Disney KINGDOMANIA
EXPANDABLE GAME

Funko GAMES

1-2 PLAYERS
AGES 6+

Enter the digital game world of Disney Kingdomania! Each level features cherished Disney stories and characters, but troublesome Glitches are causing chaos and mixing up the levels! Patch the problems before they crash the game!
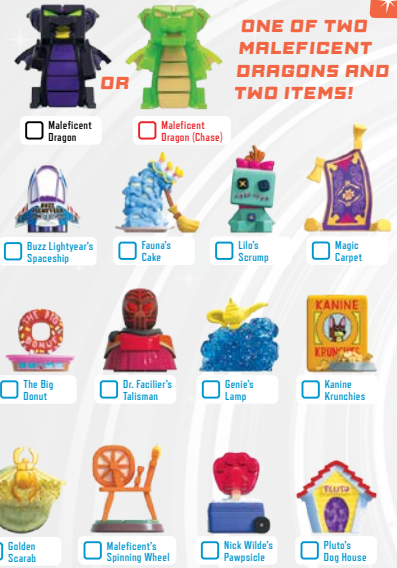
40 FIGURES TO EXPAND YOUR GAME!

□ = COMMON □ = UNCOMMON □ = RARE

☐ Mickey Mouse
☐ Buzz Lightyear
☐ Judy Hopps
☐ Maleficent
☐ Prince Ali
☐ Donald Duck
☐ Cruella de Vil
☐ Louis
☐ Stitch
☐ Tiana

SERIES 1

☐ Aurora
☐ Dr. Facilier
☐ Jasmine
☐ Jessie
☐ Lilo
☐ Minnie Mouse
☐ Nick Wilde
☐ Perdita

ONLY AVAILABLE IN GAME BALLS!

Disney KINGDOMANIA EXPANDABLE GAME

☐ Buzz Lightyear (Glitch)
☐ Cruella de Vil (Glitch)
☐ Nick Wilde (Glitch)
☐ Maleficent (Glitch)
☐ Stitch (Glitch)
☐ Jasmine (Glitch)
☐ Minnie Mouse (Glitch)
☐ Dr. Facilier (Glitch)

✦ ONLY AVAILABLE IN SUPER GAME PACKS!

ONE OF TWO MALEFICENT DRAGONS AND TWO ITEMS!

☐ Maleficent Dragon OR ☐ Maleficent Dragon (Chase)

☐ Buzz Lightyear's Spaceship
☐ Fauna's Cake
☐ Lilo's Scrump
☐ Magic Carpet

☐ The Big Donut
☐ Dr. Facilier's Talisman
☐ Genie's Lamp
☐ Kanine Krunchies

☐ Golden Scarab
☐ Maleficent's Spinning Wheel
☐ Nick Wilde's Pawpsicle
☐ Pluto's Dog House

SETUP

BUILD YOUR LEVEL

- Each level starts with ten Level tiles, as detailed in **MORE LEVELS** below.

- Place the Nexus tile face up in front of you and shuffle the remaining Level tiles face down. (Don't include any Character or Item tiles.)

NEXUS

- One at a time, flip the Level tiles and connect them to your level, starting at the Nexus. To connect a tile, **match the Entrance path** (with a dot ●) **to ANY open path of the same color** (white or gray). Only the Entrance path must connect to the level—the other paths may or may not.
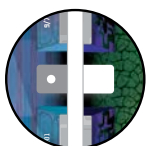
Connects!   **Doesn't Connect!**

If you flip a tile you cannot connect, skip it for now and continue with the next tile. If you are left with any tiles you cannot connect, move a tile to allow all ten tiles to connect to the level.
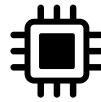
FIGURES & TOKENS

- Choose a character. Place their figure on the Nexus and place their Character tile in front of you with the power side up.

- Place one character or item figure on the Lock tile and set their Character or Item tile nearby.

- Place a Glitch token on each Glitch tile.

- Place a Patch token on each Patch tile.

Lock   **Glitch**   **Patch**

MORE LEVELS: You can create your own level from your collection by using one Nexus tile, one Lock tile, two Glitch tiles, two Patch tiles, and four other Level tiles. Or you can play a larger game with multiple levels! Set up each level separately following these instructions.

CHARACTERS & ITEMS

- Each character has a unique power. When you choose to use it, flip their tile over—the power cannot be used again until it's recharged on the Nexus. If the power says "**ACTION**," it counts as one of that character's two actions. Otherwise, you can use it when it says, even if it's not your turn!

- Each item (only available in Super Game Packs) can be used over and over after it's unlocked. But the power only affects the level the item figure is on. If you're told to "remove" the item, set the figure aside and flip its tile face down.

Now characters can Warp between levels to help each other! Play by yourself and take turns on each level, or play with friends! Each player builds one level and controls the characters that started on that level.

OBJECT

Push both Patches onto the Nexus before both Glitches are plugged in.

Learn to play with a quick video!
funkogames.com/PlayDisneyKingdomania

ON YOUR TURN

1 CHECK THE NEXUS

(Skip checking the Nexus on the first turn.)

FIRST: If there are two Patches there before two Glitches plug in, **YOU WIN!**

If there are any characters there, they recharge their power—flip their tile to the power side. (See **CHARACTERS & ITEMS** on reverse.)

If there are any Glitches there, they plug in and cannot be moved for the rest of the game. Flip over the token and move it to the corner of the tile. If two Glitches are plugged in, you lose—**GAME OVER!**

Plugged In Glitch

2 TAKE TWO ACTIONS

One at a time, each character you control (their tile is in front of you) can take up to two actions, including the same action twice.

ROLLS: Whenever you roll, add the highest Bonus on your Character tile that matches any symbol on that Level tile. If the total of your roll plus your Bonus is equal to or higher than the number on the Level tile, you succeed!

Level Tile

♥ 3 **Bonus** + 4 **Roll** = 7 **Total**

✦ Always succeeds!

🔳 Always misses and the Glitches move! (See **3. ROLL FOR GLITCHES** to the right.)

ACTIONS are explained below:

- **MOVE:** Move your character up to two spaces. You can only move to a **connected tile** (both sides of the path are the same color—white or gray) or from a tile with a Warp to another Warp.

Warp

> You cannot use the Warp on a Lock tile until after you've unlocked the character or item on it.

- **UNLOCK:** If you are on a Lock tile, try to unlock the character or item locked there! Roll and if you succeed, place their Character tile in front of you. You now control the unlocked character and they may take actions this turn. If you didn't succeed, you may use another action to try again.

> When you unlock an item, place its tile next to the level it's on. (See **CHARACTERS & ITEMS** on reverse.)

- **PUSH:** If you are on a tile with a Glitch or Patch token, try to push it. You want to push the Glitches away from the Nexus and push the Patches to the Nexus! Roll and if you succeed, move **one token** to a **connected tile**—you cannot push through a Warp. If you didn't succeed or you want to move another token, you may use another action to try again.

- **THROW:** If you're playing with more than one level and you are on a tile with an unlocked item, throw that item to another level! Place it on a Warp in **any level**.

3 ROLL FOR GLITCHES

At the end of each turn, there's a chance the Glitches move closer to the Nexus! Roll the die. If you ever roll a Glitch 🔳, move **both Glitches** on your starting level to a connected tile so they are each one space closer to the Nexus. If you roll anything else, nothing happens.

> If you roll a Glitch 🔳 when you're playing with more than one level, also choose **one Glitch** on each **other player's starting level** to move one space closer to that level's Nexus.

Now start the next turn by checking the Nexus. If there's more than one level, the player of the next level takes the next turn.

EXAMPLE TURN:

1 There are no characters or tokens on the Nexus, so nothing happens.

2 Buzz Lightyear MOVES two spaces to the Lock tile, and tries to UNLOCK Tiana. Buzz rolls and with his highest matching Bonus, his total is higher than the number on the tile. He unlocks Tiana! She can now take two actions.

Tiana MOVES two spaces, and tries to PUSH a Patch token. But she rolls a Glitch! The Patch doesn't move, but both Glitches move one space closer to the Nexus.

3 The 3 is rolled, so nothing happens.