

THE GOONIES™

For 2 To 4 Players

Brace yourself for a treacherous journey—you're going with those gutsy Goonie Kids in search of One-Eyed Willy's hidden pirate treasure! Along the perilous path to the Pirate Ship Cavern, you'll find a devious trap at every turn: a dark, ghostly, secret chamber where an eerie encounter awaits you. Behind you, and closing in fast, is the murderous Fratelli Gang!

In this game, every encounter is a test of courage. To escape safely with your treasure, you'll need a bit of planning, some cagey maneuvers—and sometimes, just plain luck!



OBJECT

Be the first player to escape the tunnels with treasure.

CONTENTS

- 1 gameboard
- 54 playing cards
- 24 Encounter Cards
- 1 Goonie pawn/marker token sheet
- 4 plastic pawn bases
- 3 black plastic markers
- 4 plastic treasure crystals
- 1 instruction sheet

GAME SETUP

1. Open up the gameboard and lay it flat, within easy reach of all players.
2. Carefully punch out the 8 cardboard Goonie pawns and 3 marker tokens from the sheet. Each player chooses a Goonie pawn, fits it into one of the pawn bases, and places the Goonie pawn on the ENTER space on the gameboard. Place the unused pawns out of play.

3. Separate the Encounter Cards (the small deck) by color and name into 6 groups of 4 cards each. Each group matches one of the colored areas along the path, called Encounter Areas.

Place each group of Encounter Cards facedown near the corresponding Encounter Area on the gameboard. For instance, place the Chester Copperpot Chamber Encounter Cards next to the Chester Copperpot Chamber.

4. Shuffle the playing cards (the large deck), and deal 4 cards facedown to each player. Place the rest of the deck (the drawpile) facedown next to the gameboard.

5. Fit the 3 round marker tokens into the bottom of the 3 black plastic markers, as shown in Figure 1. Then, without looking underneath, place a marker on each of the 3 round skull spaces at the end of One-Eyed Willy's Skull Room.

6. Place a treasure crystal on each of the 4 treasure crystal spaces in the Pirate Ship Cavern.

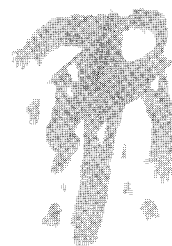
GAME PLAY

1. The youngest player goes first. Play then continues to the left in a clockwise direction.

2. **THE PATH:** The path is made up of regular game spaces and encounter spaces. Regular game spaces are the white spaces, the doubloon spaces (gold coin) spaces, and the treasure crystal spaces in the Pirate Ship Cavern. Encounter spaces are the colored spaces within the 6 Encounter Areas (where you placed the Encounter Cards).

The object of the game is to move your pawn along the path from the ENTER space, through each of the Encounter Areas, toward the Pirate Ship Cavern. Once in the Pirate Ship Cavern, you must collect a treasure crystal, then reach the ESCAPE space at the end of the path.

3. **BASIC TURN:** What you do on your turn depends upon where your pawn is on the path when your turn begins.



- A. If your pawn is on a regular game space, play a card from your hand onto the discard pile next to the drawpile, and follow the direction on it. Then draw a replacement card from the drawpile, so you'll have 4 cards in your hand again.

- B. If your pawn is on an encounter space, draw a card from the deck of Encounter Cards. There are 3 "go ahead" cards and 1 "go back" card in each deck of Encounter Cards. If you draw 1 of the "go ahead" cards, you can play a card from your hand as in A, above. If you draw the "go back" card, you have to move your pawn back to the last doubloon space and miss the rest of your turn.

No matter where your pawn is when your turn begins, you may decide to pass your turn. To pass, just play a card from your hand onto the drawpile, and tell the other players you want to pass. Then draw a replacement card from the drawpile.

4. **PAWN MOVEMENT:** Normally, you'll be moving your pawn forward along the gamepath, space-by-space, by playing a Move Card on your turn. Move Cards make up most of the deck. They range from 1 to 7 spaces, and when you play one, you must move your pawn forward by the amount shown on the card (see Rule 6A for the one exception to this).

Aside from the Move Cards, there are special cards in the deck which can move your pawn ahead on the gamepath, or send another player's pawn back. These cards, and other special cards, are explained in Rule 7.

Your pawn can pass other pawns as you move it along the path—but the only space 2 or more pawns can occupy is a doubloon space. If a Move Card would put your pawn on an occupied space (other than a doubloon space), you'll either have to play another card, or pass.

5. **ENCOUNTER AREAS:** Whenever you start your turn in an Encounter Area, follow these steps:

- A. Have another player shuffle the 4 matching Encounter Cards and hold them facedown in front of you.

- B. Draw 1 of the 4 Encounter Cards, then take a look at it, and show it to the rest of the players. If it's a "go ahead" card (for example, a "RUN" card in the Chester Copperpot Chamber), you can then take the rest of your turn by playing a card from your hand. If it's a "go back" card (a card that says, "BACK TO THE LAST DOUBLOON" in red on the bottom), you'll have to move your pawn back to the doubloon space at the beginning of that Encounter Area, and miss the rest of your turn.

- C. After your turn is over, put the Encounter Card back in the deck and replace the deck on the gameboard.

NOTE: If a player forgets to draw an Encounter Card and moves his or her pawn without being caught in the act, that player doesn't have to draw an Encounter Card.

6. **SPECIAL ENCOUNTERS:** There are 2 Encounter Areas that pose special problems. To get past these Encounter Areas successfully, you'll need "go ahead" Encounter Cards, plus some crafty maneuvering!

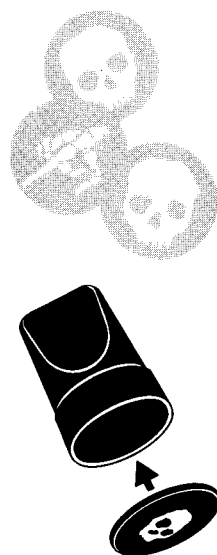
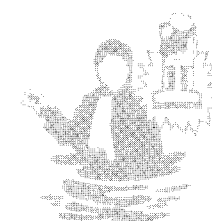


Figure 1



A. ONE-EYED WILLY'S SKULL ROOM: THE TRICKIEST ENCOUNTER!

One-Eyed Willy was a wily old ra-skull, no bones about it! He booby-trapped this room with 2 very scary skeletons that will chase you right back to the last doubloon space if you come face-to-skull with them!

Once you reach the doubloon space just before the Skull Room, there are 3 paths you can take, each leading to a black marker. Under 2 of the markers is a skull; under the 3rd is a bony finger pointing the way out of the Skull Room. Decide which path you want to take, then move your pawn up the path toward that marker. When you play a Move Card that puts your pawn on (or past) the skull space occupied by the marker, stop on the skull space and do the following:

- (1) Pick up the marker and look under it, then show it to the other players.
- (2) If the marker shows a skull, replace the marker, and return your pawn to the doubloon space just before the Skull Room. This ends your turn. You'll have to try another path on a future turn.
- (3) If the marker shows a pointing finger, move your pawn to the doubloon space just beyond the marker. Then mix up all 3 markers and replace them on the skull spaces without looking under them.

B. THE PIRATE SHIP CAVERN: THE MOST TREACHEROUS ENCOUNTER!

Figure 2, on page 5, shows the Pirate Ship Cavern, the last and most difficult Encounter Area. Pawn movement and strategy are different here, so you'll have to plan your moves very carefully to be successful.

- (1) COLLECTING A TREASURE CRYSTAL: As soon as your pawn passes the doubloon space just before the Cavern, you must move it *in a straight line* on each turn. First, move your pawn in straight lines toward a treasure crystal space. This will take at least 2 turns (2 Move Cards)—and it will also take a bit of planning, because you must land on a treasure crystal space *by exact count* to collect your treasure.

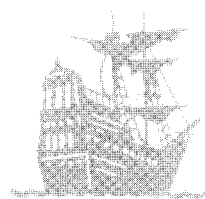
When you land on a treasure crystal space, pick up the crystal and place it in front of you. Then place your pawn on the treasure crystal space and begin your next turn there (without drawing an Encounter Card first—treasure crystal spaces aren't encounter spaces!). NOTE: Each player can collect only 1 treasure crystal.

Once you've collected your treasure crystal, it's yours for the rest of the game, even if you get sent back by a Fratelli Card or a "go back" Encounter Card on a later turn.

- (2) LEAVING THE CAVERN: Once you've collected your treasure crystal, you must again move *in straight lines only* toward the doubloon space on the other side of the Cavern.

7. SPECIAL CARDS: There are other cards in the deck besides Move Cards, and each has a special movement function. The direction on each card is fairly clear, but each of them needs further explanation, and here it is:

SLIDE CARDS: Slide Cards are special movement cards that can only be played in Encounter Areas. There is a Slide Card to match each Encounter Area along the path. If you start your turn in an Encounter Area by drawing a "go ahead" Encounter Card, and you have the Slide Card that matches the color of the Encounter Area your pawn is in, you can then play the





FRATELLI



DATA SAVES THE DAY



TAKE THE LEAD



TRADE HANDS

8. RUNNING OUT OF CARDS: At some point in the game, the drawpile will be used up. When this happens, just shuffle the cards in the discard pile and place them facedown to form a new drawpile.

HOW TO WIN THE GAME

Once you collect your treasure crystal and leave the Pirate Ship Cavern, move your pawn toward the ESCAPE space. If your pawn is the first to reach the ESCAPE space (not necessarily by exact count), you win the game!

AN EVEN MORE CHALLENGING GAME

If you're ready for an even tougher game, reduce each player's chances of getting through Encounter Areas by removing a "go ahead" card from each deck.



Slide Card and move your pawn ahead to the doubloon space at the end of that Encounter Area.

In One-Eyed Willy's Skull Room, a Slide On Blue Card will take you safely past the markers to the doubloon space on the other side.

In the Pirate Ship Cavern, you can play a Slide On Brown Card only after you've collected a treasure crystal.

FRATELLI CARD: When you play a Fratelli Card, you can send a pawn of your choice back to the last doubloon space it passed. If the pawn is *on* a doubloon space, it must go back to the previous doubloon space on the path.

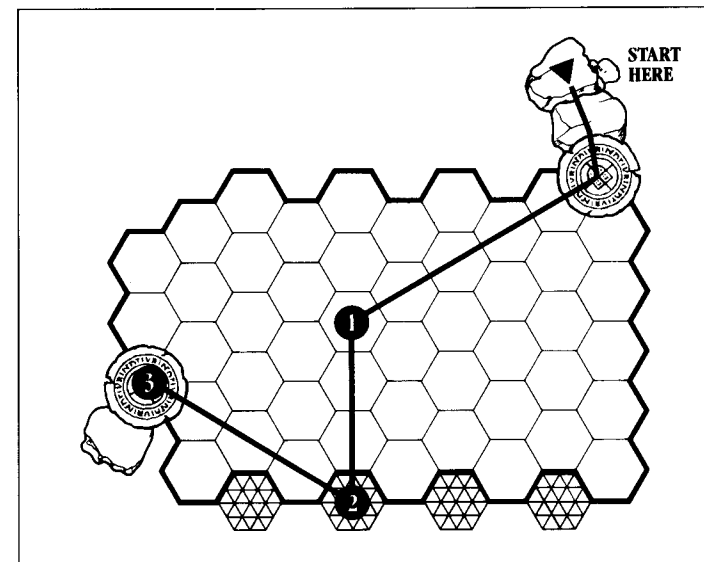
DATA SAVES THE DAY: This is the only card in the deck that you can play out of turn. If another player plays a Fratelli Card to send you back, you can play this card immediately to cancel the Fratelli Card and keep your pawn where it is.

TAKE THE LEAD: This could be the most valuable card in the deck. If you play it at the right time, you could come from behind and win the game! When you play the Take The Lead Card, you can move your pawn 1 space ahead of the leading pawn.

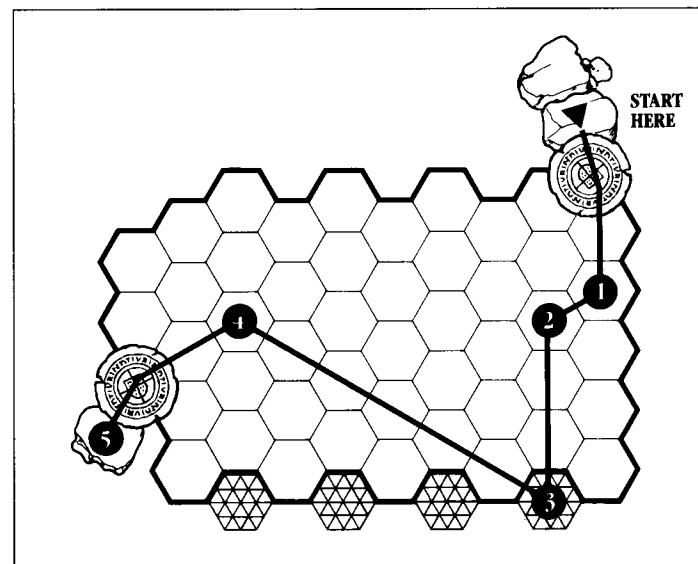
If the leading pawn is in the Pirate Ship Cavern, move your pawn to any adjacent space. But you can't play this card to take your pawn beyond the Pirate Ship Cavern, unless you have already collected your treasure crystal.

TRADE HANDS CARD: When you play a Trade Hands Card, you can trade hands with a player of your choice. After you trade, the other player must draw a replacement card from the drawpile.

Figure 2



This player collected a treasure crystal and made it out of the Pirate Ship Cavern in only 3 moves.



It took this player 5 moves to collect a treasure crystal and get out of the Pirate Ship Cavern.

