

SETUP

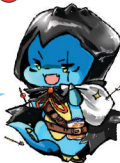
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SETTING UP YOUR GAME

2. Assemble your Dungeon (🗺️)!

- Merge all Core (🗺️) Dungeon cards with the Dungeon cards of the chosen (👹) set!
- Shuffle the combined deck.
- Place it face-down on the (👹).

TIP: Don't know what cards belongs to which set? Check the Icon in the top-right!



3. Assemble your Loot (👛)!

- Merge all Core (🗺️) Loot cards with the Loot cards of the chosen (👹) set!
- Shuffle the combined deck.
- Place it face-down beside the Dungeon Deck.
- Deal 2 Loot cards to each Player.

TIP: Did you get dealt a Mimic? Return it to the Loot Deck and draw another card!



(Continued on the next card.)

SETUP

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SETTING UP YOUR GAME

4. **Assemble your Party** (🐸+🐸+🐸)!

Each Player picks 3 Noms (🐸) to make their party. You can only have 1 of each 🐸.

TIP: Each Nom has cool powers! Mix and match to create your unique team!

5. **Wear Starting Gear** (🐸)!

Each 🐸 can Wear (🐸) 1 📦.



TIP: Keep 📦 with Consumable (🐸) Effects handy as you'll need them once the adventure starts!



**NOW YOU'RE
READY TO PLAY!**

(See How To Play card.)

HOW TO PLAY

1. 🗺️ Reveal the top 3 Dungeon (🗺️) cards.
2. 🏆 Whoever last ate a Snack goes 1st!
3. ★ On your Turn, each of your 🐙s must do 1 thing (★):

- ★ 🗡️ **Use a Power:** Use 1 of your 2 Powers listed on your 🐙's card!
- ★ 🐙 **Consume:** Discard 1 📦 Card and gain the 🐙 Effect!
- ★ 🐙 **Wear:** Put on 1 📦! (🐙s can't take 📦 off!)

4. 🔄 Once every 🐙 has acted, the player to the left goes next.
5. After all Players (👤) have gone, all 🐙s Attack (🗡️) all 👤s! Each 👤 decides which of their 🐙s take which 🗡️!

🐙 Beating Baddies:

When a 🐙 takes 🩹s equal to their ❤️, they are beaten! Do the On Defeated (👤) text, then reveal a new 🗺️ card immediately.

TIP: The last hit takes the kill!

🏆 Trophies:

Everyone wins when the 🐙 is defeated, but the 👤 with the most 🏆s wins most!

TIP: The 🐙 is worth lots of 🏆's!



REFERENCE

Player



You!

Nom Card



One of your noble Heroes!

Power



Your cool abilities!

Dungeon Card



Reveal these when you Explore!

Target



Indicates what is being done to whom!

On Reveal



Takes Effect once the card is flipped!

Loot Card



Wear it or eat it!

Wear



Put on Loot for an ongoing bonus!

Consume



Discard this card to gain an Effect!

Baddie



Defeat them before they defeat you!

Big Bad



Defeat them to win the game!

Trophy



Get the most to Win!

Passive



An ongoing Effect while this card is in play.

Attack



The Baddies' abilities!

On Defeat



Takes Effect once the Baddie is Defeated!

HP



Your Hit Points. Run out and Tucker Out!

Ouchies



Subtract HP whenever you take an Ouchie!

Healing



Take Naps & Eat Snacks to gain HP!

Tuckered Out!



Too many Ouchies!
Flip your Nom to the purple side when your HP is reduced to 0.

VARIANT RULES

RECYCLING!

(*Recommended with 4+  s!)

When  is used, place it at the bottom of the  Deck instead of removing it from the game!



FULL CO-OP!

Take on the Dungeon co-operatively by using the following rules!

“Assemble your Party”!


2  s: Each  controls 3  s!

3  s: Each  controls 2  s!

4+  s: Each  controls 1  s!



 **Tone-deaf Tune:**
Targets  s instead of  s!  is immune.

 **Trophies:**
Ignore them! All  s wins when the  is defeated!

FAQ

MEATBALL



Windmill: Can you hit the same 🤪 twice?
Nope!

AL



Tone-deaf Tune: Can you use this Power on your own 🤪s?

Totally! It is a great way to stall, too!

DENTE



Butterfoot Boogie: Can you use this Power on other 👤s' 🤪s?

Yes!

Butterfoot Boogie: Can you Stack the +🩹 Effect? How?

Yep! The +🩹 bonus is only used when the buffed 🤪 deals 🩹s with a Power!

Boogie down repeatedly while using Powers that deal no 🩹s (like **Get Up!** or **Bandaid**) to stack up to a huge bonus!