

NOTHING BEATS PLAY

Trading Card Game

INSTRUCTIONS:

1. Cut along the dotted lines
2. Fold along the solid lines
3. Glue or tape the front and back of cards together

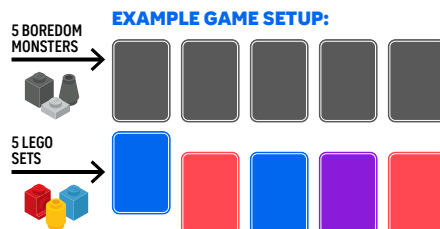
RULES

WELCOME TO NOTHING BEATS PLAY!

An epic battle between heroic LEGO® sets and an army of evil Boredom Monsters. Will Play win? Or will everything be boring forever? The fate of the world is in your hands!

GOAL: Defeat all five Boredom Monsters with Play before they defeat five LEGO sets with Boredom.

SETUP: Place the five Boredom Monster cards in a row, in any order, face up. Shuffle the remaining cards, draw five, and place them in a row beneath the Boredom Monsters. Now gather two piles of LEGO bricks – one representing Play and one representing Boredom. Pick a bright color for Play and a dark or neutral color for Boredom. Place these to the side of the cards and get ready to play.



TWO-PLAYER VERSION: There are two ways that friends can take on boredom together. The first option lets friends play cooperatively, using the same team of five LEGO sets. The second option calls for friends to each draw their own team of five LEGO sets and take turns targeting Boredom Monsters. If choosing this option, it's important to double the amount of Play each of the Boredom Monsters can absorb. This will also require more LEGO bricks to record the Play and Boredom absorbed.

ICON KEY:

- ♥ - The amount of Boredom it takes to defeat the LEGO set
- ⚡ - The amount of Play inflicted by a Regular Move
- ⚡+ - The amount of Play inflicted by a Super Move
- ⚡+ - The Effect of a Regular Attack
- ⚡+ - The Effect of a Super Attack

- ⓑ - The amount of Play it takes to defeat the Boredom Monster
- ☹ - The amount of Boredom inflicted by a Regular Bore
- ☹+ - The amount of Boredom inflicted by a Super Bore
- ☹+ - The Effect of a Regular Bore
- ☹+ - The Effect of a Super Bore

HOW TO PLAY:

The game moves from left to right, with LEGO sets taking turns targeting any of the five Boredom Monsters.

Each turn starts by moving a LEGO set under the Boredom Monster being targeted and then launching a **Regular Move** (⚡). Using your chosen color of LEGO bricks, place the amount of Play inflicted above the Boredom Monster and then carry out the **Effect** (⚡+) of the move.

After the LEGO set's Regular Move and its Effect have been recorded, the Boredom Monster will counterattack with its **Regular Bore** (☹) and **Effect** (☹+). Record the amount of Boredom the LEGO set has absorbed using your other chosen color of LEGO bricks.

At this point, you can continue the attack by launching the LEGO set's **Super Move** (⚡+) and **Effect** (⚡+) or end the attack and start a new turn with the next LEGO set. If you choose to continue, the targeted Boredom Monster will follow with its **Super Bore** (☹+) and **Effect** (☹+).

If either fighter reaches their limit of **Play** or **Boredom**, the turn immediately ends, the fighter is removed from the game, and the next LEGO set's turn begins. After the fifth LEGO sets takes its turn, you cycle back to the top of the order. The game continues until all LEGO sets or all Boredom Monsters have been defeated.

CARD LAYOUT

The amount of Play or Boredom it takes to defeat a fighter

Class of fighter

The amount of Play or Boredom inflicted by a Regular Move or Bore



The Effect of a Regular Move or Bore

The Effect of a Super Move or Bore

The amount of Play or Boredom inflicted by a Super Move or Bore

6

VEHICLES

+1

+3

LEGO City

CEMENT MIXER

A truck on a mission to stop boredom in its tracks.

CEMENT SPRAY:

Effect: -1 Boredom from self

TURBO MIX:

Effect: +1 Play for any other Vehicle's next Super Move

LEGO

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5

VEHICLES

+1

+3

LEGO City

FRIES FOOD TRUCK

Frying up boredom, fast and crispy.

KETCHUP SPLASH:

Effect: -1 Boredom from any other Vehicle

BIG COMBO SUPREME:

Effect: +1 Play when targeting Folding Laundry Monstrosity

LEGO

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4

VEHICLES

+1

+1

LEGO City

YELLOW TAXI

A speedy fighter that knows all the shortcuts to beating boredom.

SHORTCUT STING:

Effect: Swap Play between any two Monsters

BIG COMBO SUPREME:

Effect: -3 Boredom from any LEGO set

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6

VEHICLES

+2

+2

LEGO City

EV SUPERCAR

Charged up and ready to shock boredom into submission.

SILENT OVERTAKE:

Effect: -1 Boredom from any other Vehicle

VOLT SHOCK:

Effect: +1 Play to any Monster with ≥6 Play

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5

VEHICLES

⚡

+1

⚡

+2

LEGO City

AIRPORT FIRE TRUCK

Puts out fires and puts down boredom like it has a plane to catch.

⚡

RAPID RESPONSE:

Effect: -1 Boredom from any other LEGO set

⚡

INFERNO COMBO:

Effect: +1 Play if second time Monster is targeted

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6

VEHICLES

⚡

+1

⚡

+3

LEGO City

SNOWPLOW

An icy enforcer known for knocking boredom out cold.

⚡

ICE SHIELD:

Effect: -1 Boredom from any other Vehicle

⚡

BLIZZARD BLITZ:

Effect: +1 Play if Monster has ≥4 Play

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5

ANIMALS

⚡

+2

⚡

+1

LEGO

FIERCE DINOSAUR

A ferocious competitor with a prehistoric grudge against boredom.

⚡

TAIL WHIP:

Effect: +1 Play if Monster has ≥4 Play

⚡

EXTINCTION EVENT:

Effect: Block next Monster's Super Bore

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4

ANIMALS

⚡

+2

⚡

+1

LEGO

PLAYFUL PUPPY DOG

Cuteness can't hide its desire to turn boredom into its chew toy.

⚡

TURBO FETCH:

Effect: +1 Play to next Animal's Regular Move

⚡

POWER POUNCE:

Effect: +1 Play to all other Monsters

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LEGO® LUCKY CAT

Raising a paw to make boredom's luck run out.

LUCK BUSTER:

⚡ **Effect:** Block targeted Monster's Regular Bore

PAW OF DESTINY:

★ **Effect:** -1 Boredom from another LEGO set



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LEGO® CUTE HAMSTER

Uses speed and stealth to strike boredom when it least expects.

WHEEL SPIN:

⚡ **Effect:** Transfer 1 Play from any Monster to another

ADORABLE AMBUSH:

★ **Effect:** -1 boredom from any other Animal



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LEGO® FIERCE SHARK

Muscle and teeth evolved to keep the oceans boredom-free.

FIN FINISHER:

⚡ **Effect:** +1 Play if Monster has ≥5 Play

APEX BURST:

★ **Effect:** +1 Play to any other Animal's next Regular Move



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LEGO® Friends HORSE STABLE & RIDING ACADEMY

Three friends and two horses with one superpower – crushing boredom.

SADDLE UP:

⚡ **Effect:** -1 Boredom from self

HORSESHOE SHIELD:

★ **Effect:** Block next Monster's Super Bore if targeted by any other animal



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5

ANIMALS

+2

+2

LEGO® Friends

BEACH HOUSE WITH SEALS

Barking back at boredom by land or by sea.

⚡

SPLASH BACK:

Effect: +1 Play to last targeted Monster with ≤2 Play

⚡

THUNDER BARK:

Effect: -1 Boredom from any Animal

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4

ANIMALS

+1

+1

LEGO®

COLORFUL HUMMINGBIRD

A small but mighty fighter with an aerial attack boredom never sees coming.

⚡

NECTAR CHARGE:

Effect: Block targeted Monster's Regular Bore

⚡

INFINITY FLAP:

Effect: +3 Play for next Animal's Super Move

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6

ANIMALS

+1

+2

LEGO®

TURTLE

Legendary strength and patience for outlasting the most boring boredom.

⚡

SHELL CRASH:

Effect: -1 Boredom from self

⚡

SLO-MO COMBO:

Effect: +1 Play to strongest Monster

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5

ANIMALS

+1

+3

LEGO®

BEAUTIFUL DOLPHINS

The most playful sea creature with the brains to swim circles around boredom.

⚡

TAIL FLIP:

Effect: +1 Play to any Monster with 0 Play

⚡

SONAR SPLASH:

Effect: -1 Boredom from any Animal

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A majestic, powerful creature with an ancient grudge against boredom.

VINE CRUSH:

⚡ **Effect:** +1 Play on next Warrior's Super Move

NATURE'S GIFT:

★ **Effect:** -1 Boredom from every other LEGO set

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A fierce warrior built to be boredom's worst nightmare.

NIGHT STRIKE:

⚡ **Effect:** +1 Play to any other Monster

PITCH BLACK BLAST:

★ **Effect:** +1 Play to next Warrior's Regular Move

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Part dinosaur. Part jet. All hero in the fight against boredom.

JURASSIC JUSTICE:

⚡ **Effect:** Next Warrior blocks Monster's Regular Bore

MACH 65 MILLION:

★ **Effect:** +1 Play to any other Monster with ≤5 Play

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Transforms boredom into fun faster than a dragon breathes fire.

SHADOW SHIFT:

⚡ **Effect:** Transfer 1 Play from one Monster to another

MIDNIGHT RUSH:

★ **Effect:** -1 Boredom from any other Warrior

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LEGO® DREAMzzz™

CROCODILE SUBMARINE

Dives deep and soars high to put boredom permanently to bed.

PERISCOPE PUNCH:

⚡ **Effect:** +1 Play when targeting Early Bedtime Phantom

DREAM DESCEND:

★ **Effect:** +2 Play to next Warrior's Regular Move



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LEGO® NINJAGO®

DRAGON RIYU

A big wingspan. A bigger sword. And even bigger appetite for crushing boredom.

BLADE'S EDGE:

⚡ **Effect:** +1 Play to weakest Monster

SKY SOAR:

★ **Effect:** -1 Boredom from self



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LEGO® NINJAGO®

KAI'S DRAGON MECH

A mech with all the moves, all the wings, & all the claws to torch boredom.

MECH PROTECT:

⚡ **Effect:** -1 Boredom from self

CLAW SWIPE:

★ **Effect:** +1 Play if Monster has ≥8 Play



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LEGO® NINJAGO®

COLE'S MISSION MECH & DRAGON ZANE

Two legendary ninjas with weapons to spare in the fight against boredom.

TWIN BLITZ:

⚡ **Effect:** Transfer 1 Play from any Monster to another

IRON GUARD:

★ **Effect:** Next Warrior blocks next Regular Bore



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MONSTERS

9

+1

+2

THE FOLDING LAUNDRY MONSTROSITY

A wrinkled beast spreading boredom from the depths of the dryer.

TUMBLE TOSS:
 Effect: Block any Animal's Super Effect

STATIC SHOCK:
 Effect: -1 Play from any other Monster

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MONSTERS

10

+1

+2

THE ADULT CONVERSATION ABOMINATION

A three-headed villain that bores the ears off anyone caught in its path.

LONG STORY SMACKDOWN:
 Effect: -1 Play from any Warrior's Super Move

RAPID DAD JOKE DELIVERY:
 Effect: -1 Play from Folding Laundry Monstrosity

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MONSTERS

12

+1

+2

THE EARLY BEDTIME PHANTOM

When boredom's most powerful form strikes, it's lights out.

YAWN WAVE:
 Effect: -1 Play from last targeted Monster

DREAMLESS NIGHT:
 Effect: -1 Play from itself

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