

SYLVESTER RULES

Only one thing can distract Sylvester from chasing after Tweety... his beloved ball of yarn.

SPECIAL RULES

At the start of the game, place the Ball of Yarn token in the same starting Location as Sylvester. This token does not occupy a Slot.

In the Toon Activation step, instead of his Free Move, Sylvester must place the Ball of Yarn in a Location not adjacent to him (unless it's already there, in which case he can choose not to move it). Once the Ball of Yarn is placed, Sylvester can chase it by activating his Ball of Yarn Ability. He moves towards the token, always following the shortest free route possible to it. This allows Sylvester to move further than 1 Location per turn.

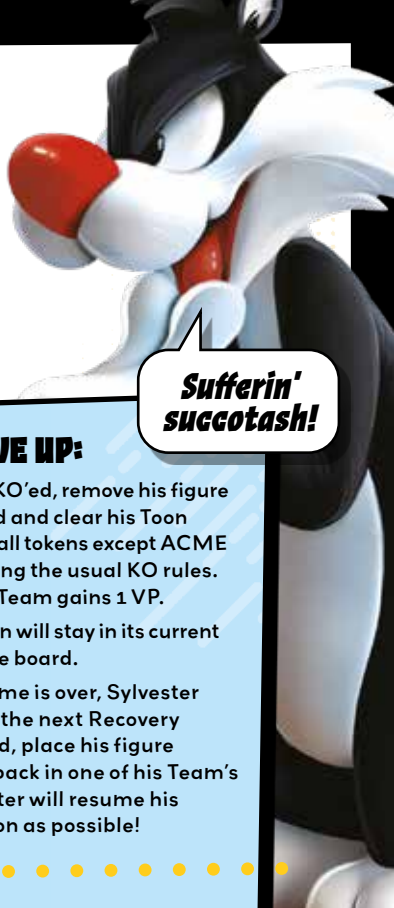
Sylvester will only trigger the effect of the Location where the Ball of Yarn was placed, but will interact with all Trap tokens that might be in his way to it. If he steps on a Trap, he will take the Damage before continuing his movement to the Location with the Ball of Yarn.

If the Location with the Ball of Yarn is Full, Sylvester will not move at all. He only starts his chasing if he is able to reach the final Location.

COMPONENTS



1 BALL OF YARN
TOKEN



Sufferin' succotash!

NEVER GIVE UP:

If Sylvester is KO'ed, remove his figure from the board and clear his Toon Dashboard of all tokens except ACME tokens, following the usual KO rules. The opposing Team gains 1 VP.

The Ball of Yarn will stay in its current Location on the board.

Unless the game is over, Sylvester won't wait for the next Recovery Phase. Instead, place his figure immediately back in one of his Team's Bases. Sylvester will resume his chasing as soon as possible!

COYOTE RULES

Wile E. Coyote has some surprising traps at his disposal!

SPECIAL RULES

During Setup, place the 4 Special Trap tokens next to Wile E. Coyote's Toon Dashboard, with the Coyote's face side up.

Whenever an opposing Toon steps in 1 of your Team's Traps on the board, in addition to the usual Trap Damage, they must also randomly choose 1 of the Special Trap tokens, reveal it, and immediately apply its effect.

After that, place the token back facedown with the other Special Traps and shuffle them.

The 4 Special Traps are:

POISON 2: The opposing Toon adds 2 Poison tokens to its Dashboard (see core rulebook, page 10).

+2 DAMAGE: The opposing Toon suffers additional 2 Damage.

PUSH: Wile E. Coyote is able to Push the opposing Toon, following the core game rules (see core rulebook, page 15).

-2 DAMAGE: The opposing Toon will suffer 2 less Damage from the Trap, to a minimum of 0. Even a genius' plans fail sometimes!

COMPONENTS



4 SPECIAL TRAP
TOKENS



*Have brain.
Will travel.
Wile E. Coyote
– Super Genius!*

EARTHQUAKE PILLS:

Using the Special Effect of one of his Abilities, Wile E. Coyote may change the position of all of his Team's Traps on the board, placing them in any Location not containing an opposing Toon. Wile E. Coyote may **reallocate** the Traps to Locations already containing friendly Trap tokens. He may even place all in 1 single Location!

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