



www.truethought.com

TMB Summary Pack is a game aid for
Too Many Bones by Chip Theory Games

Version 1.0

July 28, 2017

This document is for personal use only. It cannot be sold, redistributed, or used in any way other than for personal use. Truethought does not benefit financially from this document, which is intended for owners of the game as a free, alternative resource and game aid.

Art, terms, and text from the original game are copyrighted by the publisher. It is used without permission.



TANTRUM RAGE SUMMARY

1. Before a battle, put the RAGE die in an active slot and set to 1.0.
2. Increase the active Rage Die by 0.2:
 - ✦ Each Attack Tantrum makes (once per turn). Tantrum must select a target and
 - ✦ Every HP that he loses. If Tantrum takes damage outside his turn, his RAGE die is increased until it reaches the Breakdown face (2.0, 3.0, or 4.0). Before his next turn ends, he must decrease the RAGE die, or it is reset.
3. Any time during Tantrum's turn, trigger the currently available effect on the Active Rage Die.
 - ✦ If Tantrum rolls a Skill Dice such as Anger Management and attacks a Baddie, Tantrum can resolve the results in any order.
 - ✦ Only the shown effect can be used.
Example: If the Rage Die shows 2.0, Tantrum cannot use the 1.8 or 1.6 effect.
 - ✦ To use an earlier effect, Tantrum must calm down (decrease by 0.2). Use the Anger Management die or the Clam Down BP skill. You can interrupt the Anger Management effect to use Advance.
Example: The RAGE die is at 2.0, and Tantrum rolls +-0.6. He can decrease the dice 1.8 and use Advance to change the RAAAGE to 2.0.
 - ✦ Exhaust the used Rage Die.
 - ✦ If RAAAGE or RAAAAAGE is exhausted, start again at Active Rage Die 1.0, but Tantrum cannot advance to the exhausted die again.
Example: If the 2.4 effect is used, the RAAAGE die is exhausted. The RAGE die is set to 1.0 in an Active slot. Tantrum can only use the effects on the RAGE die and cannot advance to the RAAAGE or RAAAAAGE die.
 - ✦ When RAGE is exhausted, he can no longer gain Rage for the current battle.
4. Any time during Tantrum's turn, if the Active Rage Die shows the Execute symbol (1.8, 2.8, or 3.8), use it to instantly defeat an adjacent Baddie.
 - ✦ Tier 1 RAGE (1.8) defeats a 1PT Baddie.
 - ✦ Tier 2 RAAAGE (2.8) defeats a 5PT (or weaker) Baddie.
 - ✦ Tier 3 RAAAAAGE (3.8) defeats a 20PT (or weaker) Baddie.
5. If the Advance icon is showing, advance the current Active Rage Die to the next level. This avoids the Breakdown symbol.
 - ✦ At 1.8 and 2.8, you can switch to the RAAAGE (2.0) or RAAAAAGE (3.0) die.
 - ✦ It does not cost rage to advance.
 - ✦ Only 1 Active Rage Die is in an Active slot.
 - ✦ Advance the Rage die at the beginning or any other time during his turn.
6. At the end of Tantrum's turn, if the Active Rage Die shows the Breakdown symbol, it must be reset to 1.0.
If Tantrum has earned his Innate +1 ability, then he ignores the Breakdown symbol.

TMB LOCKPICKING SUMMARY

You get 2 attempts on a starting lock, not only the first lock.

For example, if you are on a second attempt to pick a lock and start with the second lock, you get 2 attempts with the starting lock (which is the second lock in this case).

- ❖ A Lock has 3 types: Lever, Trip, and Force.
- ❖ To unlock them, you must roll Lockpicking Dice (3 Action Dice and 1 Intuition Die). The roll results must be equal to or higher than the number for the Lock type that you're picking.
- ❖ Pick locks from left to right.
- ❖ When opened, a lock stays open for future attempts.
- ❖ You can add dice of the same lock type to pick a lock.
- ❖ Used Action Dice are exhausted for the rest of the attempt.
- ❖ Any Action Dice that aren't used to pick a lock are used to pick the next lock in the same attempt.
- ❖ A lockpicking attempt is over when you have no more Action Dice or you have picked all the locks.
- ❖ The Intuition Die is always rolled with your Action Dice. It is never exhausted.



Reroll — Reroll 1 Action Die & the Intuition Die.



Convert — Change lock type (L, T, or F) of 1 Action Die & use it.



Save +1 — Give 1 Action Die +1 & do not exhaust it if used on this lock.

1. Attempt to pick lock 1.
 - a. If you fail and this is the first time you've attempted to pick this lock, you may make another attempt to pick this lock.
 - b. If you succeed, move to lock 2, but any dice used to unlock lock 1 cannot be used for lock 2. (You still roll the intuition die.)
2. Attempt to pick lock 2.
 - a. If you fail, your lock picking attempt is done, but you do not lose your progress. The next time you or another Gearloc attempts to unlock this card, start on lock 2.
 - b. If you succeed, move to lock 3, but any dice used to unlock lock 1 or lock 2 cannot be used for lock 3. (You still roll the intuition die.)
3. Attempt to pick lock 3.
 - a. If you fail, your lock picking attempt is done, but you do not lose your progress. The next time you or another Gearloc attempts to unlock this card, start on lock 3.
 - b. If you succeed, you get the Trove Loot!
4. On a new turn, attempt to pick the starting unlocked lock.
 - a. If you fail and this is the first time you've attempted to pick this starting lock, you may make another attempt to pick it.
 - b. If you succeed, move to the next lock, but any dice used to unlock this lock cannot be used for the next one.

TMB TINK'S BOT SUMMARY

- ❖ Only 1 bot can be on the Battle Mat at one time.
- ❖ You can build only 1 bot per turn.
- ❖ You can have more than 1 bot in your Prep Area.
- ❖ Tink and bots share the same turn. The player decides the order in which the bot and Tink act.
 - ✦ Because they act on the same turn, certain Baddie skills either affect Tink or a bot once per turn.
Example: Thick Skin reduces only the first attack by 1.
- ❖ When a bot is built, place it on the character mat's Prep Area.
 - ✦ Add any Attachments to the Prep Area, based on the Build Die result and the # of Attachments a bot can have.
 - ✦ A bot can remain in the Prep Area without Dex cost.
 - ✦ While the bot is in the Prep Area, you can spend 1 Dex to increase its Power by 1.
- ❖ To deploy a bot costs 1 Dex.
 - ✦ Place a bot adjacent (orthogonally or diagonally) to Tink.
 - ✦ Include the bot's Health chips.
 - ✦ Keep Attachments in the Prep Area.
 - ✦ Exhaust the Build die.
 - ✦ Deploying doesn't require a Build Die, though it won't have Attachments.
 - ✦ Bots can act the same turn they are deployed (unlike pets).
- ❖ After a bot is deployed, it is an ally. Baddies can then target the bot.
- ❖ To use a bot, decrease its Battery Power by 1 (once per turn).
- ❖ If Battery Power is 0 at the start of its turn, a bot can't activate its Backup Plan, move, use an Attachment, or Attack.
 - ✦ The Bot Die & HP remain on the Battle Mat.
 - ✦ The bot can still be targeted.
- ❖ You can use Attachments when using a bot.
 - ✦ Rolling an Attachment Die costs 1 Dex.
 - ✦ Attachment Dice aren't exhausted when used.
 - ✦ After used, return Attachment to Prep Area (separate from other bot building).
 - ✦ An Attachment Die can be rolled only once per turn.
- ❖ Bots move 1 position at the cost of 1 Dex from Tink.
- ❖ Bot attacks do not cost Dex.
 - ✦ Bots are melee.
 - ✦ Bots must select a target before attacking. It can be different than Tink's target.
 - ✦ Bot automatically deals its Atk Stat to its target.
- ❖ When a bot loses all its HP, exhaust the bot die & its Attachments.
- ❖ Bots are immune to Fatigue, Poison, Stun, Terrify, and Weaken.
- ❖ If Tink is KO'd, bots remain on the Battle Mat.
 - ✦ They can attack as long as they have Battery Power.
 - ✦ They can't move or use Attachments (because Tink's Dex is no longer available).
 - ✦ They can be targeted.
 - ✦ Any bot and Attachments in the Prep Area are exhausted.