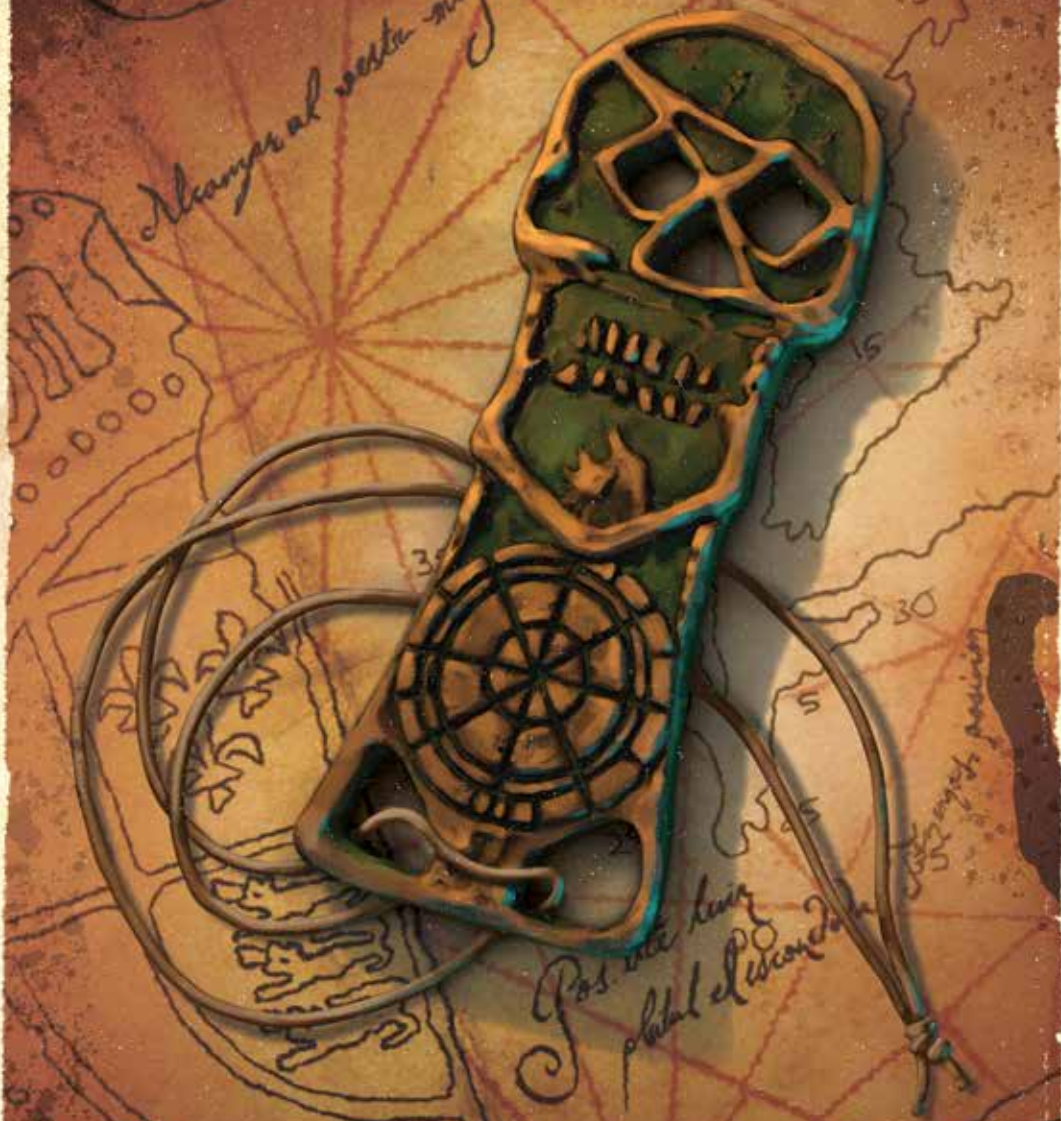


THE **GOONIES**  
NEVER SAY DIE



# INSTRUCTIONS

Ages 12+  
2-5 Players



# COMPONENTS



9 Dice



Chunk Figure



Mikey Figure



Sloth Figure



Mouth Figure



Data Figure



Data's 6 Invention Cards



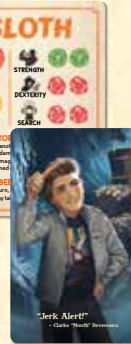
Data's Slick Token



3 Teenager Cards



5 Goonie Placards



Mouth's 3 Wisecrack Cards



The Fratellis Figure



15 Item Cards



15 Treasure Cards



3 Legendary Treasure Cards



4 Goonie Reference Cards



Giant Octopus Figure



3 Giant Octopus Cards



3 One-Eyed Willie Cards



6 Riddle Cards



5 Peril Cards



54 GM Cards



One-Eyed Willie Figure



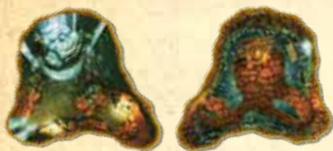
22 Foe Movers (insert into bases)



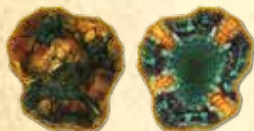
6 Foe Reference Cards



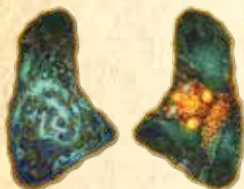




**Moss Garden Wishing Well/  
Bone Organ Cave  
Double-sided Adventure Tile**



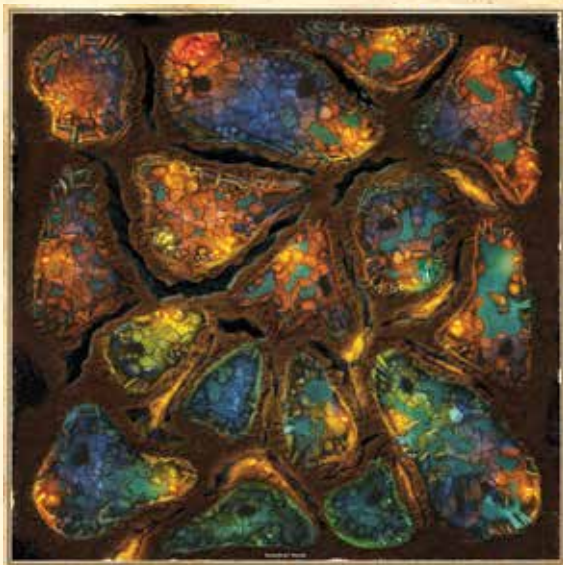
**One-Eyed Willie's Captain's Quarters/  
Merfolk Octopus Temple  
Double-sided Adventure Tile**



**Haunted Tide Pool/  
Merfolk Temple Entrance  
Double-sided Adventure Tile**



**The Inferno/  
One-Eyed Willie's Treasure Hoard  
Double-sided Adventure Tile**



**Game Board**



**Goondocks Master (GM) Screen**



**4 Waterslide  
Entrance Tokens**



**4 Waterslide  
Exit Tokens**



**16 Passage Tokens**



**Start Token**



**8 Pirate Stash  
Tokens**



**6 Bone Pile  
Tokens**



**Pit Token**



**12 Rubble  
Tokens**



**6 Unexplored  
Tokens**



**Flooded  
Token**



**6 Trapped/  
stunned Tokens**



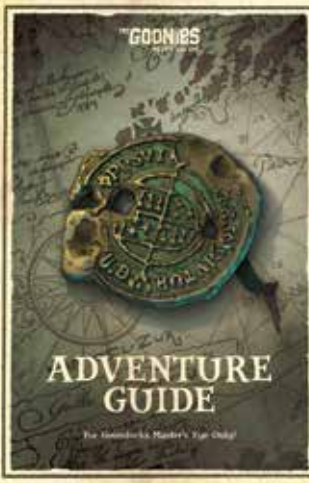
**10 GM  
Tokens**



**4 sand Tokens**



**Hourglass Tile**



**Adventure Guide**



**22 Damage  
Tokens**



**18 Wish  
Tokens**






# SETUP

Welcome to an astounding tale of treasure and peril! Like chapters in a book, you will play through this game over nine adventures. You can put the game away between adventures, and you can replay adventures as often as you like. These are the instructions for playing the game, but the story will unfold through the Adventure Guide.

## Game Setup

- 1 Place the game board and dice within reach of all players.
- 2 Sort all the tokens into separate piles and place them next to the game board.
- 3 Place the Hourglass tile next to the game board and place the four Sand tokens on it, as shown.
- 4 Place the three Teenager cards face up next to the game board.
- 5 Shuffle the Item and Treasure cards separately and place them in face-down decks.
- 6 At the start of each game, decide who will play as the Goondocks Master (GM) and they sit next to the side of the game board labeled "Goondocks Master."  
For your first game, have the most experienced game player be the GM, but you can change roles from game to game. All other players will play as the Goonies.
- 7 Each Goonies player chooses a Goonie. (If there is only one Goonies player, they choose **two** Goonies.) Take the miniature figure, placard, and any cards or tokens for that Goonie (Data has six cards and one token; Mouth has three cards).
- 8 Each Goonie takes a reference card and the number of Wish tokens shown on their placard.

## Adventure Setup - The GM follows these steps:

- 9 Learn how to use the Adventure Guide (pages 2 & 3 in the *Adventure Guide*) and read through the adventure you're about to play. For your first game, play **Adventure 1: Lighthouse Lounge**.
- 10 Place the GM screen in front of you to hide the Adventure Guide from the Goonies.
- 11 Take any Adventure GM cards specified in the Adventure Guide (Adventure 1 doesn't use any Adventure GM cards) and shuffle them together with the 24 basic GM cards to create the GM deck. Place the GM deck face down next to the game board.  


*This symbol in the top-left corner identifies the Adventure GM cards.*
- 12 **For each Goonie in the game**, draw one GM card and take one GM token.
- 13 Leave all the other components in the box within easy reach. You'll place foes, cards, and tiles on the game board as you play, as directed by the Adventure Guide.
- 14 Finish any special setup for the adventure, as specified in the Adventure Guide.
- 15 Set up the starting room (and **only** the starting room) shown on the Adventure Map: Look for the room on the map with the Start token and place the Start token in that room on the game board. Place any other tokens shown in the room and all passages connected to that room. Place an Unexplored token in each room connected by a passage.
- 16 Have the Goonies place their figures in the starting room.
- 17 Read aloud the adventure's introduction. For your first game, read aloud the story at the bottom of page 3 in the Adventure Guide before reading the introduction to Adventure 1.



Learn How to Play!  
[funkogames.com/PlayNeverSayDie](http://funkogames.com/PlayNeverSayDie)



# of GM cards & tokens = # of Goonies



2



9



10



12



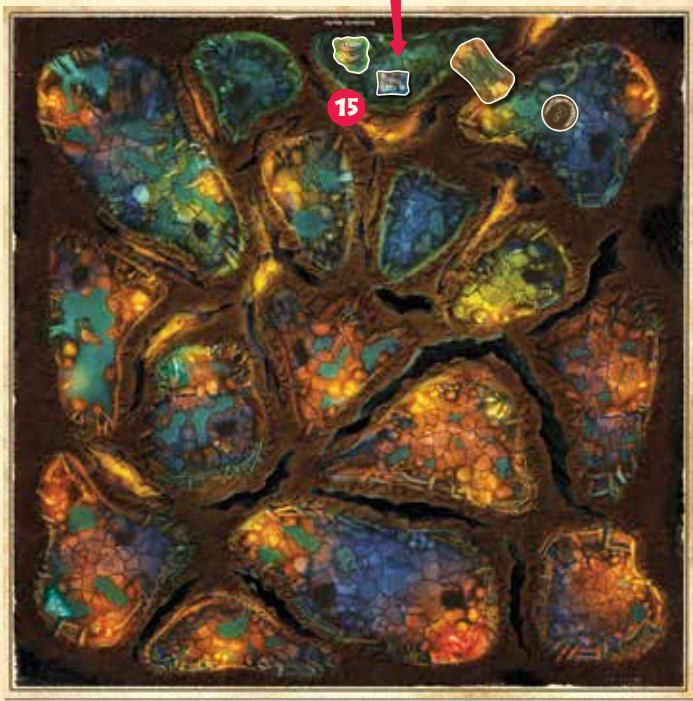
11



3



16



15

2



1

4



5



8



7



Example of 5-Player Setup



5





# PLAYING THE GAME

## Game Overview

In each adventure, the Goonies have a different objective they must complete to win, which they may not know when they start but will discover as they play. The Goondocks Master (GM) always has the same objective—to keep the Goonies from winning long enough to move all the sand down the hourglass. The Goonies win or lose as a team, while the GM wins or loses individually.

The game is played in rounds. In the Goonies round, each Goonie takes a turn. Following the Goonies round is the GM round, during which the GM takes their turn controlling foes (evil creatures and enemy bosses) and playing cards to slow the Goonies' progress. These rounds alternate until either the GM or the Goonies win.



## Dice Checks

During the game, the Goonies and the GM roll dice to check how successful their actions and abilities are. Each "check" has a type—Strength, Dexterity, or Search—and most have a Difficulty—a number of successes (Bone symbols) you must roll to pass the check and finish the action or ability. For example, a Dexterity (2) check requires two successes to pass.



STRENGTH

DEXTERITY

SEARCH



1

2

### BONE SYMBOLS

A single Bone symbol counts as one success. Crossbones count as two successes.



### GM SYMBOLS

Whenever any player rolls a GM symbol, the GM gains one GM token for each GM symbol rolled.

Each Goonie placard, Boss foe placard, and foe reference card shows the number and size of dice to roll for the types of checks that character can do. There are three sizes of dice—the larger the die, the better the chance of success!



6-sided


8-sided

12-sided

Players never roll more than three dice for any reason.



DEXTERITY

**EXAMPLE:** To use the Roller Skates, Mikey needs to do a Dexterity (1) check. He rolls 2  when doing a Dexterity check, as shown on his placard, and he needs one success to pass, as shown by the "(1)" on the Roller Skates card.





## Upgrading Dice

When doing checks, players may Upgrade their dice before rolling. To Upgrade a die, the player must spend a token—Goonies spend Wish tokens, and the GM spends GM tokens. For each token spent, replace the **smallest die** with the next larger die. Players may Upgrade any number of times, as long as they have enough tokens, but a 12-sided die cannot be upgraded.



Wish Token



GM Token

Upgrade a 6-sided die to an 8-sided die



OR

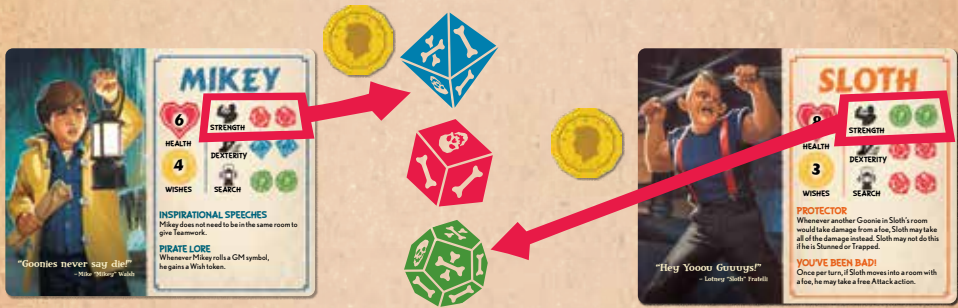
Upgrade an 8-sided die to a 12-sided die



## Teamwork

A Goonie may ask for help on a check from another Goonie **in the same room**. If they agree, the other Goonie spends a Wish token to give one die of the check's type, as shown on **their** placard, to the Goonie doing the check. A die given through Teamwork cannot be Upgraded, and remember, players may never roll more than three dice.

When removing Rubble tokens from a Blocked Passage or moving through a Dangerous Passage, a Goonie may ask for Teamwork from a Goonie in either room connected to that passage.



**EXAMPLE:** Mikey is doing a Strength check. Mikey rolls 2 when doing a Strength check, as shown on his placard. He spends one Wish token to Upgrade one of his dice to a . Sloth is in the same room, so Mikey asks him for Teamwork. Sloth spends one Wish token to give Mikey one of his Strength dice. Mikey rolls 1 , 1 , and 1 .

## Teenager Cards

Andy, Brand, and Stef can help the Goonies! A Goonie may flip a face-up Teenager card face down to add a to the type of check the card says. But remember, players may never roll more than three dice. Whenever the GM moves a Sand token to the bottom of the Hourglass, the Goonies may choose one Teenager card to flip face up again.





# GOONIES ROUND

## Start of Round *(Skip on the first round)*

Each Goonie starts the round by doing the following, in order:

- 1 Gain a Wish token.
- 2 Flip their placard face up.

## WISH TOKENS

A Goonie gains a Wish token at the start of each Goonies round (except the first) and also whenever they defeat a foe. They may spend a Wish token to:

**UPGRADE** (any number of times): Replace the smallest die with the next larger die.

**GIVE TEAMWORK** (once per check): Give one die to a Goonie doing a check in your room or a connected passage.

**DEFEND** (any number of times): Prevent taking 1 damage.



## Goonie Turns

Each Goonie takes one turn. Goonies may take their turns in any order, and the order can change from round to round. On a Goonie's turn, they do the following, in any order:

- Take up to two actions.  
(If Stunned, skip both actions and discard the Stunned token.)
- Use any number of their Item and Treasure cards.
- Use their special abilities, as shown on their placard.

Once they've finished their turn, the Goonie flips their placard face down. Then another Goonie takes their turn.

## ANATOMY OF A GOONIE PLACARD



"Hey, I've got a great idea you guys!"

-Richard "Data" Wang

1 **DATA**

2 **6**  
HEALTH

3 **3**  
WISHES

STRENGTH  
DEXTERITY  
SEARCH

5 **DATA'S INVENTIONS**  
Data starts each adventure with his six Invention cards face up next to his placard. As an action, Data may play an Invention card by flipping it face down.

- 1 Name
- 2 Health
- 3 Check Dice
- 4 Wish Token Maximum (end of round)
- 5 Special Abilities





## Actions

Goonies may take up to two actions in any order and may take the same action twice in the same turn.

**Move** to an adjacent room.

**Search** a token in your room.

**Attack** a foe in your room.

**Rest** to gain a Wish token.

**Treasure Action** as listed on one of your Treasure cards.

**Adventure Action** to remove Rubble tokens, Trapped tokens, or to take an adventure-specific action.



### MOVE ACTION

When taking a Move action, move to an adjacent room. Two rooms connected by a passage are adjacent unless the passage is blocked by a Rubble token. If a Goonie moves into a room with an Unexplored token, they “explore the room” and the GM sets up the new room before the Goonie continues their turn.




Unexplored  
Token

### Secret Passages

The GM only places Secret Passages when specific conditions are met, as specified in the Adventure Guide. Once a Secret Passage is placed on the game board, it may be moved through as normal.

### Dangerous Passages

A Goonie must pass a Dexterity (1) check to move through a Dangerous Passage (a passage that shows ). If they fail, the Goonie cannot move, but may try again with another action.


### Blocked Passages

If a passage has any Rubble tokens on it, it is blocked. **Rooms connected by a Blocked Passage are not adjacent** and cannot be moved through. (See **RUBBLE TOKENS** on page 15 for more details.)







## SEARCH ACTION

A Goonie may search a token in their room that shows  by doing the following, in order:

- 1 Tell the GM which token they are searching.**
- 2 Do a Search check.**
  - No matter what they roll, they draw one Item card.
  - If they roll two or more successes, they **also** draw one Treasure card.

If a Pirate Stash token was searched, the GM removes it from the game board. If a Bone Pile token was searched, the GM leaves it on the game board but flips it to its  side. Bone Pile tokens showing  cannot be searched.



Bone Pile Token



Pirate Stash Token

## Items and Treasure Cards

Goonies may use any number of Item and Treasure cards during their turn, as long as the card doesn't require an action.

### Item Cards

Item cards provide Goonies with special one-use abilities and are discarded when used. Using an Item card does not take an action. A Goonie may have any number of Item cards.

### Treasure Cards

Treasure cards provide Goonies with actions or other unique abilities and are not discarded when used, unless specified on the card. A Goonie must take an action to use one of their Treasure cards if the card says **"Action"** before its ability. At the end of each Goonies round, a Goonie cannot have more than two Treasure cards. After giving any Item and Treasure cards they want to other Goonies in the same room, each Goonie must discard down to two Treasure cards.

### Legendary Treasure Cards

Goonies may discover Legendary Treasure cards in some adventures. Legendary Treasure cards cannot be discarded unless specified in the Adventure Guide, and they do not count toward the Treasure card maximum at the end of a Goonies round.



*Candy Bar* is an Item card with a one-use ability, as shown in the top right. Discard it when used.



*Slingshot* is a Treasure card that takes an action to use, as shown by the word **Action** before its ability.



*Old Lantern* is a Treasure card that may be used any number of times and doesn't take an action.





## ATTACK ACTION

When taking an Attack action, choose a foe in the same room and do a Strength check. For each success, deal 1 damage. Foes will attack Goonies in the same way during the GM round. When the GM activates foes, if there are multiple foes and Goonies in the same room, each foe must attack a different Goonie, if possible. (See **Activate Foes** on page 12.)

### Defending

A Goonie may prevent 1 damage by spending one Wish token. They may prevent any number of damage, as long as they have enough tokens.

### Dealing Damage

When a Goonie or Boss foe is dealt damage, place that many Damage tokens next to their placard. When a foe is dealt damage, place that many Damage tokens next to their mover on the game board. If a damaged foe moves to another room, move the Damage tokens with them.



### Defeating Foes

If a foe accumulates Damage tokens equal to or greater than their Health, they are defeated and removed from the game board. **A Goonie that defeats a foe gains a Wish token.**

### Goonies Never Say Die!

If a Goonie accumulates Damage tokens equal to or greater than their Health, **the GM moves a Sand token to the bottom of the Hourglass** and the Goonies may flip one face-down Teenager card face up again. The Goonie stays in the room they were damaged in, and at the end of that GM round, that Goonie removes all Damage tokens next to their placard and any Trapped or Stunned tokens next to their figure.

## REST ACTION

A Goonie may rest to gain a Wish token.

## TREASURE ACTION

A Goonie must take an action to use one of their Treasure cards if the card says “**Action**” before its ability. If a Treasure card says to do a Dexterity attack, do a Dexterity check for that attack—the dice may be Upgraded and Teamwork may be given. If a Treasure card says to do an attack with specific dice, the dice cannot be Upgraded and Teamwork cannot be given.

## ADVENTURE ACTION

A Goonie may take an Adventure action to overcome an obstacle, such as removing Rubble tokens or escaping from being Trapped. (See **RUBBLE TOKENS** and **TRAPPED TOKENS** on page 15.) Some adventures provide additional Adventure actions, which the GM reveals during the game.



## End of Round

After all Goonies have taken a turn, each Goonie ends the round by doing the following, in order:

- 1 Give any number of Item and Treasure cards to any other Goonies in their room.**
- 2 Discard down to two Treasure cards.**
- 3 Discard down to their Wish token maximum, as shown on their placard.**

Then the Goonies round ends and the GM round starts.





# GM ROUND

The GM takes their turn by doing the following, in order:

- 1 **Gain a GM token.**
- 2 **Activate foes.**
- 3 **Draw one GM card.**
- 4 **Play one GM card (optional).**

## GM TOKENS

The GM gains a GM token at the start of each GM round and whenever a GM symbol is rolled, whether by them or by a Goonie. They may spend a GM token to:

**UPGRADE** (any number of times): Replace the smallest die with the next larger die.

**GM CARDS** (any number of times): Draw or play one additional GM card.

**END IS NIGH** (GM card with Hourglass): Do an End is Nigh roll.



## Activate Foes

The GM activates all the foes on the game board, including any Boss foes, and takes actions with each foe. If there are no foes on the game board, no foes are activated and the GM continues their turn by drawing a card.

The GM activates all foes, in this order:

- 1 **All foes may take a Move action.**
- 2 **All foes may take an Attack action.**

(If Stunned, that foe skips both their actions. Discard the Stunned token.)

## MOVING

The GM may move each foe to an adjacent room. Foes move just as Goonies do, except they cannot move into a room with an Unexplored token. They are not affected by the Pit token or Dangerous Passages and may move through them as normal. Moving is optional, but the GM must finish all Move actions they are going to take before taking any Attack actions.

## ATTACKING

The GM may use each foe to attack a Goonie **in the same room**. Foes attack just as Goonies do, doing a Strength check using the dice shown on their reference card or placard. If there are multiple foes and Goonies in the same room, each foe must attack a different Goonie, if possible. (See **ATTACK ACTION** on page 11.)

## BOSS FOES

Boss foes are stronger and more dangerous! They are activated like other foes, but they may skip their Attack action to remove all Rubble tokens from a passage connected to their room. They also have special abilities that make them particularly fearsome, as shown on their placards. Some adventures may apply new rules to a Boss foe, as specified in the Adventure Guide. Boss foes are considered foes for all cards and special abilities.





## GM Cards

There are 24 basic GM Cards used in every game and 30 Adventure GM Cards used in specific adventures, identified by the symbol in the top-left corner. GM cards with an Hourglass in the top-right corner are played to do an End is Nigh roll, which helps the GM move Sand tokens to the bottom of the Hourglass and win the game. (See *End is Nigh Rolls* on page 14.)



Basic  
GM Card



Adventure  
GM Card



GM Card  
with Hourglass

## DRAWING AND PLAYING

The GM must finish activating foes before drawing and playing cards. The GM draws one card and may play one card for free. They may spend GM tokens to draw or play additional cards—one GM token to draw each and one GM token to play each. They may draw and play any number of cards, as long as they have enough tokens, but **the GM cannot play two cards with the same name during one GM round**. When the GM plays a card on their turn, they use that card's GM Turn effect, and then discard it.

## WANDERING FOES

The Adventure Guide specifies a Wandering foe for each adventure, noted below the Adventure Map. When the GM plays a card to place a Wandering foe, they place one of that type of foe on the game board in any explored room where there isn't a Goonie.



**EXAMPLE:** The GM plays *Spooked!* for free and, according to the **GM Turn** effect, places one Wandering foe. Then they spend a GM token to play *Sinkhole*, placing the Pit token, and another GM token to play *Bone-Chilling Cackle*, forcing each Goonie to discard a Wish token. All three cards have different names.

## REACT EFFECTS - Playing GM Cards During Goonie Turns

During Goonie turns, the GM may play cards for their React effect. Each React effect says when the card may be played. The GM may play any number of GM cards using their React effects whenever the conditions apply—even multiple cards with the same name at the same time—and they do not need to spend GM tokens to do so. Discard the card when played.




Example of React Effect





## End is Nigh Rolls

During their turn, the GM may play a GM card with an Hourglass to do an End is Nigh roll. Each card with an Hourglass has a condition to do the roll. If the condition on the card is met, the GM can do the roll for free. Otherwise they must spend GM tokens. The GM does an End is Nigh roll as follows:

- 1 Take 3 .
- 2 Spend GM tokens to Upgrade dice (optional).
- 3 Roll.
  - If they roll two or more successes, move a Sand token to the bottom of the Hourglass.
  - If they roll one or no successes, shuffle the GM card into the GM deck.

If the End is Nigh roll succeeds and the GM moves a Sand token, the GM card they played is placed in the discard pile. If a card with an Hourglass is discarded for any other reason, it is shuffled into the GM deck instead.

## End of GM Round

After the GM is done playing cards, if they have more than five GM cards left in their hand, they must discard down to five. Then the GM round ends and a new Goonies round starts.



## The Hourglass

The GM wins if they **start a GM round** with all four Sand tokens at the bottom of the Hourglass. The GM moves a Sand token to the bottom of the Hourglass when:

- A Goonie accumulates damage equal to or greater than their Health.
- The GM passes an End is Nigh roll.

Whenever a Sand token is moved, the Goonies may flip one face-down Teenager card face up again.



# WINNING THE GAME

**The GM** wins if they **start a GM round** with all four Sand tokens at the bottom of the Hourglass.

**The Goonies** win if they complete the objective for the adventure.



## Environmental Tokens

### RUBBLE TOKENS

Rubble tokens are placed on passages and block movement between connected rooms. If a passage has any Rubble tokens, it is blocked and cannot be moved through (by Goonies or foes). Rooms connected by a Blocked Passage are not considered adjacent when using cards or special abilities.

**A Goonie** may take an Adventure action to try to remove Rubble tokens from one passage connected to their room. They do a Strength check, and for each success, they remove one Rubble token from that passage.

**A Boss foe** may skip their Attack action to remove all Rubble tokens from one passage connected to their room. Other foes cannot remove Rubble tokens.



### PIT TOKEN

When the Pit token is placed in a room with a Goonie, or a Goonie moves into a room with the Pit token, that Goonie must pass a Dexterity (1) check or become Trapped. If the Goonie had any remaining movement from a Treasure card or special ability before becoming Trapped, the remaining movement is lost. Foes are not affected by the Pit token.



### FLOODED TOKEN

When a Goonie is in a room with the Flooded token, they must spend two Wish tokens instead of one when Upgrading a die or giving Teamwork. Goonies in other rooms are not affected, even if they are giving Teamwork to a Goonie in the Flooded room (moving through a Dangerous Passage or removing Rubble tokens). Foes are not affected by the Flooded token.



## Condition Tokens

### TRAPPED TOKENS

When a Goonie is Trapped, place a Trapped token next to their figure on the game board. While Trapped, the only action a Goonie can take is an Adventure action to do a Dexterity (1) check. If they pass, they escape, removing the Trapped token. Goonies cannot give Teamwork when Trapped.



### STUNNED TOKENS

When a Goonie or foe is Stunned, place the Stunned token next to their figure or mover on the game board. Stunned Goonies cannot use cards, special abilities, or give Teamwork. If a Goonie becomes Stunned during their turn, their turn immediately ends. If a Goonie or foe starts their turn or activation while Stunned, skip both their actions and discard the Stunned token. After a Stunned token is removed, a Goonie may still use Item cards, Treasure cards, and special abilities in the same turn, as long as they don't require actions to use.





# FREQUENTLY ASKED QUESTIONS

**What do I do if a deck runs out of cards?**

*When you need to draw a card, shuffle the discard pile to form a new deck.*

**What do I do if I run out of a component?**

*If you run out of Wish, GM, Damage, or Trapped/Stunned tokens, use any substitute you have available, such as coins. If you need to place a foe or another token and all copies are already on the game board, the player that is placing it removes one from anywhere on the game board and places it.*

**What does the GM keep private and what's made public?**

*The GM keeps the Adventure Guide private, as well as adventure components not yet revealed and the GM cards in their hand. The GM must make public the number of GM tokens they have, the number of GM cards in their hand, and the placards and cards for any foes on the game board, including Boss foes.*

**Can I choose not to roll my own dice and get multiple dice from Teamwork?**

*No. You must use the two dice shown on your placard. But you may spend Wish tokens to Upgrade them before you ask for Teamwork.*

**If a Treasure card lets me attack multiple foes in the same room, do I roll dice for each foe?**

*No. Roll once and apply the same result to each foe.*

**Do I get anything if I roll more damage than is needed to defeat a foe?**

*The extra damage is lost, unless Chunk is using his "Riled Up" special ability. In that case, he can apply the extra damage to other foes in the same room.*

**Can I use Item and Treasure cards that say "a Goonie in your room" on myself?**

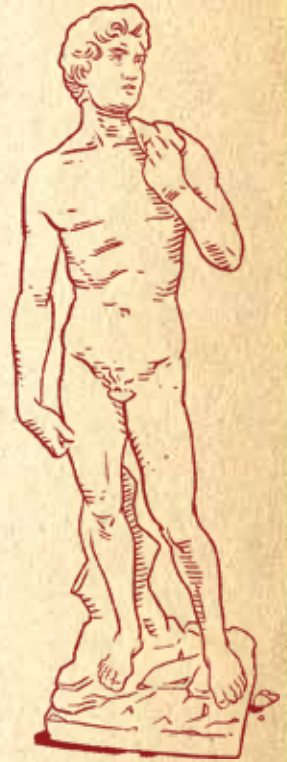
*Yes.*

**How do I find Secret Passages?**

*You are more likely to find secret passages if you thoroughly explore and search (with great success) every Pirate Stash and Bone Pile token.*

**Is placing a Goonie or foe the same as moving them?**

*No. "Placing" and "moving" are not the same. Placing a Goonie or foe is not considered a Move action and does not trigger effects that refer to when they "move."*



**This game was designed by the treasure-hunters at Prospero Hall.**

**For more about our games, go to [prosperohall.com](http://prosperohall.com)**

**CONTENTS:** 1 Game Board, 8 Plastic Miniatures, 1 GM Screen, 9 Dice, 4 Adventure Tiles, 1 Hourglass Tile, 8 Character Placards, 22 Foe Movers with Bases, 116 Cards, 10 Reference Cards, 120 Tokens, Adventure Guide, Instructions

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Game by

**Prospero Hall**

THE GOONIES and all related characters and elements

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