

WELCOME TO ADORABLINS

Adorablins is a fantasy storytelling game for 2 to 5 people, one of whom takes on the role of the narrator, while the others play as adorable goblin heroes.

The game works like a conversation where you all tell a story together. The Narrator describes scenes and situations and players describe how their hero reacts.

When players try to overcome challenges or do something risky, the Narrator will call for a dice roll to see what happens. The player describes what they are trying to do and chooses a skill that best fits their action. Then they roll the dice and narrate the outcome and what it looked like!

Read these rules before starting your first adventure

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CONCERNING ADORABLINS

In this game YOU will play as an Adorablin!

Adorablins are cute little critters who aren't so different from us. They love adventure, games and snacks! Their world is full of color, fun and magic. They love festivals and celebrations, and their birthday parties are legendary!



Adorablins are curious by nature and many tend to experiment with various foods, physical feats and magic. Some experiments have a tendency to open portals from their world to other places.

This is how your adventure begins...

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THE GAME FLOW

The narrator should read these rules first, but during an adventure they need only use their narrator cards to run the game.

TO BEGIN

1. Find the Checklist Card
2. Follow Narrator Cards in order (1 to 4)
3. The game begins

GOALS

Each adventure begins with some thing going through a portal to another world.

The Adorablin's goal is to bring it back safely, without being spotted.

The players' goal is to have fun, take turns, and tell an adorable story together.

The Narrator's goal is to move the story along, and to be a fan of the Adorablins

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CHOOSING YOUR ADORABLIN

Players choose an Adorablin to play as. There are many types to choose from.

Each Adorablin has a unique card. The front shows the type of Adorablin and their 4 skills (see page 9). The back shows their unique ability and their useful item.

Each Adorablin is stronger in some areas than others, represented by their Skills.

You get to make the Adorablin your own, so think about what their name might be and a little about their personality, what they like and dislike, for example.

If two players want to be the same Adorablin, let the younger choose first and then switch next game!

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THE NARRATOR

As Narrator you'll set the stage, remind players of the rules and keep the story moving. Pretend you are holding the camera as you describe each scene. You can add exciting challenges to make the story more interesting. Whenever a player wants to try something that could possibly go wrong, call for an Action Roll using two six-sided dice.

If a player rolls 9 or less on an Action Roll, YOU get to make a Narrator Move! These add fun, sometimes silly, complications to scenes

To begin an adventure, place the 4 Narrator cards in front of you and follow each prompt in order. Once you finish a card, flip it over to reveal a quick reference that helps you facilitate the game.

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THE NARRATOR (CONT)

After reading your cards and starting the game, you will describe scenes, introduce challenges and make moves.

When narrating outcomes of Action Rolls or describing a new scene, remember that everyone may picture things a little differently.

We recommend answering at least one question below when describing something to a player.

- What do they see?
- What to they smell?
- What do they hear?
- What do they feel?
- What is something familiar?
- What is something out of place?
- What one thing stands out?



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CHALLENGES

Challenges stand in the way of the Adorablins reaching their goals.

You will introduce **Narrator Challenges** to make the adventure more interesting.

Player Challenges are introduced when a player describes something something risky that could go wrong.



When a Challenge is introduced, call for an Action Roll. The player will say what they want to try, roll both dice and add the Skill that best fits their action. Then, you'll describe to them what happened based on that roll.

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TYPES OF CHALLENGES

Problem Solving challenges involve critical thinking, like investigation or remembering things you've learned. Smarts and Senses would likely be used for these.

Social challenges involve interactions with others, like persuading someone or calming an animal. Smarts and Senses would likely be used for these.

Physical challenges involve movement or athletics of some kind, like climbing a fence or sneaking. Speed and Strength would likely be used for these.



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SKILLS

When trying to overcome a challenge, choose a Skill that best fits your action.



SMARTS

Solving problems with your mind.
Memory ~ Investigation ~ Learning



SENSES

Solving problems with your senses.
Awareness ~ Instincts ~ Charm



SPEED

Solving problems with movement.
Reflexes ~ Acrobatics ~ Sneaking



STRENGTH

Solving problems with your might.
Toughness ~ Climbing ~ Lifting

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SNACKS

Players start with **2** snacks. If they get Stuck they find another snack. The Narrator may award snacks for reasons such as being kind, helpful, or super clever. **You can't have more than 4 snacks at once.**



- **Eat a Snack** to turn a Struggle into a Success on your Action Roll.
- **Share a Snack** to help turn a friend's Struggle into a Success (If they ask)
- **Give a Snack** to your Companion to wake them up so they can help you out again later on
- **Relax** and have a Snack to remove a Condition (Once things are calm)

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COMPANIONS

Adorablins begin with a companion from their world, a one of a kind creature that will journey with them through the portal. In tough times, companions can help turn a Struggle into a Success.



After a companion helps an Adorablin, flip their card over so they can rest (Zzz).



To wake them up you can feed them a snack, or wait until they've rested. Just ask the Narrator if it's been long enough.

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CONDITIONS

Conditions are lasting effects that prevent an Adorable from using one of their skills until the condition is removed.

On a roll of **6 or less**, you get **Stuck** and the Narrator will hand you a condition token. Place it on the skill you just used and then describe what went wrong that caused it.



Conditions may be removed by eating a snack or by another Adorablin succeeding on an Action Roll and saying how they help.

If you have 4 conditions at the same time, you will need to rest a bit or ask an Adorablin friend for help.

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ENDING THE ADVENTURE

One tricky part of telling a story is finding a good way to end it. Fortunately, for Adorablins it can be fun and easy! Once they have the thing that escaped their world, they just need to return through the portal to their own world!

As the Narrator, you control how long or short an adventure will take by making it easier or harder to reach their goal.

A short game will have each player roll one or two times to see if they can find and return the object, with one final roll to return back home. Then one roll to return back home. Longer games can have more rolls. It's more about the story and the fun than how hard it is or how long it takes. In the end, ask each player to say what their Adorablin does once they return home.

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CONTINUING THE ADVENTURE

After completing the first Adorablins adventure, other Adorablins will have heard of your courage, having been brave enough to jump through a portal to another world!

They will start calling you "Portal Hoppers" and will call upon you to help retrieve other things that slip through portals all over your homelands.

There's no limit to the worlds you can explore!



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EXAMPLE ADVENTURE

Players choose their Adorablins and Companions and then begin!

THE PORTAL

A bright, green, spiraling vortex somehow opened in Farmer Biff's garden. It smells of yummy veggies and fresh earth, and feels a bit gooey as you pass through it. When you arrive on the other side you all have a slight, sparkly-green glow about you.



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EXAMPLE ADVENTURE (CONT)

THE LOCATION

The portal seems to have opened into a large human city with tall buildings, busy streets, and lots of loud noises. It opened in an alley near a laundromat and a coffee shop with a window full of sweet treats.

THE QUEST

A baby Blink Dragon has escaped your world and you must get it back before Farmer Biff knows it's missing. Blink Dragons are known for their ability to teleport short distances and for their appetite for anything sweet.

CHALLENGES

They will first be confronted by some tough alley cats, then must try to avoid detection from humans and dangers such as cars, bikes, busses and gangs of city pigeons.

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