young as 5. They may have trouble opening the dice and developing strategy. These rules were developed to help them play along.

First the figures are divided equally along with the dice but the figures don't go into the dice instead they stay in the Ready Zone so that they are easily identifiable to them.


2) One figure for each player is picked out and placed in the open.

3) Then the dice are rolled low roll picks a color.
Use the picture below for them to reference



(Depending on their reading level they may read the stat as, "Red" or "Fighting Skill".)

4) Flip the figure over and add the number on the color with the dice.
I use score sheets for this.

5) If the figure has any abilities or super powers that matches the color chosen.  You add each power regardless of what it is or how many icons are there, to the Battle Total.

Sample:

Dice roll 2

Spiderman - Color Red = 3 (Total = 2+3=5)

Then add (2) Red Powers + 3 + 3 =6

(Total 5+6=11)

"It's fun to watch because they run out of fingers" This is where a score sheet comes in handy or use the Battle Mat on the last page. It is numbered from 1 to 18. Have them count the squares to reveal the total.

There is not much strategy involved until they start to run out of pieces then they magically remember which color has the highest number or will provide the highest score value.

To compensate for this you can implement the following rule:

"The 6 stat < 2 minute warning" rule is applied at the end of a game or when you have a few figures left. From that point on you can only use each stat once. Once you go through all six repeat the process again. It adds a layer of strategy and can even up a match pretty quickly. It prevents figures from using the same power over and over to win. Try it see what you think.

(Thanks to [M. Beckfor](#) for this tip)

(Spiderman's highest point value is 3 on almost every color but red. This one will give +9 as Green or purple will give only +5 or +6)

Usually the 5 year old will win just as many as an advanced player because it really comes down to chance high roll usually wins.

Slowly their strategy develops and they start to get familiar with the figures.

You can begin to introduce the Dice Rules just leave all but one dice open "Save it to be rolled". And place them opened in the Dice Zone. They can only choose one dice at a time and might need some help choosing which one.

(Stick with less complicated dice like #2 of 23, +1 To Your Battle Stat!)

Once a die rule is applied it goes into the Ready Zone until they win one of your figures then they can take the die and put it back in the Dice Zone to be played on a subsequent turn. The initial Die can only be placed in the Dice Zone when you lose the battle.

(This was developed mostly because they were having too much difficulty opening the dice. At about 8 Years of age or older seem to have a lot less trouble but most 5 to 7 seem to struggle. After time though, the dice do loosen up and it does become easier.)

I have not seen anyone in this age group not enjoy the game. Nor give any stress about actually doing Math. (Parents should really think about this many video games that teach similar skills don't teach them in this format and kids end up guessing more because there are no other helping options like use pennies or scratch paper with lines they can count.)

As they develop more skill add more rules to the game until they can at least start making more skillful strategies with standard rules.

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From: <http://mbd.servegame.com>



DICE ZONE

13	14
15	16
17	18

HOLDING ZONE

BATTLE ZONE

1 2 3 4 5 6

BATTLE ZONE

7 8 9 10 11 12

MARVEL HEROES

BATTLE DICE

FAST ACTION COLLECTIBLE FIGURE GAME

READY ZONE

STAGING ZONE

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PIG WALKERS