

RULES

THE
QUEST KIDS

**BIG
BADS**

OF TOLK'S CAVE





COMPONENTS



~ Flint Player Board ~



~ Flint Miniature ~



~ 6 Flint Cardboard Treasure Tokens ~



~ 10 Action Dice ~



~ Flint Standee ~



~ 30 Tolk Item Cards ~



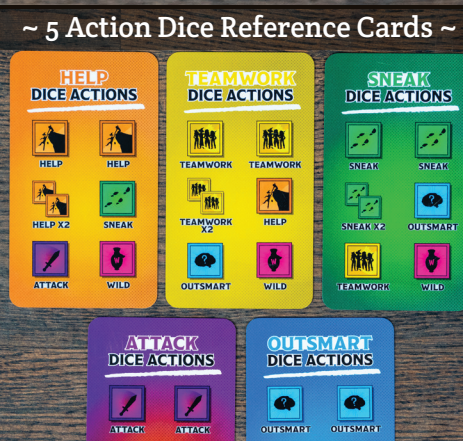
~ 26 Event Cards ~



~ 96 Big Badz Cards ~



~ 44 Dungeon Tile Cards ~



~ 5 Action Dice Reference Cards ~



~ 30 Tolk Item Cards ~

THE QUEST KIDS BIG BADS OF TOLK'S CAVE

COMPONENTS



~ 9 Kind Kid Cards ~



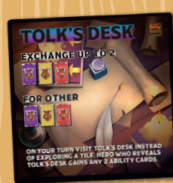
~ 4 Quest Cards ~



~ 10 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.

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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 any player can visit this tile on their turn instead of exploring a new Dungeon Tile
- Once a Special Location Tile is discovered you should replace the location card with the matching cardboard tile. The cardboard tile should be placed face up since this location has already been discovered.
- You can only play with **ONE** Special Location Tile per game.
- To play with a Special Location Tile simply replace one **GREEN** Event Tile with your chosen Location Tile.

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 scaring 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. **TOLK GEM POWERS** can not be used to help other players.

- **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.

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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, which means certain **ACTION ICONS** may not be well represented on your dice.

HOWEVER, ALL ACTION DICE NOT IN THE GAME ARE THE PROPERTY OF THE BIG BAD. The Big Bad is willing to let you use these dice during your adventure...for a price. Once per turn a player can borrow one die from the Big Bad by paying them **ONE ABILITY CARD**. Discard one ability card of your choice to the **BIG BADS TILE**.

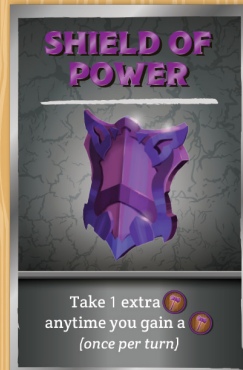
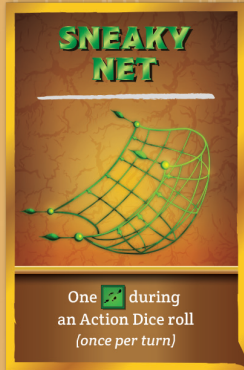
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THE MORE ABILITY CARDS ON THE BIG BADS TILE AT THE END OF THE GAME THE HARDER THE BIG BAD WILL BE TO DEFEAT!

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:



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~ 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.** Tolk Items can not be used to help other players.

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.

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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.

BIG BADS BATTLES



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AT THE END OF EVERY GAME OF BIG BADS OF TOLK'S CAVE A BIG BAD BATTLE AWAITS!

THINGS TO KEEP IN MIND:

- The Quest Kids performance throughout Tolk's Cave will impact the difficulty of the final challenge. This is done by discarding ability cards to the **BIG BADS TILE** as a penalty throughout your adventure.

- Before you begin a game, select which Big Bad you will battle and place all of their cards off to the side of the board. The components for each Big Bad are listed in their section in the coming pages.
- Players should move on to the Big Bad Battle once the cave has been explored and all possible dungeon tiles have been dealt with.
- If a player loses their last heart card on the final turn in Tolk's Cave they still get to compete in the Big Bad Battle, however they will start with zero heart cards.
- Unless otherwise stated in the rules players keep all items and unused ability or Kind Kid cards when fighting the Big Bad.
- After the Big Bad Battle is over players will count their stars to determine a winner (if you are using the coloring scoring sheets consider any stars earned in the Big Bads Battle in the Tolk Gems **SPECIAL ITEMS** category).

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BIG BADS BATTLE: SHAYDE



- The Quest Kids must defeat Shayde, but it won't be easy because he is a shifty one! The wizard is constantly moving around the cave and transforming into silly creatures. Do The Quest Kids have what it takes to nail down this silly sorcerer, or will they be tempted by treasure and fail to complete this quest?

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1. Shuffle the Shayde Dungeon Tiles and place them next to the board forming the **DRAW PILE**.
2. Draw three Shayde Dungeon Tiles and place them behind each of the three doors (see board graphic)
3. Take **6 TREASURE TOKENS** from the bag and place 2 tokens face down in each of the spots with a treasure token in the graphic below (if you do not have enough tokens left in the bag simply place as many tokens as possible)
4. All players start in the large cave room in the middle of the board

5. Players can use all items and remaining ability cards from their adventure through Tolk's Cave
6. Continue the player turn order as usual based on who had the last turn in Tolk's Cave.



SHAYDE CARDS



FIGHTING SHAYDE

- A player must explore one of the four Shayde Dungeon Tiles on their turn
- If an **ABILITY TILE** is revealed players take the ability cards and discard the Dungeon Tile. **THEN DRAW A NEW SHAYDE DUNGEON TILE AND REPLACE THE ABILITY DUNGEON TILE THAT WAS JUST REVEALED ON THE BOARD.**
- If a **BAD GUY TILE** is revealed, players will attempt to scare away the bad guy.
 - If you are **SUCCESSFUL**, place the Dungeon Tile on your player board and replace the Big Bad Dungeon Tile on the board with a new one from the draw pile.
 - If you fail to scare away the Bad Guy you lose a heart. Then move the Bad Guy off the board and form a **STILL ALIVE** pile. Then replace the Dungeon Tile with one tile from the draw pile.
- Once the Shayde Dungeon Tile Draw Pile is empty shuffle the **STILL ALIVE** cards to form your new Draw Pile
- After taking ability cards or scaring away a bad guy a player can choose to go deeper into Tolk's Cave and take **ONE** of the treasure tokens.

However, a new Shayde Dungeon Tile is placed before the hero can return to the central cave room, blocking them from their teammates.

- A player can return to the central cave room whenever the new dungeon tile blocking their way is resolved (either by them or another hero)
- Players can only help each other if they are in the **SAME ROOM**. Players **DO** earn Kind Kid cards for helping other players during this Bid Bads Battle.
- If a player loses all of their hearts they must sit out the remainder of the Shayde Battle.
- Once **SHAYDE THE SHIFTY** is scared away every other player gets one more turn.

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BIG BADS TILE PENALTY

Count the number of ability cards that players have discarded to the **BIG BADS** tile during your adventure and then reference the chart below:

2-3 ABILITY CARDS	4-5 ABILITY CARDS	6+ ABILITY CARDS
After being scared away, RAT SHAYDE goes back into the draw pile. The next time RAT SHAYDE is scared away, he can be placed on the conquering hero's player board.	After being scared away, SPIDER SHAYDE goes back into the draw pile. The next time SPIDER SHAYDE is scared away, he can be placed on the conquering hero's player board.	After being scared away, GRAYSON THE GREEN goes back into the draw pile. The next time GRAYSON THE GREEN is scared away, he can be placed on the conquering hero's player board.

BIG BADS BATTLE: HOWLROK



- The Quest Kids have been captured by Howlrok and his friends! The heroes have had their gear stolen and have been placed in dangerous traps. Will The Quest Kids escape their prisons and prevent Howlrok from escaping Tolk's Cave?

HOWLROK CARDS

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~ 5 Trap Tiles ~



~ 5 Safe Tiles ~



~ 1 Howlrok Tile | 1 Howlrok Health Tracker ~



~ 3 Howlrok Allies ~

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PREPARING THE HOWLROK BATTLE

1. Shuffle the **TRAP TILES** and place **ALL OF THEM** on the board using the board diagram.
2. Shuffle the **SAFE TILES** and place all of them on the board using the board diagram

BIG BADS BATTLE: HOWLROK

- Each player picks an available **TRAP TILE** and places their figure **ABOVE** the Trap Tile.

◦ Use the graphic below to determine which **TRAP TILES** are available based on player count (ie. use spots 1, 2 and 3 in a 3 player game or all 5 spots in a 5 player game)



- Players should place all of their **ITEM** and **ABILITY CARDS** underneath the **SAFE TILE** in their room

- Place the **HOWLROK** tile in the appropriate spot and the **HOWLROK HEALTH TRACKER** to the side of the board
- Find Howlrok's three allies and place them on the board as shown (these bad guys are no longer scared away, so the hero that scares them away during this battle gets their stars)
- Place **3 BIG BAD HEALTH CARDS** on the **HOWLROK HEALTH TRACKER** (plus additional health cards based on the **BIG BADS TILE PENALTY**)
- Continue the player turn order as usual based on who had the last turn in Tolk's Cave



FIGHTING HOWLROK

- Howlok is trying to escape Tolk's Cave! Howlok will move one space closer to the cave's exit after every **2 PLAYER TURNS**.
- Before The Quest Kids can stop Howlok they must escape their trap. At the start of their first turn they will flip over their **TRAP TILE** and place it back on the board.
- To escape their trap a player will roll their 2 action dice attempting to get the required actions **FACING THE QUEST KID FIGURE** on the **TRAP TILE**.

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Flint must roll one
"HELP" action to escape!



- Players can **ONLY** roll their 2 dice to escape the trap (they cannot borrow dice).
- If a hero successfully escapes the trap they immediately reveal the **SAFE TILE** in the room and take the gained ability cards **PLUS** their gear that was locked in the safe.
- If a hero is unable to escape their trap they rotate their **TRAP TILE** based on the direction the arrow on the tile is pointing and try again on their next turn.
- Once a hero escapes their trap they are free to move around Tolk's Cave and scare away bad guys. Player's movement is the same as it is during The Quest Kids Base Game (they **CAN** jump over **SAFE TILES**).
- Players can help each other **ONLY** if they are in the same room. Players **DO** earn Kind Kid cards for helping other players during this Bid Bads Battle.

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- A hero must be in the space next to Howlrok to attack him.
- If Howlrok is next to a player at the start of his turn he does one damage to each player next to him (taking away one heart) and then moves one space closer to the exit (he will push a hero into a new space if necessary for him to move).



On Howlrok's turn he will damage **NOAH** and **CRASH**. He will then move forward one space pushing Noah backwards in the cave.

- A player can attempt to unlock an additional **SAFE TILE** on their turn as long as it is not in the same room as another player. However, they must first solve the **TRAP TILE** associated with the **SAFE TILE** (and they are once again stuck in the trap until they free themselves). Hero's **CAN** use items when attempting to get out of a second **TRAP TILE**.
- The battle ends once all of the heart cards are removed from Howlrok's Health Tracker or Howlrok escapes the cave.



BIG BADS TILE PENALTY

Count the number of ability cards that players have discarded to the **BIG BADS** tile during your adventure and then reference the chart below:

BIG BAD PENALTY		
2-3 Ability Cards	4-5 Ability Cards	6+ Ability Cards
1 Additional Heart	2 Additional Hearts	3 Additional Hearts

BIG BADS BATTLE: JINX

• Jinx the Trickster Tree is after your treasure! Can you solve his puzzle and scare him away before all of your treasure and health have disappeared?

JINX CARDS



~ 10 Jinx Attack Cards ~



~ 12 Jinx Puzzle Tiles ~

PREPARING THE JINX BATTLE

1. Shuffle the **JINX ATTACK CARDS** and the **JINX PUZZLE TILES**. Place both decks of tiles near the board.
2. Place the hero miniatures in the large cave room and deal a Jinx Attack Card face down in front of each hero.
3. Players can use all items and remaining ability cards from their adventure through Tolk's Cave
4. Create the **JINX PUZZLE** with face down Puzzle Tiles in the Throne Room on the right side of the board. Here are the different puzzle configurations based on player count (Add additional tiles to the puzzle based on Big Bads Tile Penalty):



◦ 2 or 3 PLAYERS: 6 Cards

◦ 4 or 5 PLAYERS: 9 Cards

FIGHTING JINX:

- Players will take turns flipping over the **JINX ATTACK** card facing their hero
- The **JINX ATTACK** cards are resolved just like the **EVENT CARDS** from the main quest
 - One exception is unlike Event Cards players **CANNOT** ask other players to borrow dice. However, players **CAN** discard an ability card to use **ANY** dice they wish to avoid the Jinx attack.
 - **DON'T FORGET TO CHECK YOUR ITEM CARDS FOR SPECIAL ABILITIES BEFORE ROLLING!**
- To solve Jinx's Puzzle the heroes must match up the symbols between all adjacent tiles



- Jinx loves treasure. Anytime you fail an attack Jinx steals one of your treasure tokens (the player to your left will draw one of your tiles randomly to discard)
- If a player runs out of treasure tokens Jinx takes a heart card. Once a hero is out of heart cards they are out of the Jinx Battle.

- If a player successfully avoids the jinx attack they earn the reward on the attack card **AND** get to take a **PUZZLE TURN**.
- During a Puzzle Turn players can do **ONE** of the following actions:
 - Reveal a new tile
 - Replace an already revealed tile with a new tile from the deck (removed tiles should be added to the bottom of the draw pile)
 - Swap two already revealed tiles
 - Rotate an already revealed tile
- When a player reveals a tile for the first time they can place the symbols in any direction they choose, but the tile must be in the same space on the board
- The Quest Kids defeat Jinx if they solve the puzzle before the last hero loses all of their hearts.

BIG BADS TILE PENALTY

Count the number of ability cards that players have discarded to the **BIG BADS** tile during your adventure and then reference the chart below:

BIG BAD PENALTY

2-3 Ability Cards	4-5 Ability Cards	6+ Ability Cards
Add 1 more tile to puzzle	Add 2 more tiles to puzzle	Add 3 more tiles to puzzle

BIG BADS BATTLE: MEGA SLIMER



• When Mega Slimer awaits our heroes as the Big Bad, players should take one **ROBOT PIECE TILE** each time they scare away a **SLIME MONSTER** during their main quest.

Tolk the Wise loved to create things. He spent countless hours in his laboratory creating new spells, potions, and recipes for his favorite dish: spider web fudge. But his absolute favorite thing to do was to create robots. He created all sorts of giant robots for all sorts of purposes.

Unfortunately, once Tolk disappeared the robots were rewired and transformed into **MEGA SLIMER** monsters by Shayde the Shifty. These giant creatures stomp around the cave causing slimy destruction wherever they go. However, underneath the ooze and slime Tolk’s cherished robots remain and are waiting for a team of heroes to free them.

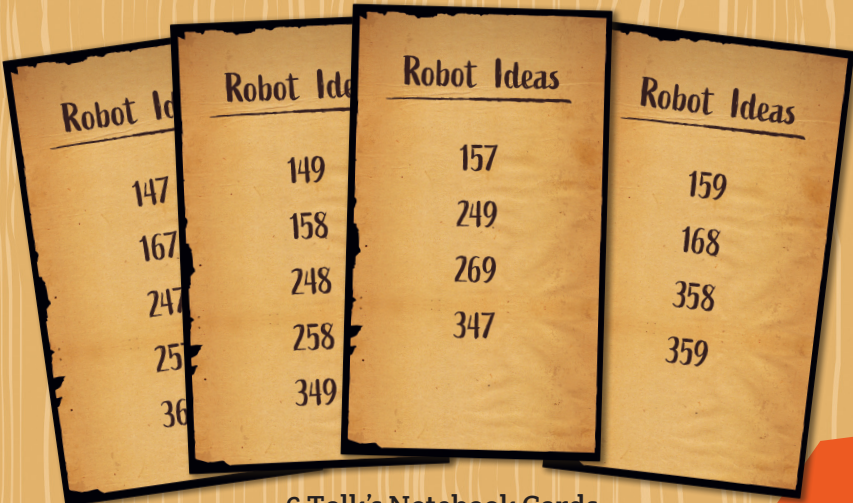
MEGA SLIMER CARDS



~ 9 Robot Piece Tiles ~



~ 10 Mega Slimer Attack Cards ~



~ 6 Tolk’s Notebook Cards ~

PREPARING THE MEGA SLIMER BATTLE

1. Begin the battle by reading the entry from Tolk's Notebook that you have chosen for this quest (pages 42 & 43). Listen carefully, for Tolk's notes hold the clues to finding the right robot configuration.
2. Shuffle the **ROBOT PIECE TILES** and **MEGA SLIMER ATTACK CARDS** and place them on the board.
3. Place the hero miniatures in the large cave room and deal a Mega Slimer Attack Tile face down in front of each hero.
4. Players can use all items and remaining ability cards from their adventure through Tolk's Cave
5. During your quest every time a Quest Kid scared away a slime monster that player should have drawn a **ROBOT PIECE TILE**. If you did not, you should draw the tiles now.
6. During your quest every time a Quest Kid scared away a slime monster that player should have drawn a **ROBOT PIECE TILE**. If you did not, you should draw the tiles now.
7. Place the **6 TOLK'S NOTEBOOK** cards face down on the table.

FIGHTING MEGASLIMER:

- Players will take turns flipping over the **MEGA SLIMER ATTACK** card facing their hero
- The **MEGA SLIMER ATTACK** cards are resolved just like the **EVENT CARDS** from the main quest
 - One exception is unlike Event Cards players **CANNOT** ask other players to borrow dice. However, players **CAN** discard an ability card to use **ANY** dice they wish to avoid the Mega Slimer attack.
 - **DON'T FORGET TO CHECK YOUR ITEM CARDS FOR SPECIAL ABILITIES BEFORE ROLLING!**
- If a player successfully avoids the Mega Slimer attack they earn the reward on the attack card **AND** get to take a **ROBOT ITEM** piece
- The Quest Kids are attempting to find the right combination of robot pieces to remake the robot from Tolk's story and free him from Mega Slimer's grasp
- Each robot is made up of three item cards: a head, a body and legs/feet
- When a player earns a new **ROBOT ITEM** piece they can use it to construct a new robot or swap out a piece with an existing robot

- Player's decisions should be driven by the tale told at the beginning of the battle
- All revealed **ROBOT ITEM** cards are available to all players
- Once a player thinks they have the right robot constructed they will look at the three numbers on the cards and find the matching number on one of the **TOLK'S NOTEBOOK** cards

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- Flip the notebook card over and reveal it to the group.
 - If correct - congratulations! You have freed Tolk's Robot and you earn **4 BONUS STARS** for end game scoring.
 - If incorrect, flip the card back over and lose 2 hearts. If this makes you have zero health then you are out for the rest of the battle.
- The battle is over once the robot has been freed or all heroes have lost all of their hearts

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BIG BADS TILE PENALTY

Count the number of ability cards that players have discarded to the **BIG BADS** tile during your adventure and then reference the chart below:

BIG BAD PENALTY

2-4 Ability Cards	5-6 Ability Cards	7+ Ability Cards
Each hero must avoid 1 attack before drawing a Robot Piece Tile	Each hero must avoid 2 attacks before drawing a Robot Piece Tile	Each hero must avoid 3 attacks before drawing a Robot Piece Tile

TOLK'S NOTEBOOK ROBOTS

Tolk made notes about all of his robot creations. Pick one of the journal entries below and use the information to uncover the right robot.

CLEANING ROBOT

My lab is a mess! I could really use a Cleaning Bot to help with sweeping and dusting. I need to make sure the bot can move quickly, but also take the occasional knock to the head by a wand or pot (I am a busy and slightly clumsy magician afterall).

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ROBOT GUARD

Jeepers, there seem to be more and more silly bad guys in my cave these days. I need a robot to keep me safe while I focus on my studies. My guard bot will need to have a tough exterior and some weapons to keep the baddies away. Being able to fly is also not a bad idea...

SILLY ROBOT

I love to laugh. What if I make a robot that can make me chuckle all day long? This silly robot will need to have a friendly face and be able to spin around in all sorts of crazy directions. Oh, it should also be able to create fun potions like "Bubble Breath" or "Upsidedown Time".

BUILDING ROBOT

Well, I blew up my desk again today with a spell. I need a robot that can repair furniture and help me create my inventions. My build bot will need some tools and his feet firmly on the ground. It will also need to be smart — my inventions require some creative thinking.

ROBOT FRIEND

It sometimes gets a little lonely in my cave. If I could have a friend in my lab with me all the time here are the things that are important to me:

- Quick with a smile
- Always there for you (not flying or zooming around all the time)
- Loves to paint and scratch my back (I like art as much as the next powerful wizard)

STUDY ROBOT

A wizard's work is never done! There are always more spells to test, potions to create or quests to quest. An apprentice would work nicely. A robot with the smarts of a scholar, a stomach for potions and the ability to fly from here-to-there at my command.

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BIG BADS BATTLE: DAZZLON



• Dazzlon the Dream dragon is once again trying to steal the Tolk Gems! This time she has sent her Dream Minions to do the job. Will the heroes stop the minions from escaping Tolk's Cave before they can bring the powerful gems back to the Big Bad Dream Dragon?

DAZZLON CARDS

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~ 20 Dream Minion Tiles ~



~ 3 Dream Minion Spawn Tiles ~

PREPARING THE DAZZLON BATTLE

1. Place the **DREAM MINION SPAWN TILES** in the locations on the DREAM MINIONS PATH diagram (page 49).
2. Shuffle the deck of **DREAM MINION TILES** and place them by the board
 - Take the top **3 DREAM MINION TILES** from the deck and place them to the side
 - Reference the Big Bad Penalty chart to see if you need to add any of the three minions back to the deck
3. Place your hero miniature in any room on the board (consider the **SPAWN** points and **EXITS**)
4. Place the 6 Tolk Gem Components near the top of the board
5. Players can use all items and remaining ability cards from their adventure through Tolk's Cave
6. Before the battle begins The Quest Kids have a chance to gain additional ability cards by rolling action dice! Reference the chart below to determine how many times you roll your hero's two action dice and what ability cards you can obtain based on your roll:

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YOU CAN USE YOUR ITEMS' POWERS DURING THESE ROLLS. — — — — — →

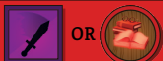
2 PLAYER GAME: 4 ROLLS



3 PLAYER GAME: 3 ROLLS



4 PLAYER GAME: 2 ROLLS



Any Ability

FIGHTING DAZZLON'S DREAM MINIONS:

- There are three different colors of Dream Minions:
BLUE, GOLD and **WHITE**
- Each type of minion is attempting to exit the cave through a different location:
 - **GOLD** Dream Minions exit through the **TREASURE CHEST** in the **TREASURE ROOM**
 - **BLUE** Dream Minions exit through the **FIREPLACE** in **TOLK'S STUDY**
 - **WHITE** Dream Minions exit through the **FRONT DOOR** (like polite minions)
- To begin the battle draw a number of **DREAM MINION TILES** equal to the number of players in the game
- Place each tile in the appropriate spot based on the Dream Minion color using the **DREAM MINION PATH CHART** below
- The Dream Minions **DO NOT MOVE** at the beginning of the battle. The first hero should now begin their turn.

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- On a player's turn they can:

- **MOVE 1 ROOM**
 - In a 2 player game heroes can move **2 ROOMS** per turn
- **SCARE AWAY UP TO 2 DREAM MINIONS**
 - The requirements to scare away a minion are listed on the Dream Minion tile
 - A hero must be in the same room as a Minion to scare it away
 - These actions **CAN** be split up (scare, move, scare)
- A player can choose to neither **MOVE** or **SCARE AWAY** and instead use their turn to roll their 2 action dice again to gain more ability cards
 - Each hero can only do this once per game in 3-5 Player Games, but twice per game in 2 Player Games
- After **EVERY** player turn the Dream Minions get a turn:
 - Draw **2 DREAM MINION** tiles
 - Place them in the closest unoccupied space along path that is closest to their **SPAWN** point

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- Move **ALL** minions towards the exit (based on the paths below)
 - Reference the Dream Minion tile to see if they move 1 or 2 spaces along the path
 - If a minion moves into a spot occupied by a hero, simply move the hero to a different spot in the same room
 - It **IS POSSIBLE** for two minions to share the same spot on the board

- If a **TOLK GEM DREAM MINION** is spawned you should place the appropriate colored **TOLK GEM COMPONENT** on the card

• ESCAPING DREAM MINIONS:

- If a Dream Minion reaches their exit during their turn they have escaped!
- If it is a regular Dream Minion all heroes in the closest room to the exit lose a heart
- If it is a Tolk Gem Dream Minion ALL heroes lose a heart
- If a hero loses all of their hearts they are out of the Big Bad Battle

- The Dream Minion Battle is over once all the Dream Minions have either escaped or been scared away or all heroes have lost all of their hearts



BIG BADS TILE PENALTY

Count the number of ability cards that players have discarded to the **BIG BADS** tile during your adventure and then reference the chart below:

BIG BAD PENALTY

2 Ability Cards	3 Ability Cards	4+ Ability Cards
1 Additional Dream Minion	2 Additional Dream Minions	3 Additional Dream Minions

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HOW-TO-PLAY VIDEOS

Scan the following codes with your smart phone camera to access How-To-Play Videos.

1. The Quest Kids
2. The Quest Kids: Big Bads Of Tolk's Cave Main Quest
(The Big Bads Battle shown in this video has been updated for the final game. See the next QR code for updated rules.)
3. The Quest Kids: Big Bads Of Tolk's Cave Big Bads Battles



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