

ENCOUNTER CARDS

These are the results that must be resolved immediately.



GO TO A TOWER.

Immediately place your hero on any tower space.



GO TO THE DRAGON'S LAIR.

Immediately place your hero on the Dragon's Lair. If Gadworm is also there, you lose a health point.



GO TO THE GIANT'S HOUSE.

Immediately place your hero on the Giant's House space. If Gadworm is also there, you lose a health point and move your character to the Dragon's Lair.



GO TO THE GRIFFIN'S NEST.

Immediately place your hero on the Griffin's Nest space. If Gadworm is also there, you lose a health point and move your character to the Dragon's Lair.



GO TO THE MERMAID'S SHORE.

Immediately place your hero on the Mermaid's Shore space. If Gadworm is also there, you lose a health point and move your character to the Dragon's Lair.



GO TO THE GNOME'S GARDEN.

Immediately place your hero on the Gnome's Garden space. If Gadworm is also there, you lose a health point and move your character to the Dragon's Lair.



TOKENS

TREASURE and **STAR TOKENS** do not need to be used right away. They can be used only once, then they are discarded.



A red border means they can be used at any time.



A blue border means they can only be used on your turn.

TREASURE TOKENS



MOVE 5 MORE SPACES.

You MAY move UP TO 5 more spaces. This can only be added to a die roll.



PICK GADWORM'S DIRECTION.

Change Gadworm's direction on the path from what is shown on the die roll.



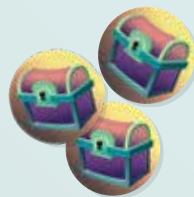
FREEZE GADWORM.

Gadworm is frozen and cannot move until the player who used the token starts their next turn.



GAIN 1 HEALTH POINT.

Move the Heart Tile one space to the left.



STAR TOKENS



MOVE 2 MORE SPACES.

You MAY move UP TO 2 more spaces. This can only be added to a die roll.



ASK MAGIC 8 BALL AGAIN.

Use to ask Magic 8 Ball the question again. You must accept this answer as final unless you have another token.



SHIELD FRIEND FROM ATTACK.

Use to protect another player from Gadworm's attack. This cannot be used to protect the player holding the token. If Gadworm's movement has him stop on that player's space, he moves forward one more space.



INVISIBILITY POWER.

Protect yourself from Gadworm's attack. If Gadworm's movement has him stop on your space, he moves forward one more space.



REFERENCE

✓ POSITIVE RESULT

It is decidedly so. Outlook good.
As I see it, yes. Signs point to yes.

? NEUTRAL RESULT

Reply hazy, try again.
Ask again later.

✗ NEGATIVE RESULT

Don't count on it.
My sources say no.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-800-524-8697 (US and Canada only).

SERVICE.MATTEL.COM

©2022 Mattel. Mattel, Inc. 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Mattel Canada Inc. Mississauga, Ontario L5R 3W2. You may call us free at/ Composez sans frais le 1-800-524-8697. Mattel France, Parc de la Cerisaie, 1/3/5 allée des Fleurs, 94260 Fresnes Cedex. N° Cristal 0969 36 99 99 (Numéro non surtaxé) ou www.lesjouetsmattel.fr. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Continental Asia Sdn Bhd, Level 19, Tower 3, Avenue 7, No. 8 Jalan Kerinchi, Bangsar South, 59200 Kuala Lumpur, Malaysia. Mattel South Africa (PTY) LTD, Office 102 13, 30 Melrose Boulevard, Johannesburg 2196. Mattel Australia Pty. Ltd., 658 Church St., Richmond, Victoria, 3121. Consumer Advisory Service - 1300 135 312. Mattel Belgium, Trade Mart, Atomiumsquare, Bogota 202 - B 275, 1020 Brussels. Tel.: 0800 - 16 936. Luxembourg: 800 - 22 784. Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland. Mattel U.K. Limited, The Porter Building, 1 Brunel Way, Slough SL1 1FQ, UK.

? service.mattel.com

HLX92-2B60

4



CONTENTS

7+ 2-4 30' HLX92

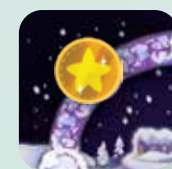
- 1 Magic 8 Ball™
- 1 Game Board
- 1 Die
- 4 Hero Movers
- 1 Gadworm the Dragon Mover
- 52 Encounter Cards
- 4 Reference Cards
- 10 Treasure Tokens
- 16 Star Tokens (including 4 Crystal Tokens)
- 4 Door Tiles
- 1 Dragon Speed Tile
- 1 Heart Tile

SET UP

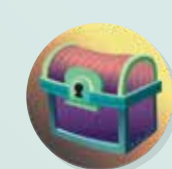
Place the game board where all players can reach.



1 Have each player choose which hero they want to play and place that mover on the start space.



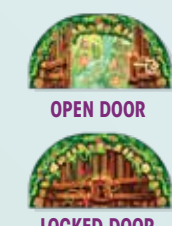
2 Mix up the Star Tokens and place one facedown on each Star Token space on the board.



3 Place the Treasure Tokens next to the board facedown and mix them up in a pile.



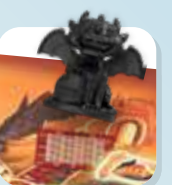
4 Shuffle the Encounter Cards and place them facedown next to the board.



5 Place the Door Tiles on the four marked spaces on the game board with the locked side facing up.



6 Place the Dragon Speed Tile on the "+0" position. Place the Heart Tile on the number of players. For example, if there are 3 players, place it on number 3.



7 Place Gadworm the dragon on the Dragon's Lair space.

THE STORY



RACCOON BARD

Welcome to Igglecof! This beautiful and enchanted world is home to magical creatures and enterprising critters. There's also an exclusive wizard school that trains only the bravest, most brilliant creatures in the land. It is led by a wise Headmaster who possesses a powerful object known as the Magic 8 Ball. By asking the Magic 8 Ball simple questions with "yes" or "no" answers, he discovered how to protect the kingdom from Gadworm the Dragon. For ages, the Four Crystals of Elemental Magic sat gloriously upon their towers, bringing balance to the land and keeping Gadworm trapped in his lair.



GADWORM THE DRAGON



HEDGEHOG WIZARD

One day, a talented yet misguided student cast a spell that dislodged the crystals and scattered them across the kingdom. Seizing the opportunity, Gadworm burst from his lair to terrorize the land. To stop the rampaging dragon, the Headmaster sent his top four students: a Hedgehog Wizard, a Bunny Archer, a Raccoon Bard, and a Mouse Knight. With the help of the Magic 8 Ball, the heroes must now work together to find the crystals and save the kingdom!



BUNNY ARCHER



MOUSE KNIGHT

OBJECT OF THE GAME

Work together to find the four crystals while dodging Gadworm the Dragon.

For first time players and younger players, consider the **BEGINNER GAME**. To win, simply find all four crystals before your health runs out. Look for me for more information on how to play this less challenging version of the game.



HOW TO PLAY

The youngest player starts first and then play continues clockwise.

TURN ORDER

1. Roll the Die
2. Move Hero
3. Perform Actions
4. Move Gadworm the Dragon

1. ROLL THE DIE

Roll the die. The white number is your hero's movement.

There are two possible colors for the Dragon's movement.

The color indicates the path Gadworm will take if it splits in two directions.

More on that in step 4.



2. MOVE HERO

You MAY move your hero in **any direction** UP TO the number of spaces indicated by the white number.

You may choose to forfeit movement to land on a specific spot or not move at all.

Once you land on a spot and take an action, your hero cannot move again unless an Encounter Card allows it.

You cannot share a space with another player's hero. If you land on the same space as another hero, jump over them to the next unoccupied space.

You cannot jump over Gadworm the Dragon.

Always keep in mind Gadworm will move at the end of your turn! If he captures a hero, they lose a life and will be sent to the Dragon's Lair.

3. PERFORM ACTIONS

Use your Reference Card for a quick reminder of what the icons represent. There is also a more detailed reference section on page 4.

STAR TOKEN SPACE



If you land on a space with a Star Token, pick it up and place it in front of you. You can use the token immediately or hold onto it for later use.



If the token is a Crystal, hold onto it. You can only carry one Crystal at a time.

INCREASE GADWORM'S SPEED



Every time a Crystal is discovered, **increase Gadworm's Speed** to the next level by moving the Dragon Speed Tile one space to the right. This adds extra spaces to Gadworm's movement from the die roll.

PLACING A CRYSTAL IN A TOWER



When you have a crystal, take it to an empty tower.

Once you are on a tower space, you must ask Magic 8 Ball if you can place the crystal there.

IF THE ANSWER IS...

✓ POSITIVE

You did it!

Place the crystal on the Tower Space.

? NEUTRAL

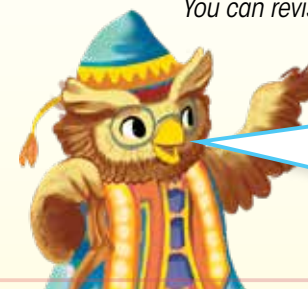
You may stay with that tower and try asking again on your next turn.

✗ NEGATIVE

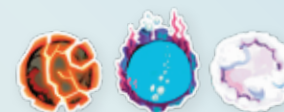
You must move to another tower and try to place the crystal there.

If there are any players on an adjacent space, they may also ask Magic 8 Ball during your turn.

You can revisit this tower and try again if another tower was unsuccessful.



For the beginner game, immediately place the crystal on a tower space after discovering it and ignore the "PLACING A CRYSTAL" part of the rules. You are one step closer to winning, my brave apprentices!



ENCOUNTER SPACE



If you land on an Encounter Space, **the player to your left** draws the top Encounter Card and reads it out loud so you can't see the icons.

Then, you do the following:

- 1 Make a choice between the two options.
- 2 Ask the Magic 8 Ball, "will this work?" Pick up the Magic 8 Ball. Shake and turn it over. It will reveal a ✓, ? or ✗.
- 3 Check the reference card for the result. (See image to the right). Discard the card when finished.



This is an opportunity to add your own storytelling to the game.

Feel free to rephrase the choice or add your own details to encounters or story elements throughout the game!



DOOR TILES



For the beginner game, don't use the door tiles. The pathways are open!



- There are four sections of the game board with a locked door, preventing entry. **They are not spaces.**
- If you land on any of the spots next to the locked door, even if it's from an Encounter Card or token, you may ask Magic 8 Ball once if you can magically unlock the door.
- If another hero happens to be next to the locked door, both players can ask the Magic 8 Ball this turn.
- You can only do this before getting your Encounter Card, not after.
- If the answer is positive ✓, flip the Door Tile over.
- If Magic 8 Ball gives you a neutral ? or negative ✗ result, the door remains locked. You may choose to stay in that spot next turn and ask again. You would still roll the die, whether you move or not.

4. MOVE GADWORM THE DRAGON

- Move Gadworm the Dragon the number of spaces as shown on your original die roll.
- Gadworm always moves clockwise on the path. He is not stopped by locked doors. He does not pick up Tokens.
- If Gadworm's speed has increased, add the number of spaces to his movement. For example, if it says +1, move Gadworm 1 more space each time he moves from a die roll.



BLUE PATH - OR - YELLOW PATH

If Gadworm comes to a splitting path during his rampage, the color of the number on the die will determine the path he will take.



If Gadworm **passes or lands on the same space** as one of the heroes, they must:

1. **Move to the Dragon's Lair.** If the hero is holding a crystal, it gets dropped where they were captured. You may move out of the lair on your next turn.
2. **Lose one health point** by moving the Heart Tile one space to the right. If the Heart Tile is on 0, the game is over and Gadworm won!



WINNING

Successfully place all four crystals on towers before running out of health and your team of heroes **WINS!**