

THE **GOONIES**  
UNDER THE GOONDOCKS  
A NEVER SAY DIE EXPANSION



# ADVENTURE GUIDE

For the Goondocks Master's Eye Only!



# HOW TO USE THIS EXPANSION

This Adventure Guide continues the story told in *The Goonies: Never Say Die* and contains three new adventures! The rules of the game are the same, with the exceptions noted on the right.

Remember that only the Goondocks Master should read the adventure you're about to play. Players may change roles from game to game, so never read ahead, at the risk of spoiling future surprises!



**Andy Figure**



**Brand Figure**



**Stef Figure**



**5 Goonie Assist Cards**



**Andy's Rejection Card**



**3 Goonie Placards**



**8 Giant Spider Foe Movers (insert into bases)**



**2 Pirate Ghost Foe Movers (insert into bases)**



**14 Wisp Foe Tokens**



**8 Web Tokens**



**2 Foe Reference Cards**



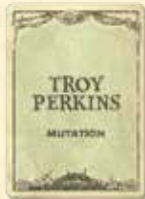
**6 Poisoned Tokens**



**Troy Perkins Boss Foe Placard**



**Troy Perkins Figure**



**6 Troy Perkins Mutation Cards**



**12 GM Cards**



**9 Item Cards**



**4 Treasure Cards**



**Peril Card**



**Lighthouse Lounge / Anchor Spirit Cave Double-sided Adventure Tile**

## New Goonies

The teenagers joined the Goonies! Add the three new teen-aged Goonies to the five younger Goonies from the base game. When setting up the game, each Goonies player may choose any of the eight Goonies to play (unless instructed otherwise in the adventure's special setup).

## Assist Cards

Add the five new Goonie cards to the three Teenager cards from the base game—they are all considered Assist cards now. When setting up the game, choose three Assist cards to place face up next to the game board (unless instructed otherwise in the adventure's special setup). You can only choose characters who aren't playing in the adventure. A Goonie may flip a face-up Assist card face down to use its ability. Whenever the GM moves a Sand token to the bottom of the Hourglass, the Goonies choose one Assist card to flip face up again.

## New Foes

Troy Perkins may be a bully, but in this expansion he's also a Boss foe! In addition to Troy, there are two new foes—Wisps and Giant Spiders. Wisps are portrayed by tokens instead of movers because Goonies do not gain Wish tokens for defeating them. Giant Spiders can poison the Goonies, as explained on their reference card.

## Poisoned Tokens

When a Goonie is Poisoned, place a Poisoned token next to their figure on the game board. At the end of each GM round, Poisoned Goonies take 1 damage for each Poisoned token they have. On their turn, a Goonie may spend a Wish token to remove all Poisoned tokens next to their figure. If a Goonie accumulates Damage tokens equal to or greater than their Health, remove any Poisoned tokens next to their figure at the end of that GM round, along with any Trapped or Stunned tokens. (See **Goonies Never Say Die!** on page 11 of the instructions.)

## New Items and Treasures

Some new Item and Treasure cards can only be used once per Goonies round, as stated on the card.

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# YOU'LL NEVER BELIEVE WHAT HAPPENED NEXT!

*Ever since the plans to turn the Goondocks into a new country club golf course failed, Troy has been plotting his revenge. One evening, while sitting on the Walsh's front deck and retelling the tales of your pirate adventures, Troy's car pulls up. "Hey Goonies..." Troy says before clearing his throat. "I mean, Andy, Brand, and Stef. I'm sorry for being a jerk to all of you." You look at each other in disbelief. He seems sincere, but it's still Troy, and he can't be trusted. "Remember the Moss Garden wishing well? My wish didn't come true that night, but yours did—finding those pirate gems and all." Troy's face becomes serious. "My father and I lost everything because of you. Could you help us and tell me where you found the treasure?" You sense that Troy is hiding something. In unison, you all yell, "Go home!" Troy's face turns beet red as he speeds off and shouts, "I'll just have your little wimp brother and his friends tell me instead! I saw their bikes at the Stop N' Snack on the way here!"*

*Oh no! You have to hurry and find Mikey, Data, Mouth, and Chunk before Troy does. Minutes later, as you arrive at the Stop N' Snack, you see their bikes, but they're not inside! You ask the clerk if she saw where they went. She replies that they all hopped in a convertible with that rude boy wearing a letterman jacket, talking about Lighthouse Rock. Troy must have bullied them into showing him where Willie's treasure is! You race to the docks just in time to see Troy and the missing Goonies in a boat, speeding towards Lighthouse Rock. Borrowing Stef's father's boat, you race after them. Troy has really gone off the deep end this time.*

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# Adventure 10: THE RESCUE



## Introduction

You all jump to shore on Lighthouse Rock and run into the caves where Willie's treasure is hidden. The entrance is draped in thick webs. Are there daddy long-legs down here? Pushing the webs aside, you stop to listen. Muffled yells for help can be heard from deep in the tunnels. It sounds like the Goonies! Hurry to rescue them, and stop Troy before he finds Willie's rich stuff.

### Adventure GM Cards:

Venomous Bite (5x),  
We're Surrounded! (1x)

### Special Components:

One-Eyed Willie's Treasure Hoard  
Adventure Tile, 8 Web Tokens

**Wandering Foe:**  
Giant Spider



Giant spider



Giant Rat



Web Tokens



One-Eyed Willie's  
Treasure Hoard  
Adventure Tile



## Goonies Starting Goal

Free the Goonies and track down Troy!

## GM Objective

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

## Special Setup

The Goonies players may only choose to play as Andy, Brand, Stef, or Sloth in this adventure and do not choose Assist cards during setup. Mix up the eight Web tokens and place them in a stack face down next to the game board. When a Goonie explores a room with a Web token, place the top Web token from the stack in the room face down.

## Web Tokens

A Goonie in a room with a Web token may take an Adventure action to flip the Web token face up. If the token shows a Goonie, they've freed one of their friends! If the token shows a Giant Spider, place a Giant Spider in that room. After a Web token is flipped, remove it from the game.



**SECRET:** Each time a Goonie is freed from a web, read aloud that Goonie's text below. When an Assist card is placed next to the game board, the Goonies may use it in this adventure. (See Assist Cards on page 3.)

**MIKEY:** *"Oh, thank you! I thought I was going to suffocate," Mikey says, gasping for air as you rip the webs from his face.* Place Mikey's Assist card face up next to the game board.

**DATA:** *"Thanks! Those creepy spiders caught me off guard before I could I use my bully buster!" Data says through the sound of malfunctioning gadgets.* Place Data's Assist card face up next to the game board.

**MOUTH:** *"What took you so long? These spiders are really starting to cramp my style!" Mouth complains as you rescue him from the webs. Oddly, his mouth was wrapped extra thick.* Place Mouth's Assist card face up next to the game board.

**CHUNK:** *"I'm glad you are finally here—I've been waiting!" The heroic Chunks yells as he rips out of the webs like a pro wrestler.* Place Chunk's Assist card face up next to the game board.



**SECRET:** When all four Goonies are free, place a Secret Passage connecting Room 6 to Room 10.

*As you free the last Goonie, they rush to tell you what happened. "Before we were separated by the giant spiders, we heard Willie's cackle echo through the cave and a hidden passage opened. Troy walked right through it like a zombie!" You must hurry to stop Troy, before it's too late!*



**ADD ADVENTURE TILE TO GAME BOARD:** One-Eyed Willie's Treasure Hoard

*You enter the cave to see Willie's massive treasure hoard glittering as brightly as you remembered it. However, Troy is nowhere to be seen! All of a sudden, the mountain of gold erupts! Two giant spiders burst from beneath the treasure, showering you in coins.*

**Read the Goonies Objective.**

## Goonies Objective

The Goonies win if they end a Goonies round with all Goonies and no foes in One-Eyed Willie's Treasure Hoard.

**IF THE GOONIES WIN:** *After defeating the last giant spider, you notice the shovel that was used to bury Willie's skull. Fearing the worst, you start digging. The skull is gone! You all look at each other and ask the same question—did Troy take it?! Scanning the room in disbelief, you notice a glowing wisp of light floating above. The wisp seems alive, darting toward a small opening at the end of the cave. Quick—follow it! Maybe, it will lead to where Troy went. Wait... Why would Troy take Willie's skull?*

**IF THE GOONIES LOSE:** *You're too late. With all of Willie's rich stuff, Troy can easily afford to bulldoze the Goondocks and build the new golf course after all. Our time as the Goonies is over.* (Play again! Or to continue to Adventure 11, read **If the Goonies Win** above, and the GM takes one extra GM card and token during Adventure 11 setup.)



# Adventure 11: ANCHORS AWEIGH



## Introduction

*As you chase the wisp down a long, salt-encrusted corridor, the smell of low tide gets stronger and stronger. Out of nowhere, the wisp starts singing a sea shanty. "Bound beneath his golden mound. Anchors aweigh! Troy's been searchin', now we're found! Anchors aweigh!" Did that wisp just sing Troy's name? Catch it! You lunge out to grab it and feel a painful shock! The lone wisp is suddenly joined by a full choir of singing wisps. Although the wisps don't have faces, they seem pretty mad...*

### Adventure GM Cards:

Mischievous Wisp (5x),  
Dead Crew's Shanty (1x)

### Special Components:

Anchor Spirit Cave Adventure Tile,  
Troy Perkins Boss Placard

**Wandering Foe:**  
Wisp





## Goonies Starting Goal

Defeat all of the wisps!

## GM Objective

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

## Special Setup

Place a Wisp in each room in which one is shown on the Adventure map. Also place an Unexplored token in each of those rooms, but don't place anything else until the rooms are explored.

## Singing Wisps

Wisps in Unexplored rooms cannot be activated—they are too busy singing. Wisps in explored rooms can be activated as normal, but remember that foes cannot move into Unexplored rooms.

4!

**SECRET:** If a Goonie rolls three or more successes when searching the Pirate Stash token, place a Secret Passage connecting to Room 9.

*After opening a rusted metal chest, you hear a rumbling sound near the cave wall. The foul smell of low tide rushes from a newly opened passage.*

6!

*As you enter the musty cave, you see a pirate ghost loading a chest onto a barnacle-covered wagon. The wisps continue singing, "Trapped in cells by merfolk curse. Anchors aweigh! A pact with Troy, a spell reversed. Anchors aweigh!"*

9!

*Entering a damp storage room, you see a pirate ghost stacking crates, as if getting ready to move them. The wisps continue singing, "Through his patch and deep below. Anchors aweigh! Troy will free us, up we go! Anchors aweigh!" Troy and some anchor? What does it mean?*

!

**SECRET:** If there are no Wisps on the game board.

*The last wisp sings the final verse of the sea shanty before vanishing. "Raise the anchor to the sun. Anchors aweigh! With his help, our curse undone! Anchors aweigh!" Suddenly, a circle of wisps materializes above your heads. They dance and flash with bursts of light that force you to close your eyes.*

### ADD ADVENTURE TILE TO GAME BOARD: Anchor Spirit Cave

Place all the Goonies' figures and the Troy Perkins figure in the Anchor Spirit Cave. Place the Troy Perkins' placard next to the game board with the Possessed side up.

*After slowly opening your eyes, you appear to be in a new room. Pirate ghosts and wisps swirl above a large anchor half-submerged in a pool of glowing blue water. You notice Troy standing still in the corner, staring into the eye of One-Eyed Willie's skull! Troy turns the skull to face you as Willie's jaw starts clacking together. "You again?! This time you can't stop me, Goonies! Your fishy friends the merfolk put a spell on this anchor to bind my soul and my crew's souls under the Goondocks for eternity. If we touch it, we turn into these ghastly wisps! However, Troy and I made a pact, isn't that right my boy?" Troy nods silently as if possessed. "If he raises the anchor to the surface to break the spell, all of my treasure is his!"*

**Read the Goonies Objective.**

## Goonies Objective

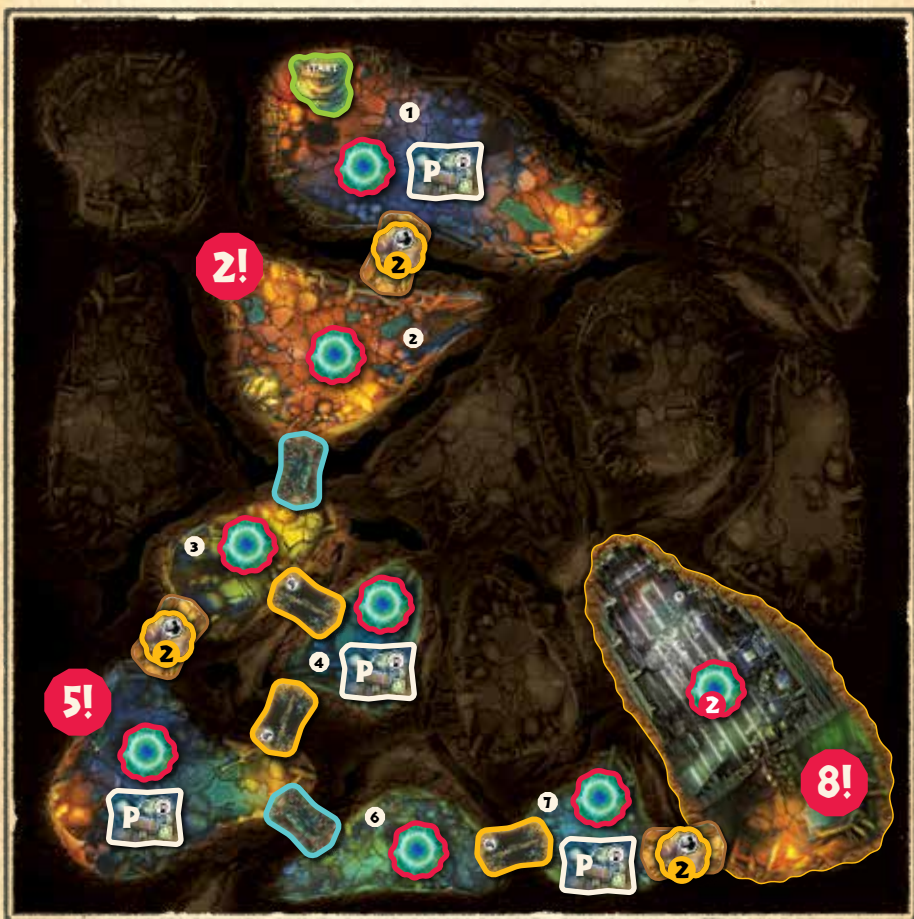
The Goonies win if they defeat Troy Perkins (Possessed side).

**IF THE GOONIES WIN:** *Troy falls to the ground and drops Willie's skull beside him. "Get up, Troy! This isn't part of our pact!" Willie screams. "I have one last trick, Goonies!" The light in the room turns red as Willie's skull shatters, releasing a glowing red wisp that flies into Troy's ear. Springing to his feet, Troy unleashes a horrifying scream. His body starts mutating into some sort of sea creature! With unnatural speed and strength, Troy grasps the anchor and smashes through the cave wall. You need to catch him before he makes it to the surface and breaks the spell!*

**IF THE GOONIES LOSE:** *Troy is as good as gone now that he knows where Willie's rich stuff is. He'll be back with his dad to take it out of here and finally build their golf course once and for all. (Play again! Or to continue to Adventure 12, read If the Goonies Win above, and the GM takes one extra GM card and token during Adventure 12 setup.)*



# Adventure 12: TIDEPOOL TROY



## Introduction

*You try to keep pace with the monstrous Troy, but he's too fast. The cave quakes each time he smashes through a new wall. If Willie and that shanty are to be believed, Troy bringing that anchor to the surface will break the merfolk spell, and Willie and his crew will no longer be bound to these caves. I always knew Troy was greedy, but no treasure could be worth freeing Willie to pillage and plunder the Goondocks above!*

### Adventure GM Cards:

Mischievous Wisp (5x),  
Dead Crew's Shanty (1x)

### Special Components:

Lighthouse Lounge Adventure Tile,  
Troy Perkins Boss Placard,  
6 Troy Perkins Mutation Cards

**Wandering Foe:**  
Wisp



Troy Perkins  
Figure



Troy Perkins  
Mutation Cards (6)



Wisp



Lighthouse Lounge  
Adventure Tile



## Goonies Starting Goal

Catch Troy and stop him from raising the anchor.

## GM Objective

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

## Special Setup

Place Troy Perkins' placard next to the game board with the Mutated side up. Shuffle the Troy Perkins Mutation cards and place them in a stack face down next to the game board. *Note: Do not place Wisps on the game board until rooms are explored—only place the Wisp in the starting room during setup.*

## Troy's Mutations

Troy is mutating into a horrible sea monster! Each Troy Perkins Mutation card you draw gives him an additional ability he can use for the remainder of the adventure.

**2!** *Following Troy's destructive path, you enter a cave filled with dust and debris. Troy is hunched over next to the anchor and breathing heavily. Turning up to look at you, he bellows a loud roar that causes the room to shake. His mutations start growing larger as Willie cackles from beyond.*

Place the Troy Perkins figure in Room 2. Draw two Troy Perkins Mutation cards and place them face up next to his placard.

**SECRET:** When Troy Perkins (Mutated side) is defeated.

*Troy falls to the ground. Even though he is a jerk, you feel bad for hurting him. As you kneel down to see if he is ok, Troy jumps to his feet, grabs the anchor, and smashes through another wall. The chase isn't over yet!*

Place a Secret Passage connecting to Room 3.

**5!** *You catch up to Troy as he falls to one knee. "Stop doing this to me!" Troy screams. Willie answers with laughter, "Now Troy, we made a deal, and you wouldn't want to break your word, would you?" The mutations continue to grow, making Tidepool Troy almost unrecognizable.*

Place the Troy Perkins figure in Room 5. Draw two more Troy Perkins Mutation cards and place them face up next to his placard.

**SECRET:** When Troy Perkins (Mutated side) is defeated.

*Troy falls and smashes into a new cave. "Get up landlubber, we're getting close! I can smell the sea air!" Willie shouts angrily. Troy slowly stands, dragging the anchor, and continues running. You all give each other a confused look—the only thing you can smell is ice cream!*

Place a Secret Passage connecting to Room 6.

**8! ADD ADVENTURE TILE TO GAME BOARD:** Lighthouse Lounge

*As you enter a dimly lit room, you see fifty-dollar bills scattered across the floor and an unlit fireplace at the end. You know exactly where you are! The basement of the Lighthouse Lounge... Which would explain the smell of ice cream. Tidepool Troy is close to bringing the anchor to the surface. Stop him!*

Place the Troy Perkins figure in the Lighthouse Lounge. Draw the last two Troy Perkins Mutation cards and place them face up next to his placard.

**Read the Goonies Objective.**

## Goonies Objective

The Goonies win if they defeat Tidepool Troy (Troy Perkins' Mutated side).

**IF THE GOONIES WIN:** *The monstrous Troy drops the anchor, letting it crash to the floor. Willie shrieks in anger, "You are weak Troy! Even with my help you couldn't finish one simple task! If you want my treasure, get up!" Mustering his last remaining strength, Troy yells, "No! You tricked me by getting in my head. That wasn't part of the pact. Now get out of my mind, you numbskull!" The anchor starts pulsing with blue energy, drawing Willie's red wisp from Troy's ear. With a bright flash, the wisp vanishes, and Willie is no more. His desperate last gambit has failed. Troy's mutations start to fade, returning him to his normal self. In an exhausted voice, Troy says, "Thanks for helping me, Goonies. I think that treasure is better left down there. What do you think?" You all look at each other and laugh.*

**IF THE GOONIES LOSE:** *Troy brings the anchor to the surface and breaks the merfolk spell! Willie and his crew are no longer trapped under the Goondocks and are free to pillage and plunder the world above! (Play again, or accept your defeat!)*



# EPILOGUE

The anchor stops pulsing with blue light and lays heavily on the basement floor. Troy drops to his knees again and starts coughing up sea water. "Are you sure you're gonna be okay?" Andy asks while helping Troy to his feet.

"Yeah, nothing a little fresh air won't fix," Troy responds in a raspy voice.

Sloth stops to look at the broken chains in front of his old TV set. "C'mon Sloth, let's go home. This place stinks," Chunk says while pulling Sloth's arm toward the stairs leading up.

Data wanders over to the anchor on the floor and asks, "Should we do something with this? What if the Fratellis come back?" Looking to the corner of the basement, Brand finds an old burlap sack to throw over the anchor. "Let's leave it for now. We should get Troy home. We'll come back to take care of it later," he says in a commanding, *older brother* voice.

"Hey Troy, what was it like being a giant shrimp?" Mouth jokes. "With a little melted butter, who knows what would have happened." Troy gives a weak chuckle and replies, "Can we never talk about this again? My dad would lose his mind."

Before taking the first step leading upstairs, Mikey stops and turns to face Andy, Brand, and Stef. "Thanks for coming to save us from Willie's tricks again."

"Of course, Mikey. We're all Goonies, and we stick together," Andy replies.

"Yeah, plus between Chunk and Mouth, we'd never hear the end of it if we didn't," Stef adds while punching Mouth in the arm.

"Just promise me one thing, Mikey," Brand says. "From here on out, no more surprise adventures. We can't look out for you if you don't invite us along."

"Deal," Mikey says as he leans in and gives Brand a big hug. "Whoa there, Mikey," Brand says shocked. "Have you been working out?"


As the Goonies and Troy reach the front door of the Lighthouse Lounge, Troy stops and brushes the dust from his torn letterman jacket and straightens his visor. "Hey Goonies, I just want to thank you for helping me back there," Troy says sincerely after clearing his throat. Strangely, you all actually believe him this time.

Stef replies, "You know, if you aren't such a jerk all the time, maybe we can all be friends again." Troy looks up at the Goonies and smiles. "Yeah, I'd like that."

**Look in the bottom of the  
game box for hidden treasure!**







"Let me stop you right there, Mr. Chunk. I'm quite enjoying your story, but let me make sure I heard you right. You found a second treasure that One-Eyed Willie was hiding?" The man sitting on a rock says, intrigued. "And this young Troy tried to steal it out of revenge, because you found Willie's first treasure and—"

"Yes sir! And there were giant spiders too! But they couldn't catch me! I was too strong for them!" Chunk interrupts.

The man rolls his eyes and continues, "You had buried Willie's skull beneath his treasure, then Troy dug it up to make a pact with him?"

"Yes, and Willie used his dark magic to trick Troy into taking the merfolk anchor to the surface. Plus he turned him into a crazy sea monster!" Chunk replies with excitement.

The man leans back and straightens his hat. "This merfolk anchor bound One-Eyed Willie and his crew down in these caves for eternity? But they'd be turned to wisps if they touched it? That's why they needed Troy?"

"Yup!" Chunk grows concerned. "Gee Mister, I hope you're not the type of ghost that's bound to that anchor too."

"No, no," the man says. "I'm down here because I'm still looking for something."

"Well, we already found all of Willie's rich stuff."

"I was never after that," the man says, chuckling. "My quest has been for something far more valuable!"

"You mean the baseball card? Cause I brought it back!" Chunk says, producing the card from his pocket and holding it up proudly. "That's why I came back, Mr. Copperpot. I felt bad knowing I had taken it from a dead body...and I know it's worth an awful lot!"

"More than you know!" Chester says, flipping the card over to reveal a hand-drawn diagram of an hourglass, with arrows and nearly illegible writing.

"Hey that looks like One-Eyed Willie's hourglass—the one he broke," Chunk exclaims.

"Indeed," the man says. "Even Willie didn't know the power he had in his hands. With a little luck, I can rebuild it. It may be my ticket back."

"Back to where?" Chuck wonders, puzzled.

"Back to a time before I died." The man looks serious now. "Back to...life."






## The End?






# ROLL FOR ADVENTURE!




The story doesn't have to end here! With a few dice rolls, you can create your own custom Goonie adventures. First, separate the dice into three sets of three—it doesn't matter which size dice are in each set. Then roll one set for each step in the chart below, starting with foes. Based on your roll, add the elements for all three dice to a blank Adventure Map. There's one you can copy on page 27 of *The Goonies: Never Say Die Adventure Guide*.

	BLANK			
<b>1 FOES</b>	Two Merfolk Warriors or Two Giant Spiders	Three Giant Rats or Three Bat Swarms	Two Skeleton Crew or Two Skeleton Bombardiers	Two Pirate Ghosts
<b>2 PASSAGES &amp; PIRATE STASHES</b>	Two Passages and One Pirate Stash Token	Three Passages and One Pirate Stash Token	Two Passages and Two Pirate Stash Tokens	Three Passages and Two Pirate Stash Tokens
<b>3 DANGEROUS PASSAGES &amp; RUBBLE</b>	One Dangerous Passage	One Dangerous Passage and One Rubble Token	Three Rubble Tokens	One Dangerous Passage and Two Rubble Tokens

The only rules when placing the elements on the Adventure Map are:

- Each room used in the adventure must have at least one passage leading to it.
- No room may have more than two foes and two Pirate Stash tokens.

To determine the Goonies Objective and special rules, roll one .

<b>BLANK</b>	Add the Giant Octopus and the Flooded token to a room on the Adventure Map. The Goonies win if they defeat the Giant Octopus (you choose which side of her placard).
	Add six Bone Pile tokens to six different rooms on the Adventure Map. A Goonie in a room with a Bone Pile may take an Adventure Action to do a Search (2) check. If passed, they collect the Bone Pile token. The Goonies win if they collect all six Bone Piles.
	Add a Waterslide Entrance token to a room on the Adventure Map. When the Goonies place their figures in the starting room, have them choose one additional Goonie as the VIP. Place that Goonie's placard near the game board and place their figure in the starting room. A Goonie in the same room as the VIP may take an Adventure action to move the VIP to an adjacent room. The VIP may be attacked by foes. However, they are not considered a Goonie for anything else—they cannot take actions, do dice checks, gain Wish tokens, or receive cards. They also are not affected by the Pit token or Dangerous Passages. If the VIP accumulates Damage tokens equal or greater than their Health, the Goonies lose. The Goonies win if they all make it to the room with the Waterslide Entrance, including the VIP.
	Add One-Eyed Willie to a room on the Adventure Map. The Goonies win if they defeat One-Eyed Willie (you choose which side of his placard).

Don't use any Adventure GM cards, and the Wandering foe is the foe on the Adventure Map with the lowest Health. The last thing to do is choose a room on the Adventure Map to be the starting room. Remember that except for the starting room, everything on the Adventure Map is secret until the Goonies explore.

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4 Plastic Miniatures, 1 Adventure Tile, 5 Character Placards, 10 Foe Movers with Bases, 40 Cards, 2 Reference Cards, 28 Tokens, Adventure Guide

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