TIPS AND STRATEGIES FOR LOCK, SHOCK, & BARREL!

- Lock, Shock, & Barrel can be played in two different ways: as a character, or as three separate companions!

- Stack the figures onto one base as a character or choose which figures you'd like to play as companions and put them onto their own bases.

- Lock, Shock, & Barrel can have good movement and large challenges. Pair them with other characters that can challenge at range, or that can help protect them.

- Lock's Little Devil trait doubles any actions he gets from his attached character, but not his "free" companion action. Take advantage of his extra actions to move fast and interact.

- Since she can't get actions from her attached character, Shock can only do her one "free" companion action each turn. Move her into position and use her ranged challenge as much as you can!

- Pair this set with The Nightmare Before Christmas Funkoverse 100 set for a game of Funkoverse with up to 4 players and 4 companions, using The Nightmare Before Christmas characters!

TNBC101 E1

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3 Character Figures, 4 Character Bases, 1 Character Card, 3 Companion Cards, 1 Status Card, 2 Game Tokens, 1 Exhausted Marker, 6 Points, Instructions
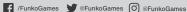
Disney
TIM BURTON'S
THE NIGHTMARE BEFORE CHRISTMAS
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Game by
Prospero Hall

POP! FUNKOVERSE
GAME EXPANSION

AGES 10+

Funko GAMES

Lock, Shock, & Barrel is designed to be combined with your existing *Funkoverse™* Strategy Games. A 4-character or 2-character game is required to play this expansion.

WATCH THE HOW TO PLAY VIDEO!
go.Funko.com/FunkoverseHowToPlay

COMPATIBLE WITH ALL FUNKOVERSE STRATEGY GAMES!

INSTRUCTIONS

STACKING CHARACTER

When Lock, Shock, & Barrel are played as a character, stack all three figures onto one base at the beginning of the game. If they would be knocked down, instead remove the top character from the stack and place them near their character card. When the last figure would be removed, they are considered knocked out and placed on the 1 of your cooldown track. When they would return to play, they return with all three characters stacked on the base.

ATTACHMENTS

In *Funkoverse* there are various additions you can attach to a character. These additions are called attachments and come in the form of items, bonus objectives, and companions. Each team must have the same number of attachments in order to play with attachments, and each character can only have one attachment. Even though the figures in this set can't hold items in their hands, they may still be given an attachment at the start of the game.

COMPANION SETUP

When playing with a companion, the companion is always paired with a character on your team. Attach the companion to a character by placing the companion card below the character card. At the beginning of the game, and whenever a companion shifts off the cooldown track, place the companion in your starting area.

COMPANION RULES

Companions follow the same rules for adjacency, movement, blocking line of sight, and what they can see as characters. When a companion is challenged and loses, remove them from the board and place them on the 1 of their owner's cooldown track. Players do not gain points from challenging companions. For the purpose of gaining points, when a companion knocks out a rival, credit the knockout to the character the companion is attached to.

COMPANION ACTION

When a character with an attached companion takes their turn, the attached companion may also do one of the actions listed on the companion's card. They may do this before, between, or after the attached character's two actions.

DOING THE "USE ATTACHMENT: COMPANION" ACTION

Additionally, a character with an attached companion may do a Use Attachment: Companion action on their turn to allow their companion to do an additional action selected from the actions listed on that companion's card. Use Attachment: Companion actions may be done while the character is knocked down, and even while the character is on the cooldown track!