

THE **GOONIES**
NEVER SAY DIE



ADVENTURE GUIDE

For the Goondocks Master's Eye Only!

HOW TO USE THIS GUIDE

This Adventure Guide is used by the Goondocks Master and contains nine adventures to play, in order. You can replay each adventure as often as you like, even after you play through them all. Players may choose to change roles from game to game, so never read ahead in the Adventure Guide, at the risk of spoiling future surprises!

The Role of the Goondocks Master

The Goondocks Master (GM) plays cards and controls foes to keep the Goonies from winning and to complete the GM objective (move the Sand tokens down the Hourglass). The GM is also responsible for setting up rooms and providing the Goonies with information, as detailed in the Adventure Guide. The GM should read through the adventure they're about to play so they know what to expect.

OPTIONAL STORYTELLING: The GM may set the scene and add excitement by describing the events of the game as they happen. They could do this when activating foes, playing cards, and revealing information from the Adventure Guide. For example, if the GM places the Flooded token in a room, they might describe how the Goonies see a small puddle forming in the center of the floor, and before the Goonies know it, they are knee-deep in muddy water. If all players agree, the GM could also keep the Item and Treasure decks behind the GM Screen so they may reveal cards the Goonies get from searching as part of the story. Have fun with it!

Adventure Map (Left Page)

Each adventure has an Adventure Map that shows the rooms that the Goonies can explore and the passages, foes, tokens, and tiles that the GM places throughout the game. When setting up the adventure, the GM should **only set up the starting room**, as follows:

- 1 Look for the room on the Adventure Map with the Start token and place the Start token in that room on the game board.
- 2 Place any other tokens shown in the room and all passages connected to the room.
- 3 Place an Unexplored token on each room connected to the starting room by a passage.

The rooms are numbered so they may be referenced in the adventure's text, but the Goonies are not required to explore the rooms in any particular order. Listed below the Adventure Map are the Adventure GM cards to add to the GM deck, the special components and foes used during the game, and the Wandering foe for that adventure. Lastly, there's the introduction that the GM reads aloud to start the adventure.

Exploring Rooms

When a Goonie moves into a room with an Unexplored token, the GM looks to see if that room has any adventure text associated with it, as indicated by **#!** (room number) on the Adventure Map. If it does, the GM refers to that room's adventure text on the opposite page. Then the GM sets up the room according to the Adventure Map, as follows:

- 1 Remove the Unexplored token.
- 2 Place all passages (normal and Dangerous) connected to that room **except Secret Passages**.
- 3 Place any tokens or foes shown in that room, and place any corresponding foe reference cards and Boss foe placards next to the game board. **P** indicates a Pirate Stash token and **B** indicates a Bone Pile token. If a token or foe shows a number at the base, place that many of that token or foe.
- 4 Place Unexplored tokens in each room connected by a passage that hasn't been explored yet.



Start Token



Pirate Stash Token



Bone Pile Token



Rubble Token



Secret Passage Token



Dangerous Passage Token



Unexplored Token

Adventure Text (Right Page)

The adventure text is separated into three main sections:

The first section includes the **Goonies Starting Goal**, the **GM Objective**, and any special setup or new rules for that adventure. The GM reads this entire section aloud. As the Goonies explore and learn new information, they will discover the objective they must complete to win the game.

The second section provides details that are revealed to the Goonies over the course of the adventure. This text is referenced when Goonies explore or take actions in specific rooms, as indicated by **#!** (room number) next to the text. In other instances, the text may apply when the Goonies take an action anywhere on the game board, as indicated by **!** next to the text. Text in this section varies, as follows:

Story text looks like this and sets up the characters and environments that the Goonies encounter or the outcomes of their actions. Read this text aloud when the room is explored, unless it is part of a secret.

Game text looks like this and explains what the GM does during the game and new rules for the adventure. The GM follows the instructions and shares this information with the Goonies, unless it is part of a secret.

SECRET: Secret text looks like this and provides information that is hidden from the Goonies until a specific moment in the adventure. Each secret starts with when it should be revealed. When that happens, follow the instructions and read aloud everything in the secret box, both story and game text.

The third section is the Goonies Objective and the conclusion of the adventure's story. At some point during the adventure, the GM will be instructed to read aloud the Goonies Objective. This text provides the specific conditions that the Goonies must complete to win the game!

Ending the Game

If the Goonies win, the GM reads aloud the text following **If Goonies Win** and then the players may continue to the next adventure.

If the Goonies lose, the GM reads aloud the text following **If Goonies Lose**. Then the players choose whether they want to replay that adventure or continue to the next adventure. If the players want to continue, read aloud the text following **If Goonies Win** to follow the story to the next adventure's introduction. However, if the players continue without the Goonies winning, the GM will receive an additional GM card and GM token at the start of the next adventure!

IT ALL STARTS HERE

It may be your last weekend together. This time next week, bulldozers will be flattening the Goondocks to make way for Mr. Perkins' new country club—unless by some miracle you can save it. Rifling through Mr. Walsh's pirate artifacts in the attic, you find an old treasure map and a doubloon with three curious holes in it. The map leads to One-Eyed Willie's treasure! Legend has it that Willie escaped a British armada after stealing treasure from the king. They finally caught up with him and trapped his ship, the Inferno, in a cave. His crew dug tunnels through the caves and set booby traps to protect the treasure. Then Willie went treasure-mad and killed his crew in fear that they would steal his loot! If Willie's rich stuff is still out there, maybe you can save the Goondocks!

You follow the map to the coastline and discover the holes in the doubloon line up perfectly with the lighthouse, Haystack Rock, and the Lighthouse Lounge restaurant! The map is pointing toward the restaurant! Unfortunately the Fratellis, the notorious crime family, have been using it as their hideout. You arrive just as they are about to leave, so now is your chance to sneak in! The map—and the smell of ice cream—guides you to the basement, where you happen upon a small entrance hidden in the fireplace that leads to the caves below. Quick! The Fratellis have returned! Scramble down the hole before they catch you. It all starts here...

Adventure 1: LIGHTHOUSE LOUNGE



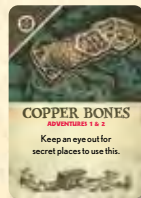
Introduction

Emerging from the tunnels beneath the Lighthouse Lounge, you get the sense that maybe the map really does lead to treasure. There's no time to waste! The Fratellis could catch you at any minute! Make your way through the caves and see if the map really does lead to Willie's rich stuff.

Adventure GM Cards:
None

Special Components:
Moss Garden Wishing Well
Adventure Tile,
Copper Bones Legendary
Treasure Card

Wandering Foe:
Bat Swarm



**Copper Bones
Legendary
Treasure Card**



**Moss Garden Wishing Well
Adventure Tile**

Goonies Starting Goal

Find your way through the caves in search of legendary treasure, and see if you can get your wish!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

2!

You enter the remnants of an old mining shaft. The large chamber is filled with green-tinged copper and rusting steel pipes.

SECRET: If a Goonie rolls three or more successes when searching the Pirate Stash token, place a Secret Passage connecting to Room 4.

A low creak of twisting metal echoes through the room. One of the pipes bursts, blasting a hole into the wall with a powerful jet of water. Look! A new cave!

4!

The cave is larger than it looked from the other side of the wall. Squinting in the dim light, you see a tunnel stretching ahead.

Place a Secret Passage connecting to Room 6.

6!

As you enter the cave, something catches your eye. It's a backpack! You bend down to pick it up, only to come face-to-skull with a skeleton crushed beneath a large boulder.

Brand can move the rubble! On a Goonie's turn, they may flip the face-up Brand Teenager card face down to remove all Rubble tokens on one passage connected to this room.

SECRET: When a Goonie searches the Bone Pile token.

After looking through the backpack, you find a wallet. It's Chester Copperpot! Around his neck is a skull shaped key.

The Goonie that searched the Bone Pile token gains the *Copper Bones* Legendary Treasure Card, in addition to any Item or Treasure cards drawn from the Search action.

8!

ADD ADVENTURE TILE TO GAME BOARD: Moss Garden Wishing Well

As you step through a beautiful waterfall, the shimmer of hundreds—perhaps thousands—of coins lights up the cave. Is this Willie's treasure or just a giant piggy bank? Could it have been this easy? No, this is just the Old Moss Garden wishing well, filled with nothing but dimes and quarters. Feeling defeated, you all want to take your wishes back and just go home.

If no foes are in the Moss Garden Wishing Well, a Goonie may take an Adventure action to do a Search (2) check. If passed, they find their wish and place a Wish token from the supply underneath their figure. If a Goonie has a *My Wish* Item card, they may discard it to find their wish without taking an Adventure action. **Read the Goonies Objective.**

Goonies Objective

The Goonies win if a Goonie has a Legendary Treasure card and all Goonies have found their wish.

IF THE GOONIES WIN: *After taking back your wishes, you realize that the next time you see sky, it'll be over another town. The next time you take a test, it'll be in some other school. The Goondocks are a part of you and being forced to move is heart-wrenching. Your parents want the best for you up there, but down here, it's your time. And that's all over the second you ride up in that bucket. Willie's treasure is still down here, and if you give up now, it's your last adventure together.*

IF THE GOONIES LOSE: *Just like Chester Copperpot, you failed to find One-Eyed Willie's treasure and now the Goondocks are gonna be gone forever!* (Play again! Or to continue to Adventure 2, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 2 setup.)

Adventure 2: WE'LL ALL "B" FLAT



Introduction

You've come farther than Chester Copperpot ever did, and you can't turn back now. Goonies never say die! From somewhere behind you, you hear Mama Fratelli yell, "Keep moving, or I'll kill ya both!" You trade frightened glances as the word "kill" echoes in the cave. It's time to run!

Adventure GM Cards:

They're Coming! (5x),
They're Here! (1x)

Special Components:

Bone Organ Cave Adventure Tile,
The Fratellis Boss Placard,
Copper Bones Legendary
Treasure Card

Wandering Foe:

Giant Rat



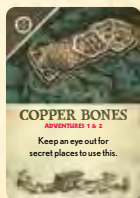
The Fratellis Figure



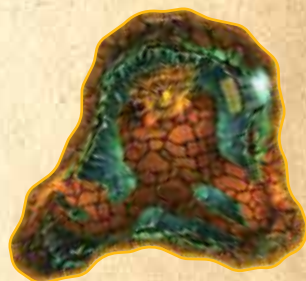
Giant Rat



Bat swarm



Copper Bones
Legendary
Treasure Card



Bone Organ Cave
Adventure Tile

Goonies Starting Goal

Escape the Fratellis!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Special Setup

The Goonies choose which one of them to start with the *Copper Bones* Legendary Treasure card.

Place the Fratellis next to the game board with three Unexplored tokens next to their figure. When activating foes, remove one Unexplored token that's next to them. If there are no Unexplored tokens to remove, place the Fratellis in the starting room and place their placard next to the game board. Then activate them as normal.

3! **SECRET:** If a Goonie rolls three or more successes when searching the Pirate Stash token, place a Secret Passage connecting to Room 5.

After opening an old chest, you hear a rumbling sound near the cave wall. The foul smell of stagnant air rushes from a newly opened passage.

7! **SECRET:** When the Goonie with the *Copper Bones* Legendary Treasure card moves into the room.

Moving aside some old moss, you see various patterns of stones set into the wall. Copper bones, triple stones! You've got One-Eyed Willie now!

The Goonie with the *Copper Bones* Legendary Treasure card may take an Adventure action to fit it into the wall.




SECRET: When the *Copper Bones* is fit into the wall, remove the Legendary Treasure card from the game and place a Secret Passage connecting to Room 8.

After fitting the Copper Bones into the wall, you turn it counter-clockwise and the wall clamps around your hand! You hear a loud mechanism click and then grind into action. It's another one of Willie's tricks! Get outta the way!

Place the Pit token in Room 7, following the Pit token rules.

9! **ADD ADVENTURE TILE TO GAME BOARD:** Bone Organ Cave

The air turns cold as you enter a crypt-like chamber. An eerie light illuminates a smiling skeleton lodged within the pipes of what looks like an atrocious organ! The finger-bone keys invite you to play. But be careful—if you make too many mistakes...Ye will surely be "muertos."

If all Goonies are in the Bone Organ Cave, a Goonie may take an Adventure action to play the bone organ and roll 1 , 1 , and 1 —the dice may be Upgraded. If one or more successes are rolled on **each die**, the bone organ was played correctly! **Read the Goonies Objective.**

Andy can help play the bone organ! On a Goonie's turn, they may flip the face-up Andy Teenager card face down to reduce what's required to play the bone organ correctly on that turn. If one or more successes are rolled on at least **two of the three dice**, the bone organ was played correctly!

Goonies Objective

The Goonies win if a Goonie plays the bone organ correctly.

IF THE GOONIES WIN: *The pipes on the organ whistle loudly, filling the cave with a deafening crescendo. A stone bridge descends, revealing an exit! Hurry across—it may be your only chance to lose the Fratellis once and for all!*

IF THE GOONIES LOSE: *"Hold it right there!" Mama yells as the Fratellis corner you. After tying you up, they take the map and leave. Now the Fratellis are gonna find the rich stuff, and you'll never be able to save the Goondocks!* (Play again! Or to continue to Adventure 3, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 3 setup.)

Adventure 3: THE INFERNO



Introduction

The Fratellis are behind you for now, but for how long? They might catch up with you soon because the map shows you've run into a dead end. The faint roar of rushing water can be heard at the far end of the cave. It's a stone waterslide, and it looks to be the only way forward... Hold your breath!

Adventure GM Cards:

Submerged (5x),
Underwater Lurker (1x)

Special Components:

The Inferno Adventure Tile,
The Fratellis Boss Placard,
Giant Octopus Boss Placard,
4 Waterslide Entrance Tokens,
4 Waterslide Exit Tokens

Wandering Foe:

Bat Swarm



The Fratellis Figure



Waterslide Tokens



Giant Octopus Figure



Giant Rat

Bat Swarm



The Inferno Adventure Tile

Goonies Starting Goal

Use the waterslides to find your way to the *Inferno* and defeat any foes that may be guarding it!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Special Setup

Mix up Waterslide Exit tokens **A** and **B** and place them next to the game board with the letters face down.

Waterslides

A Goonie in a room with a Waterslide Entrance token may take an Adventure action to slide to another room. (Foes cannot use Waterslides.) When a Goonie uses a slide, the Goonie may flip over one of the Waterslide Exit tokens next to the game board. Place that Exit token in the room shown on the Adventure Map with the corresponding letter. Then replace the Exit token next to the game board with Exit token **C** and mix it up with the one remaining. The next time an Exit token is placed, do the same with Exit token **D**.

After placing the Exit token, place the Goonie's figure in that room. When a Goonie is placed in a new room, it is considered explored—set up the room as normal. For the remainder of the adventure, whenever a Goonie uses a slide, they may choose to slide to any room on the game board with a Waterslide Exit token or to flip over an Exit token next to the game board and slide to that new room.



ADD ADVENTURE TILE TO GAME BOARD: The *Inferno*

You shoot from the stone waterslide and splash into a large subterranean lagoon. You gasp at the sight of a huge pirate ship. This is Willie's ship, the Inferno! As you wade through the murky water, ripples spread across the lagoon. Wait, did something just touch your leg?

Place the Giant Octopus figure in the *Inferno* and place her placard next to the game board with the Calm side up.

SECRET: When the Giant Octopus (Calm side) is defeated.

The giant octopus thrashes about and slinks back into the depths of the lagoon. As you board the Inferno, it's eerily quiet. Willie's skeletal crew lies on the deck as if defeated in a battle. You enter the cabin and see a table filled with gold and jewels. Seated at the end of the table is none other than the skeleton of One-Eyed Willie himself! This is it! One-Eyed Willie's treasure—the rich stuff! The Goondocks are saved! After loading every pocket—and marble bag—with treasure, you hear Mama's raspy voice yell, "Not so fast!"

Remove the Giant Octopus figure and placard from the game. Place the Fratellis in the *Inferno* and place their placard next to the game board. The Fratellis immediately attack each Goonie in the *Inferno*.

If the Fratellis are Stunned, a Goonie may take an Adventure action to do a Dexterity (1) check. If passed, they escape the Fratellis and place their figure next to the game board. Escaped Goonies are still considered to be in the *Inferno*. They may give Teamwork and continue taking turns as normal. However, they cannot take any actions and cannot be attacked. **Read the Goonies Objective.**

Stef can sock Mama Fratelli! On a Goonie's turn, they may flip the face-up Stef Teenager card face down to do 2 damage to the Fratellis.

Goonies Objective

The Goonies win if they all escape the Fratellis.

IF THE GOONIES WIN: *Before you could jump from the ship, the Fratellis made you drop all your rich stuff, leaving you with nothing! You swim to a tiny light shining through the cave wall. If it were bigger, you could get out! It's so dark down here, you can hardly see—you'd better light your last candle. Oh no! That's not a candle—it's dynamite! BOOM! The blast opens a hole in the cave wall. The smell of fresh ocean air uplifts your spirits immediately. But what about all that rich stuff you left behind? You were so close to saving the Goondocks. What you need now is a miracle. (The story continues on page 10.)*

IF THE GOONIES LOSE: *This was your last chance to find the rich stuff and you fell just short! Now there's no time left to save the Goondocks. You'll be lucky to ever see each other again after this. (Play again! Or to continue to Adventure 4, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 4 setup.)*

BACK ON THE BEACH...



I can't believe we lost all that treasure. It looks like this is our last adventure together." Mikey sulks while walking with the rest of the Goonies along the shoreline.

"Hey, don't delude yourself, little brother." Brand says in a caring tone. "We'll be just fine. Goonies never say die, remember?"

Further down the beach, two police four-wheelers can be seen. "Look! We're saved!" Andy yells in relief. In a matter of minutes, the Goonies' worried families arrive with blankets and pizza. The disoriented Fratellis wash up on the beach only to be immediately apprehended as the Goonies detail the crime family's misdeeds.


Mikey walks up to his dad. "Sorry, Dad. We had our hands on the future, but we blew it to save our own lives."

Mr. Walsh replies lovingly, "That's all right. You and Brand are home safe with your mom and me. That makes us the richest people in Astoria."

Out of nowhere, the Walsh's friend, Rosalita starts yelling at Mr. Walsh not to sign over the house. She rushes over and spills a handful of gleaming gems from Mikey's marble bag. "Dad," Mikey says. "It's my marble bag! The Fratellis forgot to check it!" Mikey's face lights up with excitement. "We don't have to leave the Goondocks!"

The Walsh family celebrates by tearing up the foreclosure paperwork, and the rest of the Goonies get pulled into big bear hugs by their parents. The Goondocks are saved! Besides the Fratellis, the only people unhappy with the outcome are Mr. Perkins, the developer behind the country club, and his bully of a son, Troy, who sulk off to the side, shaking their heads and wondering how everything went sideways. "Those darn Goonies," Mr. Perkins mutters, which makes Chunk laugh. He glances at the others to share the moment, but it seems only he heard the comment.





As the Fratellis are being lead away, one of the deputies points toward Haystack Rock. “What in the world?” the sheriff says with a gasp, making everyone turn and look. There, gliding across the waves is the *Inferno*. Everyone crowds around a pile of large rocks at the edge of the beach to watch as the ship’s tattered sails catch wind.

With a huge grin, Mr. Walsh turns to the Goonies and says, “I can’t believe you all found it. I’m so proud of you! You’ve done what others have only dreamed of... But I wonder if his second treasure map was on his ship.”

Mikey looks up at his dad, the wonder of adventure refilling his eyes, “What second treasure map, Dad?” Mr. Walsh sighs again as he lays an arm around Mikey’s shoulder. “Oh, nothing,” he says. “It’s just another legend about One-Eyed Willie.”

“The last legend was true! Maybe this one is, too.” Brand says with renewed enthusiasm. “Yeah,” Mr. W,” adds Mouth. “That old garbage in your attic led us right to the *Inferno*. I mean, we almost died a few times”

“Not helping, Mouth!” says Stef. She turns to her parents. “He’s kidding. We were fine. Really.”

Chunk, who had heard everything, pulls Sloth toward the commotion and takes charge. “It was a great adventure,” he gushes, looking around at all the parents. “And I told the sheriff about everything, like I always do.”

Mr. Walsh strokes his chin as he considers what to do. “If you don’t tell us all about it, Dad,” Mikey prods, “we’ll go off on our own anyway. Isn’t it better if we’re not wandering around blindly?” Mr. Walsh glances at all the excited upturned Goonie faces and shrugs. He knows when he’s beat. “According to the legend, Willie had a second, larger treasure hidden outside the Goondocks,” he begins. “It was his insurance policy against the British Navy and the king.”

“Where was his second treasure stashed?” Andy asks as she snuggles up to Brand.

“I never found out,” Mr. Walsh replies. “The only clue the museum found was a letter. It was written by a wealthy merchant who Willie had captured and ransomed back to his family. This merchant described a secret treasure map. Evidently, Willie hid the map in a skull, and the merchant only noticed it when Willie held up the skull as an example of what would happen if his family didn’t pay. Yeah, Willie wasn’t a nice guy.”

“Hey, what’s happening to the ship?!” Data yells while looking through his Spy Eyes binoculars. Everyone on the beach gasps as the *Inferno* vanishes, like a puff of smoke.

“Well, there goes your second treasure map, Dad,” Brand says.

Staring off into the distance, Mr. Walsh replies, “Who knows? Maybe Willie’s crew found a way to get the map off the ship and hide it somewhere safe. Before he killed them.”

The Goonies look knowingly at each other. They can feel it—there’s more rich stuff to be found in those caves!



Adventure 4: DEAD THINGS



Introduction

If what Mr. Walsh said is true, there might be another map to an even bigger treasure back in the caves! You all felt it best to get a good night's rest before regrouping. But you were so excited, you couldn't sleep at all! Entering the caves as tired as you are now might have been a bad idea.

Adventure GM Cards:

Aye Aye, Captain! (5x),
All Bones on Deck! (1x)

Special Components:

One-Eyed Willie's Captain's
Quarters Adventure Tile,
One-Eyed Willie Boss Placard,
3 One-Eyed Willie Cards

Wandering Foe:

Giant Rat
(See Secret Text)



Giant Rat



One-Eyed
Willie Figure



One-Eyed Willie's
Captain's Quarters
Adventure Tile



skeleton
Bombardier



skeleton
Crew



One-Eyed Willie Cards (3)

Goonies Starting Goal

Search for the skull containing One-Eyed Willie's second treasure map!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

! **SECRET:** After a Skeleton Crew is placed on the game board, the Wandering foe is no longer a Giant Rat. For the remainder of the adventure, when placing a Wandering foe, choose to place either a Skeleton Crew or a Skeleton Bombardier.

The dusty bones in the room start to shake and rattle against the cave floor. Maybe you should have gotten more sleep, because you can barely believe what you're seeing! A skeletal crew-mate of the Inferno rises to its feet, clutching a rusty cutlass. Dead things, killer dead things, and they're coming right for you!

11! **ADD ADVENTURE TILE TO GAME BOARD:** One-Eyed Willie's Captain's Quarters
Your breath catches in your throat, and a chill runs down your spine as you enter the chamber. It feels as if a bony hand has closed around your neck. You gasp as the glowing specter of One-Eyed Willie appears, like something out of a horror movie. Willie's eye flashes red, and your lamps go out with a puff. The mad pirate shouts at you: "Defilers! How dare you disturb my inner sanctum and try to steal my treasure again! For this blasphemy, I shall invoke a curse of destruction upon your precious Goondocks!"

Place the One-Eyed Willie figure in the Captain's Quarters and place his placard next to the game board with the Spectral Form side up. Place his three cards face up next to the game board. **Read the Goonies Objective.**

Goonies Objective

The Goonies win if they defeat One-Eyed Willie (Spectral Form side).

IF THE GOONIES WIN: *With a final blow, the glowing specter of One-Eyed Willie vanishes, plunging the chamber into total darkness. As you fumble to find and re-light a lantern, a funny—no—maniacal laugh erupts from nowhere... and everywhere. It echoes through the caverns for what feels like an eternity before fading away. You notice a skull on the desk and wonder if the map Mr. Walsh was talking about is inside. You carefully push the jaw open and look inside—there it is! Wait... did Willie just say he's going to put a curse on the Goondocks? This is bad.*

IF THE GOONIES LOSE: *What if the merchant was lying about Willie's second treasure map, and you just got lucky with the first treasure? All hope for finding it probably disappeared with the Inferno. The Goonies may really have gone on their last adventure... (Play again! Or to continue to Adventure 5, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 5 setup.)*



Adventure 5: HEY YOU GUYS!



Introduction

When you tell Mr. Walsh how you saw One-Eyed Willie's ghost, he gives you a skeptical look. "I want to believe you—trust me. At the museum, there are a lot of ghost stories. One of them is about a ghostly gate that will open if you solve its riddle. Supposedly, it's below where the Stop 'N Snack is now." Mr. Walsh thumbs through an old notebook and tears out a page. "I never believed it myself, but here is the first part of the riddle that was found years ago. Maybe you can find the rest."

Adventure GM Cards:

Haunting Presence (5x),
Spectral Rift (1x)

Special Components:

Haunted Tide Pool Adventure Tile,
6 Riddle Cards

Wandering Foe:

Giant Rat



Giant Rat



Skeleton Crew



Pirate Ghost



Riddle Cards (6)



Haunted Tide Pool
Adventure Tile

Goonies Starting Goal

Find all the parts of the riddle so you can open the ghostly gate!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Special Setup

Separate and shuffle the Riddle cards by their backs (1, 2, and 3) into three face-down stacks. The Goonies draw a Riddle card from the 1 stack.

The Riddle

The Riddle card tells the Goonies whether they can find the ghostly gate in a room that has or does not have a Merfolk rune. (Look closely at the game board!) When the Goonies find the other parts of the riddle, they need to figure out which room matches the three clues and go there to recite the riddle.

! **SECRET:** When the first Pirate Ghost takes 1 or more damage, remove it from the game board.

The pirate ghost was protecting the riddle!

The Goonies draw a Riddle card from the 2 stack.

! **SECRET:** When the second Pirate Ghost takes 1 or more damage, remove it from the game board. The Goonies draw a Riddle card from the 3 stack. The Goonies now have all the parts of the riddle. If all Goonies are in the same room, a Goonie may take an Adventure action to recite the riddle.

! **SECRET:** When a Goonie recites the riddle, check to see if the room matches the three clues (has or does not have each of the following: a rune, a crystal, a Bone Pile token). If the room does not match, the Goonies must continue to search for the ghostly gate! If it does, continue reading.

ADD ADVENTURE TILE TO GAME BOARD: Haunted Tide Pool

Place all the Goonies' figures in the Haunted Tide Pool.

The room starts to spin in a kaleidoscope of ghostly colors. Opening your clenched eyes, you seem to have been transported into a cave filled with seashells and coral. It has the look of a tide pool at low tide. And the smell of a phys ed class. The rocky walls start to warp and bulge outward as though something is trying to push through from the other side. Two pirate ghosts appear, ready to attack!

Read the Goonies Objective.

Goonies Objective

The Goonies win if they defeat both Pirate Ghosts guarding the Haunted Tide Pool.

IF THE GOONIES WIN: *As the defeated ghosts fade away, you all raise your fists as a new ghost appears. "Don't be afraid, landlubbers," the ghost pleads. "Let's make a deal. You help us and we'll help you. Willie cursed us to eternity down here as revenge for stealing his secret treasure map. If you defeat him, it may break our curse." You open your backpack and pull out the map you found in the skull. Shocked, the ghost yells, "That's the map!" and laughs heartily. "I can feel our fortunes changing, tykes. The first step to defeating our esteemed cap'n is to find a magical treasure called the Siren's Eye. Its location is on that map. Good luck! I hope you meet a fate different from ours."*

IF THE GOONIES LOSE: *Skeletons, pirates, and ghost stories?! Maybe you should have never looked for Willie's treasure in the first place. Now the Goondocks are gonna be cursed forever and there's no amount of rich stuff that'll save it!* (Play again! Or to continue to Adventure 6, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 6 setup.)

Adventure 6: THE SIREN'S EYE



Introduction

You follow the route of the map on your bikes and found a small cave hidden along the shoreline with walls carved by centuries of erosion. In the flickering lamplight, you notice a crude painting of what looks like a fish person wearing an eye patch and surrounded by four flames of different colors. You're sure this has to be the right place, but what does it mean?

Adventure GM Cards:

Siren's Flame (4x),
Hunter of the Flames (2x)

Special Components:

Merfolk Temple Entrance
Adventure Tile

Wandering Foe:

Merfolk Warrior
(See Secret Text)



Bat Swarm



Skeleton Crew



Merfolk Warrior



Merfolk Temple Entrance
Adventure Tile

Goonies Starting Goal

Find the Siren's Eye and see what you can learn with it!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Siren's Flames

When the fourth Siren's Flame GM card has been played, do an End is Nigh roll and shuffle the four Siren's Flame cards into the GM deck.



SECRET: When a Bone Pile token is searched for the first time.

You find a small jewelry box covered in images of flames that resemble the ones in the painting. The flames start to glow, and the lid creaks open. Inside is an eye patch with a large onyx stone embedded in the middle. It's the Siren's Eye! Just then, a merfolk warrior leaps from the shadows with an ear-piercing shriek. In a panic, you slip the band of the eye patch over your head. "My name is Cyndi, and I won't hurt you," the merfolk says in a calm voice. You turn toward the rest of the Goonies, who are holding their ears in pain, and explain that she won't eat you, or um... hurt you. "You can hear me because of the Siren's Eye. It lets you speak with denizens of the deep." Cyndi relaxes against her trident and asks, "How is it that you are unaffected by the siren's flames? Willie's hunters are attracted to the flames like a whale to krill! We can find the rest of them at the entrance to our sacred temple. If you help us defeat them, maybe we can make a deal."

The Goonie that searched the Bone Pile token gains the Siren's Eye Legendary Treasure Card, in addition to any Item or Treasure cards drawn from the Search action. For the remainder of the adventure, Merfolk Warriors are not considered foes and are no longer the Wandering foe. When placing a Wandering foe, place a Bat Swarm. When activated, Merfolk Warriors are removed from the game.

ADD ADVENTURE TILE TO GAME BOARD: Merfolk Temple Entrance.

Place a Secret Passage connecting Room 4 to the Merfolk Temple Entrance. Place an Unexplored token in the Merfolk Temple Entrance. If Room 4 hasn't been explored yet, place an Unexplored token in it. **Read the Goonies Objective.**



SECRET: If a Goonie rolls three or more successes when searching the Pirate Stash token, Place a Secret Passage connecting to the Secret Room.

After opening an old chest, you hear a click followed by the sound of stone grinding against stone. A smell like a disgusting, old milkshake wafts your way as a new passage opens.

Goonies Objective

The Goonies win if they end a Goonie round with all Goonies and no foes in the Merfolk Temple Entrance.

IF THE GOONIES WIN: *After you have defeated the last of Willie's hunters in front of the merfolk temple, Cyndi puts down her trident and asks, "Are you ready to make a deal?" You all nod. "You can keep the Siren's Eye if you help us save our sister. She is a powerful sorceress. Willie cursed and transformed her into a wooden figurehead for his ship. The only way to break the curse is to cast her magic pearls into an ancient wishing well and wish her back. We heard Willie's hunters have hidden her pearls on his ship, but his ship has disappeared." You know those pearls! But the last time you saw them, Mama Fratelli was pulling them from Mouth's mouth before stashing them in her pocket. Do the Fratellis know what they have? Time for a visit to the jail to find out!*

IF THE GOONIES LOSE: *The cave plunges into darkness. "The Siren's Flames are extinguished," a voice growls from the darkness. "The Captain's curse is inevitable." Terror washes over you as you realize the curse on the Goondocks will never be stopped... (Play again! Or to continue to Adventure 7, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 7 setup.)*

Adventure 7: MAKE A WISH



Introduction

As you ride your bikes toward the county jail, a black O.R.V. speeds past you with Jake Fratelli at the wheel. The Fratellis have escaped! You take off after them and end up back at the Lighthouse Lounge. Peeking through the window, you see Mama Fratelli putting the pearls into her purse. "Hurry!" she shouts. "We gotta get back into those caves before those rotten kids find any more treasure!" "What about the cops, Ma?" Francis asks. "They'll never find us down there, you idiot." You need to follow them and get those pearls back before it's too late!

Adventure GM Cards:
They're Coming! (5x),
They're Here! (1x)

Special Components:
Moss Garden Wishing Well
Adventure Tile,
The Fratellis Boss Placard,
Siren's Pearls Legendary
Treasure Card

Wandering Foe:
Bat Swarm



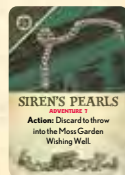
The Fratellis Figure



Giant Rat



Bat Swarm



Siren's Pearls
Legendary
Treasure Card



Moss Garden Wishing Well
Adventure Tile

Goonies Starting Goal

Find the Fratellis and stun them to get the Siren's Pearls back from Mama!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Special Setup

Place the Fratellis figure in the Fratellis starting room as shown on the Adventure Map.

On The Run

The Fratellis may move into Unexplored rooms, even ones without an Unexplored token. The Fratellis ignore any Rubble tokens that have not yet been placed on the game board. Do not set up a room until a Goonie moves into it—only rooms that a Goonie moves into are considered explored rooms.



SECRET: When a Goonie Stuns the Fratellis for the first time.

As the Fratellis tumble to the ground like bowling pins, Mama Fratelli's purse flies from her arm and lands right at your feet. Here's your chance! You empty her purse on the ground and find the pearls among her switchblade and a stack of counterfeit fifty-dollar bills. Quick! Grab the pearls and find the wishing well!

The Goonie that Stunned the Fratellis gains the *Siren's Pearls* Legendary Treasure Card. **Read the Goonies Objective.**



ADD ADVENTURE TILE TO GAME BOARD: Moss Garden Wishing Well

SECRET: When the Goonie with the *Siren's Pearls* Legendary Treasure card moves into the room.

As you get closer to the well, the pearls in your hand begin to pulsate with a blue glow. Runes carved into the walls of the cave begin to do the same, and you can hear a faint and ghostly voice tell you to make a wish.

If all Goonies are in the Moss Garden Wishing Well, the Goonie with the *Siren's Pearls* Legendary Treasure card may take an Adventure action to throw the pearls into the well.

Goonies Objective

The Goonies win if they are all in the Moss Garden Wishing Well and a Goonie throws the Siren's Pearls into the well.

IF THE GOONIES WIN: *You make a wish to break Willie's curse on the sorceress and throw the pearls into the pool of the wishing well. Water shoots up like a geyser and hits the ceiling in a crashing wave. The merfolk sorceress appears from the water in a glittering cascade of prismatic sea mist... kind of like the sprinkler in your yard. "Thank you. How did you know my necklace would bring me back?" she asks, looking at the Siren's Eye in confusion. "Are you friends of Willie's?!" You explain that Cyndi asked you to save her in exchange for the Siren's Eye, and you are trying to stop Willie from putting a curse on the Goondocks. Relieved, the sorceress says, "He is hiding beneath Lighthouse Rock with his magic hourglass. You must destroy it to defeat him. But be careful: Willie's giant octopus is guarding the entrance deep below. If you can lure her out and best her, you'll be one step closer to finding Willie. I heard the octopus has a fondness for rats, of all things. I can send you there now." With a smile, the sorceress waves her hand in a hypnotic pattern, and you all turn to vapor and vanish.*

IF THE GOONIES LOSE: *Time runs out before you can bring the Siren's Pearls to the wishing well. You find yourself wishing you could take everything back... but you can't. Without the sorceress, the Goondocks will be cursed for eternity!* (Play again! Or to continue to Adventure 8, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 8 setup.)

Adventure 8: LOST APPETITE



Introduction

Screaming at the top of your lungs, you all materialize beside a dark pool in what looks like an ancient merfolk temple. You never asked to be transported to the den of an angry giant octopus! Why didn't she just teleport you right to Willie? Well, you're here now, and in the distance, you hear the squeaking of gross rats. Maybe you should try to catch them and see if the sorceress was right. Hey, remember when that rat got into my backpack at school and ate my lunch?

Adventure GM Cards:

Submerged (5x),
Underwater Lurker (1x)

Special Components:

Merfolk Octopus Temple
Adventure Tile,
Giant Octopus Boss Placard,
3 Giant Octopus Cards

Wandering Foe:

Bat Swarm



Giant Rat



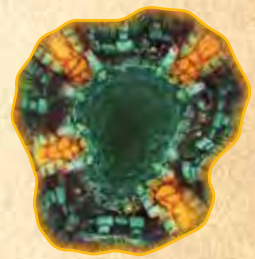
Giant Octopus
Figure



Bat Swarm



Giant Octopus Cards (3)



Merfolk Octopus Temple
Adventure Tile

Goonies Starting Goal

Capture a few of those noisy rats to lure the Giant Octopus to the surface!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Special Setup

Place the Merfolk Octopus Temple before setting up the starting room.

Rat Catchers

If a Goonie is in the same room as a Giant Rat, they may take an Adventure action to do a Dexterity check. If the number of successes is equal to or greater than the Giant Rat's remaining Health, it is captured. Place its mover next to the Goonie's placard.

Whenever a Goonie defeats a Giant Rat, place a Giant Rat in any adjacent explored room.



SECRET: When a Goonie captures a Giant Rat for the first time.

You manage to wrangle the gross rat into your backpack. If you can capture two more this size, you should have enough to get the attention of the giant octopus.

The Goonies need to capture three Giant Rats and bring them to the Merfolk Octopus Temple.



SECRET: When the Goonies are in the Merfolk Octopus Temple with three or more Giant Rats that have been captured (next to their placards).

The squeaks coming from the backpack are enough to attract the attention of the giant octopus. Tentacles rise from the water as you free the rats and watch them scurry away. She's here!

Place the Giant Octopus figure in the Merfolk Octopus Temple and place her placard next to the game board with the Calm side up. The Giant Octopus may not take Move actions to leave the Merfolk Octopus Temple.



SECRET: When the Goonies defeat the Giant Octopus' Calm side, remove all Damage tokens and flip her placard to the Enraged side. Place her three cards face up next to the game board.

The giant octopus dives deep into the temple's dark water. You are safe for now... or so you thought! Out of nowhere, the giant octopus shoots from the pool with a humongous splash, and she looks as if you broke her most favorite statue.

Read the Goonies Objective.

Goonies Objective

The Goonies win if they defeat the Giant Octopus.

IF THE GOONIES WIN: *The giant octopus covers herself with her muscular tentacles. "Stop! Willie is forcing me to attack you!" You stagger back in disbelief as you hear her thoughts through the Siren's Eye. "I didn't mean it! I had no choice and wanted to tell you back at his ship, but I was too afraid of what he would do to me. The entrance is deep below. You'll have to swim down. Follow me," she think-says as she dives out of sight. Well, if that's the only way—dive in! Did I mention that I hate nature?*

IF THE GOONIES LOSE: *You're too late. The sands of the hourglass have run out and Willie's tricks were too much for you to overcome. There is a reason his treasure hoard was never discovered, and now the entirety of the Goondocks will pay the price! (Play again! Or to continue to Adventure 9, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 9 setup.)*

Adventure 9: THE FIRST GOONIE



Introduction

You dive into the dark pool after the giant octopus. She motions to what looks like a giant bubble. This has to be some sort of magic. You drop down into the air pocket and land in the entrance of a cave. "Here, take these. I found them in the water. It looks like they belong to your kind," the giant octopus think-says as she throws a bag to you. You hope whatever's in it is lucky!

Adventure GM Cards:

Aye Aye, Captain! (5x),
All Bones on Deck! (1x)

Special Components:

One-Eyed Willie's Treasure Hoard Adventure Tile,
One-Eyed Willie Boss Placard,
3 One-Eyed Willie Cards

Wandering Foe:

Bat Swarm



skeleton crew



One-Eyed Willie Figure



Bat Swarm



One-Eyed Willie Cards (3)



One-Eyed Willie's Treasure Hoard Adventure Tile

Goonies Starting Goal

Find One-Eyed Willie and stop him from cursing the Goondocks!

GM Objective

Start a GM round with all four Sand tokens at the bottom of the Hourglass.

Special Setup

The Octopus gave the Goonies a bag of items. The Goonies draw four Item cards and divide them however they want.

2! **SECRET:** If a Goonie rolls three or more successes when searching the Pirate Stash token, place a Secret Passage connecting to the Secret Room.

5! **SECRET:** If a Goonie rolls three or more successes when searching the Pirate Stash token, place a Secret Passage connecting to the Secret Room.

6! **ADD ADVENTURE TILE TO GAME BOARD:** One-Eyed Willie's Treasure Hoard
You are blinded by the radiant shine of a mountain of rich stuff. Each coin and gem reflects against the caves walls like a giant disco ball. You have never dreamed of anything like it! Atop the mountain of treasure sits an hourglass made of bone with sand pouring to the bottom, as if someone, or something, has just turned it over. It's Willie's hourglass! Be careful, it may be another one of his traps.

A Goonie may take an Adventure Action to inspect the Hourglass and summon One-Eyed Willie.

SECRET: When a Goonie inspects the Hourglass, place the One-Eyed Willie figure in the Treasure Hoard and place his placard next to the game board with the Spectral Form side up. Place his three cards face up next to the game board.

As you climb towards the hourglass, the ghost of One-Eyed Willie appears with a flash. "Didn't I warn you about defiling my hoard?" Willie bellows as he advances. "To enter my sanctuary is to invite death upon yourselves and your entire blasted Goondocks! None shall escape my undying retribution... Or retaliation... No... destruction! That's it!"

! **SECRET:** When the Goonies defeat One-Eyed Willie's Spectral Form, remove all Damage tokens and flip his placard to the Physical Form side.

Willie's ghost begins to tear apart like a ruined jigsaw puzzle. Beams of ghostly energy burst from each crack as pieces of his spectral form fades away into bone and cloth. "What is happening to me?!" Willie asks as he looks down at his hands. "You have unleashed me! Now it's time to say die!"

Read the Goonies Objective.

Goonies Objective

The Goonies win if they defeat One-Eyed Willie.

IF THE GOONIES WIN: *You deliver the fatal strike! Willie stumbles backward, shattering his hourglass while falling down the mountain of treasure. Willie's bones land in a crash at your feet, his one-eyed skull facing you. "You have not seen the last of me, Goonies. This treasure will be your curse! If you take it from me, I will haunt you for eternity!" Willie's skull warns. You look at each other, knowingly. There is more to life than treasure. Willie and his rich stuff is better left down here, to remain a legend forever. You notice the shovel lying off to the side. "No! What are you doing?! Stop!" Willie screams as you cover his bones with the treasure he prized above all else. (The story continues on page 24.)*

IF THE GOONIES LOSE: *Willie's maniacal laugh reverberates through the caves as the final grains of sand slip through the hourglass. "You remind me of myself in many ways, Goonies!" his voice as loud as a crashing wave, "You yearn for adventure, but I'm afraid this is where the story ends for you and your beloved Goondocks. The legend of One-Eyed Willie lives eternal, and you've learned the same thing as everyone else that has crossed me—Captain One-Eyed Willie will never say die!" (Play again, or accept your defeat!)*

EPILOGUE

The Goonies emerge from Willie's secret lair at the base of Lighthouse Rock and squint as their eyes adjust to the bright sun overhead. Scattered white clouds dot the sky like delicious marshmallows in a pint of Rocky Road ice cream.

As the Goonies scramble down the rocky path toward the edge of the island, each Goonie takes a deep breath and releases a long sigh of relief. Around them, the Pacific waves sparkle out to the horizon and gulls flock around Haystack Rock. The world feels right again and the foreboding gloom of One-Eyed Willie and his mountain of rich stuff is behind them.

"We did it," beams Mikey, his wide smile threatening to crack his face in two. "We beat Willie!"

"Thanks to my quick thinking," Mouth adds. "Face it! Without me, you'd all be toast."

Stef punches Mouth in the shoulder from behind, which almost sends him sprawling.

"Hey!" yells Data. "We all helped. It was a group effort!"

"A triumph for the Goonies," adds Brand.


"I don't want to rain on this parade," Andy says, glancing around at the water surrounding Lighthouse Rock. "But how are we supposed to get home from here? There's no boat!"

At that moment, the giant octopus emerges from the surface along with the merfolk sorceress and Cyndi. The Goonies rush to the edge of the island to greet them and look down to see a whole school of merfolk, beckoning them.

"I think that's our ride," Chunk says with a chuckle. "Come on! Maybe they brought some snacks for the trip home."

"Unngh" grunts Sloth. He jumps up and down, practically making the entire island shudder. "Chocolate!"





“Hold on, Lawrence. I’m gonna stop you right there,” booms the Sheriff. He drops his pen on the desk and rubs both eyes with the heels of his hands. Are you telling me you rode on the backs of fish people all the way from Lighthouse Rock to Astoria?

“It might have been dolphin people,” Chunk says anxiously into the phone receiver, “...or seal people.”

“That’s a long swim,” the sheriff says, trying to blink away the strain in his eyes. Picking up his pen and thumping the end of it on the report in front of him. “Fish people? Really?”

“Yep!” Chunk replies.

“Or dolphins,” the sheriff adds, no longer hiding the irritation in his voice.

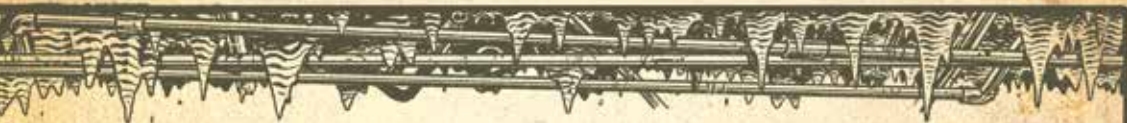
“Or seals.”

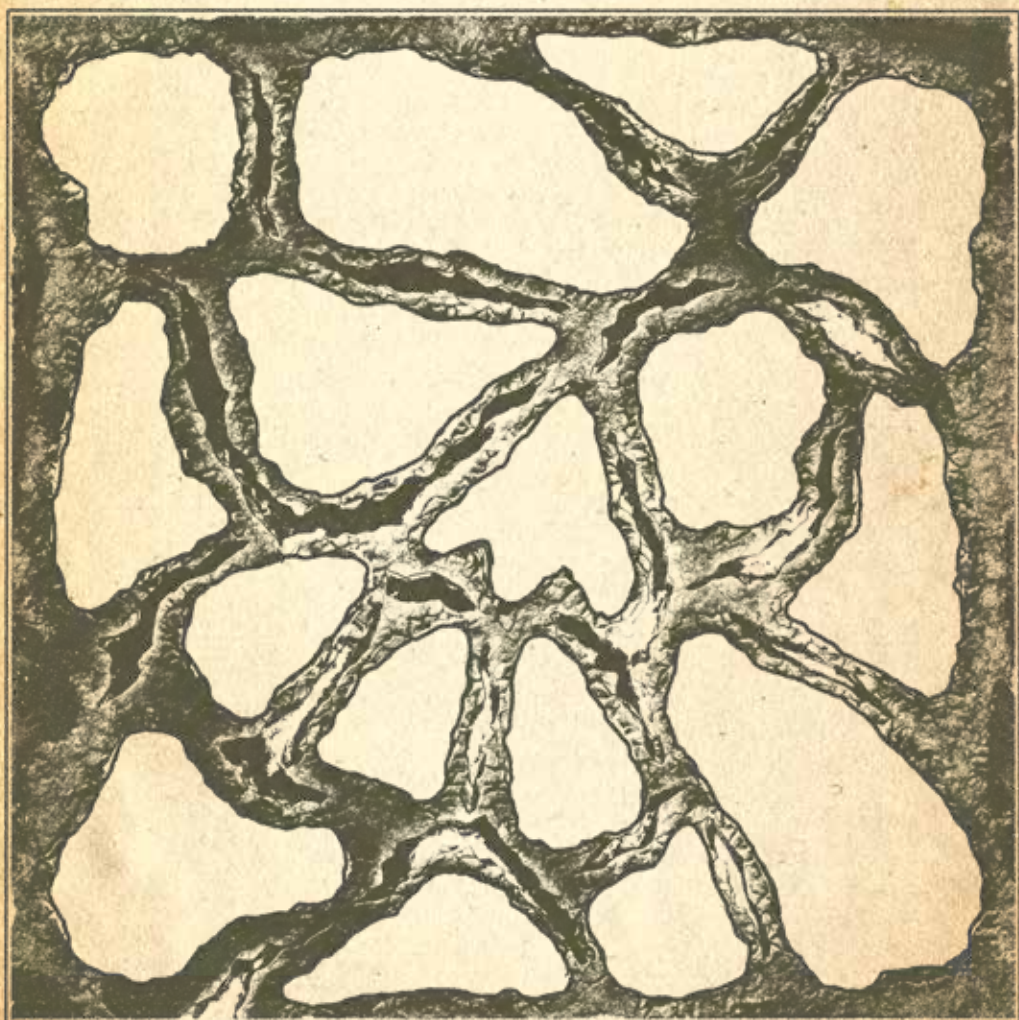
“And the Fratellis escaped from jail wearing—what was it? Magic pearls?”

“Maybe...”

The sheriff grabs the stack of papers he’d been scribbling the report on, crumples them into a softball-sized wad, and tosses the whole thing into the waste can next to his desk. “Goodbye, Lawrence,” he says. “And the next time you want to make an emergency call about ghosts, curses, extra-terrestrials, or whatever monsters you imagine are invading Astoria that day, do me a favor and just don’t!”







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THE GOONIES™

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FUNKO, LLC. 2021
2802 WETMORE AVE
EVERETT, WA 98201
(425) 783-3616



Game by
Prospero Hall

THE GOONIES and all related characters and elements

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