

RULES

THE
QUEST KIDS

**BIG
BADS**

OF TOLK'S CAVE





COMPONENTS



~ 6 Flint Cardboard Treasure Tokens ~



~ Flint Miniature ~



~ 10 Action Dice ~



~ Flint Standee ~

~ Flint Player Board ~



2



~ 30 Tolk Item Cards ~

3



~ 26 Event Cards ~

~ 60 Big Badz Cards ~



~ 42 Dungeon Tile Cards ~



~ 5 Action Dice Reference Cards ~



~ 10 Quest Kid Attack Cards ~



COMPONENTS



~ 9 Kind Kid Cards ~



~ 4 Quest Cards ~



~ 15 Health Cards ~



~ 6 Tolk Gem Power Cards ~



~ 2 Special Location Cards
and Tiles ~



~ 15 Ability Cards ~



MEET FLINT

Flint is the newest member of The Quest Kids! He is a brave Dragon of Spirit Valley. Historically, the Dragons of Treasure Falls have been enemies of the Quest Kids and their allies. However, there are groups of Dragons who fight on the side of truth and honor. Flint's parents lead the good Dragons and Flint is the first Dragon to ever be a Quest Kid. He is trusting, optimistic and powerful (he is a Dragon after all). His parents have taught him to have faith in the good inside of all creatures, and because of this he wields the Orange Tolk Gem of Faith.

FLINT BEGINS THE GAME WITH ONE WISDOM ABILITY CARD.



Players should add the FLINT TREASURE TOKENS to the treasure bag even if they are not using Flint in the game.

SETUP FOR THE GAME

YOU WILL NEED ALL OF THE COMPONENTS FROM THE QUEST KIDS BASE GAME TO PLAY THE BIG BADS OF TOLK'S CAVE EXPANSION EXCEPT FOR THE DUNGEON TILES FROM THE BASE GAME.

1. Setup your adventure as you would for a game of the Quest Kids base game, however use the **DUNGEON TILES FOUND IN THIS EXPANSION**.

- Decide if you are going to play with a **SPECIAL LOCATION TILE** (page 10). If you do, replace one **GREEN EVENT DUNGEON TILE** with the Special Location Tile when placing Dungeon Tiles on the board.



2. Shuffle in the new **KIND KID CARDS** and **QUEST CARDS** found in Big Bads. Also, add the additional **ABILITY CARDS** and **HEALTH CARDS** to their piles.



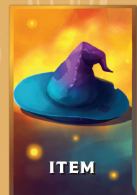
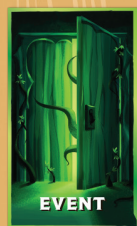
3. Add the **FLINT TREASURE TOKENS** to the treasure bag.
4. Give each hero their matching **ACTION DICE** and **ACTION DICE REFERENCE CARD**.

5. Place any dice for heroes not in the game and their reference cards near the board.

6. Place the decks of **GREEN EVENT CARDS**, **RED EVENT CARDS**, **TOLK ITEM CARDS** and **TOLK GEM POWER CARDS** near the board (shuffle all of these decks).

7. Locate the **BIG BADS DUNGEON TILE** and place it near the board.

8. Finally, choose which Big Bad you'd like to encounter at the end of your journey, locate the Big Bad tiles and cards associated with that boss and place them nearby (these cards will not be needed until the end of the game).



NEW DUNGEON TILE DECK

There are 42 **NEW** Dungeon Tiles included in The Big Bads of Tolk's Cave. Every Dungeon Tile included in this expansion has a **LOGO** in the top right hand corner to help players differentiate between these tiles and the base game tiles.



NEW TILE TYPES

There is a new type of Dungeon Tiles in Big Bads of Tolk's Cave:

SPECIAL LOCATION TILES



~ Tolk's Desk ~



~ Weapon Rack ~

- **SPECIAL LOCATION TILES** provide unique special abilities that are always available to all players.
- Once a Special Location Tile is discovered a player can visit this tile on their turn instead of exploring a new Dungeon Tile.
- To play with a Special Location Tile simply replace one **GREEN** Event Tile with your chosen Location Tile.
- Once a Special Location Tile is discovered you should replace the location card with the matching cardboard tile.
- You can only play with **ONE** Special Location Tile per game.

Players can use their favorite silly bad guys from the original Quest Kids in The Big Bads of Tolk's Cave. Simply swap out bad guys that have the same dungeon tile color and star value.



TOLK GEM POWER CARDS

In Big Bads of Tolk's Cave **TOLK GEMS** are earned by scarring away Bad Guys and each Tolk Gem now has a special one-time-use power!

- When a player scares away a Bad Guy with a **TOLK GEM ICON** they will randomly draw a **TOLK GEM POWER CARD**.



- Players should then place the **TOLK GEM POWER CARD** under their player mat and place the **MATCHING TOLK GEM COMPONENT** in the center circle on the card.
- Each Tolk Gem Power can only be used once per game. Once the power is used the Tolk Gem and Tolk Gem Power Card should be placed on your player mat.
- **IMPORTANT:** If a player helps a friend scare away a Bad Guy with a Tolk Gem Icon they get 2 **KIND KID CARDS** for every ability card they contribute.



EVENT TILES



- While exploring Tolk's Cave heroes will now encounter special **EVENT TILES**. These tiles present players with fun and challenging scenarios that will be resolved by rolling their Action Dice.
- There are four total Event Tiles in the game (one **GREEN**, one **GRAY** and two **RED**).



Once a player uncovers an Event Tile that player will place the tile on their player board (it is worth stars) and then be the first player to draw an **EVENT CARD**. All players will take turns drawing and resolving Event Cards and then play will resume as normal with the next player.

EVENT CARDS

There are two different colors of Event Cards: **GREEN** and **RED**.

Players will draw a **GREEN** Event Card when they discover a Green or Gray Event Tile and a **RED** Event Card when they discover a Red Event Tile.

Each Event Card presents a hero with a problem and then two options on how to handle the problem. Players should read the situation and two options to the group (or have an older player help with the reading).

- 14** Each choice will require a certain combination of ACTIONS to be rolled in order to be accomplished successfully. Players must declare which choice they are attempting before rolling their dice.



If you are successful they should reference the **GREEN CHECKMARK** section of the Event Card.

If you don't roll the needed actions you should reference the **RED X** section.

ACTION DICE

In The Big Bads of Tolk's Cave we are introducing a staple of fantasy gaming to young players: dice! Each hero will have a pair of unique action dice that they will use throughout their adventure.



- Players should keep their Action Dice on the “Special Items” section of their player board.

There are 6 actions represented on the action dice:



Each player also has a unique **ACTION DICE REFERENCE CARD**. This card clearly shows what six actions each hero has on their dice and is intended to help introduce the concept of dice probability to younger players.

ROLLING ACTION DICE

When rolling Action Dice to resolve an Event Card **PLAYERS ALWAYS ROLL THE TWO UNIQUE DICE THAT ARE ASSOCIATED WITH THEIR CHARACTER.**

BORROWING DICE FROM ANOTHER PLAYER

Additionally, a player can also ask one other player in the game to borrow one of their dice to roll as well. **A PLAYER RECEIVES A KIND KID CARD FOR LETTING ANOTHER PLAYER USE THEIR DICE.** The maximum amount of dice a player can roll on their turn is 3.

EXAMPLE: Noah is attempting to resolve an Event Card that requires one OUTSMART action and one HELP action. Noah has a good chance of gaining an OUTSMART action by rolling his dice, however he does not have any HELP actions on his dice. Therefore, he borrows one orange Help Action Dice from Flint and rolls all three dice. Flint receives a Kind Kid card.

IMPORTANT: Remember to check your Tolk Items for special abilities that may let you re-roll action dice or gain free actions.



USING DICE THAT ARE NOT IN THE GAME

If you are playing a 2, 3 or 4 player game then a certain amount of Action Dice will not be controlled by another player. If you would like to roll a die that is not in the game you can do so by discarding one ability card of your choice to the BIG BADS TILE.

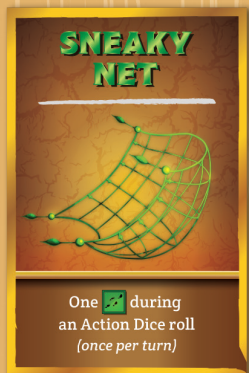


THE MORE ABILITY CARDS ON THE BIG BADS TILE AT THE END OF THE GAME THE HARDER THE BIG BAD WILL BE TO DEFEAT!



TOLK ITEM CARDS

The Big Bads of Tolk's Cave also introduces **UNIQUE ITEMS** to young players. There are three types of Tolk Item cards:



~ Weapons (gold) ~



~ Armor (gray) ~



~ Potions (pink) ~

Players will obtain Tolk Items by either completing **EVENT CARDS** or finding them during their exploration of Tolk's Cave.

TOLK ITEM ICON



Anytime a TOLK ITEM ICON appears on a Dungeon Tile a player can draw one item from the Item Cards deck.



WEAPON Items and **ARMOR** Items provide players with lasting special powers! These items allow you to gain additional abilities when exploring dungeon tiles, use less abilities to scare away monsters, gain free action dice rolls and much more. **EACH ARMOR AND WEAPON ITEM CAN ONLY BE USED ONCE PER TURN.**

POTION items are one-time-use enhancements. Some potions must be used immediately, others can be used whenever the player chooses and others will be used at the end of the game. **ONCE A POTION IS USED, IT SHOULD BE DISCARDED.**

IMPORTANT: A PLAYER CAN ONLY HAVE ONE OF EACH ITEM TYPE AT A TIME. If you already have an ARMOR, WEAPON or POTION item and draw a second one from Tolk's Deck, choose which item you'd like to keep and then discard the other item.

The Item Cards are designed for players to place their WEAPON, ARMOR items stacked on top of each other with only the power descriptions showing. These can be placed under the CAMPAIGN CARDS section of your player board.

IF YOU RUN OUT OF ITEM CARDS SIMPLY SHUFFLE THE DISCARD PILE TO CREATE A NEW DECK.

