

Goblin Pit Fight

2nd Edition Rules

Video explanations, print and play flies, and rule variants available at ChrysalisEndeavors.com

Overview

Goblin Pit Fight is a card game for 1-4 players in which players choose one of the four “Pit Fight Sponsors” and build teams to send into the pit in order to earn coin. This fast paced game generally takes 30-60 minutes to play. The object is to create the best hand; out-scoring other players and possibly defeating the pit for extra coins. It has an easy to learn, multi-level scoring system that allows players to be creative when building a hand. Each player keeps a “bench”, where they can secure cards for future hands or stash cards away so others cannot use them.

Card Explanation

Artwork -		- Sponsor (Each player chooses to play a sponsor and some cards give bonuses when in their sponsor’s hand)
Character Name -		- Rank (Used to determine 2, 3, and 4 of a kind bonuses as well as the “Slave Revolt”)
Sponsor or Card		- Class (Used to determine “Guild” and “Adventure Party” bonuses as well as some special card results)
Special -		- Value (Used for multiple special card results as well as the Prince or Pauper hand bonus)
		- Pit Strength (Used to fight the “Pit Hand” and perhaps win the pot)

Setup

Each player chooses a Pit Fight Sponsor and takes that sponsor's scoring guide. The rules are the same for each sponsor. The guides help everyone identify which player is playing each sponsor. Each player is then dealt 2 cards face down for their bench. Each player is given 20 coins of value (5 Serpents, 1 Wing, & 1 Dragon).

Game play Overview

1. Deal
 - For a two player game, deal each player six cards.
 - For a three player game, deal each player five cards and 1 card to the pit.
 - For a four player game, deal each player five cards.
2. Build your hand
 - Using the cards in your bench and those you were dealt; build a four card hand and place it face down in front of you when complete. See *Scoring a Hand* below to learn about coin payouts of different combinations.
3. Choose Cards for your bench
 - Choose two of the remaining cards to be used on a later turn and place them face down off to the side away from your hand. A player always has two cards on their bench.
4. Place Remaining Card(s) into the Pit
 - Each player places their remaining card(s) face down in the center of the table creating the "Pit Hand" from all players' chosen pit card. In a 2 player game, each player adds 2 cards into the "Pit Hand".
5. Bid for Pit
 - Each player puts a single coin into their palm secretly. This may be a Serpent (1 coin), Wing (5 coins) or a Dragon (10 Coins). Once all players are ready, players reveal their bid. The player with the highest bid will fight the pit during this hand. All players put their bid into the pot (center of table).
 - In case of a tie bid, the deck is cut to find a "Pit Master". The player who is playing the sponsor of the revealed card chooses who will fight the pit. If the revealed card doesn't match a player, continue to cut the deck until a "Pit Master" is found.
6. Fight the Pit
 - The player designated to fight the pit reveals their hand and adds up the pit strength on all their cards. The pit strength is the shield icon on the bottom right of the card. Next, reveal the Pit Hand and do the same. If the player's hand exceeds the pit strength of the Pit Hand, the player takes the coins in the pot. If it is a tie, the player scores their hand during the score phase, but does not get any coins from the pot. If the pit wins, the player scores 0 coins for this turn. If the Pit is not defeated, all coins stay in the pot.
7. Score
 - All face down cards (except the players' benches) are now turned face up. Starting with the dealer and passing to the left, players score their hands. See *Scoring a Hand*. The first player to have over 75 coins ends the game. All players score their last hand and the player with the most coins wins.
8. Reshuffle
 - If no player has more than 75 coins, all cards (except the players' benches) are shuffled back into the deck and deal moves to the left.

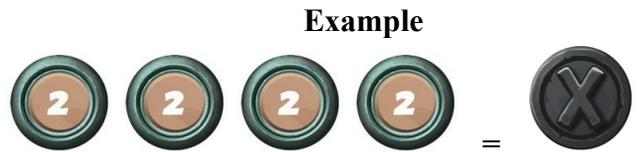
Scoring a Hand

(Coin rewards are cumulative. For example, a four of a kind will also be a "Sponsors' Council and you would score both.)

Scoring Category

Matching Ranks

- 2 of a kind - 2 coins
- 3 of a kind - 6 coins
- 4 of a kind - 10 coins



Sponsor

Sponsors' Council - One card from each sponsor - 4 coins

or

Home Team - Four cards from same sponsor - 4 coins



Classes

Adventure Party - One card of each class - 4 coins

or

Guild - All card are of the same class - 4 coins

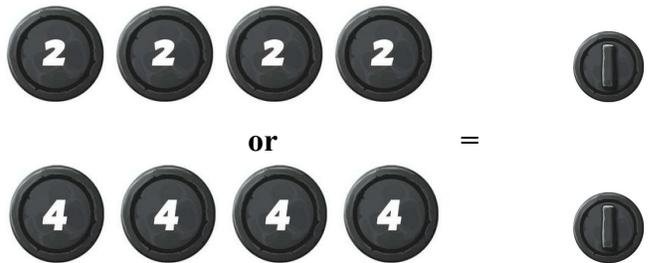


Value

Pauper Hand - <9 total value in hand - 2 coins

or

Prince Hand - >13 total bones in hand - 2 coins



Sponsor or Card Special

Many cards have a sponsor icon and special text on them that give bonus coins based on which player has them in their hand. Some cards give a bonus regardless of which player has them in their hand.



= one coin if the card is in  player's hand.

Example Hand Scoring (played by the sponsor player):



Rank Score
2 rank 3's & 2 rank 6's - 4 coins
Sponsor Score
Sponsors' Council - 4 coins
Class Score
Guild - 4 coins
Value Score
None (Value = 10)
Sponsor or Card Special
Vagabond Nils - 2 coins
Total Hand Score = 14 coins
4+4+4+2=14

Solo Play Versions

Short Version Gameplay

1. Choose a Sponsor
2. Deal
 - Deal four cards to the pit face down.
 - Deal four cards to your hand.
 - Deal two cards to your bench (first turn only).
3. Build your hand
 - Using the cards in your bench and those you were dealt; build your four card hand.
 - See *Scoring a Hand* to learn about coin values of different combinations.
4. Choose Cards for your bench
 - The player may replace one or both of their bench cards with the ones they are dealt.
 - A player always has two cards on their bench.
4. Split the deck for a Pit Master
5. Fight the Pit
 - Reveal the Pit and add up its Pit Strength.
 - If the Pit Master matches your chosen tribe, add its Pit Strength to your hand's total Pit Strength.
 - If the total Pit Strength in your hand exceeds the Pit's total, add the Pit Master's value to your hand score.
 - If you tie the Pit, score only your hand.
 - If the Pit beats your total Pit Strength, the total score for this round is zero.
6. Score
 - All cards (except the player's bench) should now be turned face up in the discard pile.
 - Score your hand and record your score. See *Scoring a Hand*.
 - Don't forget the bonus from the Pit Master if you beat the Pit.
 - Score over 50 coins to win the game before getting to the bottom of the deck (5 hands).
 - Don't reshuffle like you would in other versions of Goblin Pit Fight.

Long Version Gameplay

1. Choose a Sponsor
2. Deal
 - Deal four cards to the pit face down. Deal four cards to your hand.
 - Deal FOUR cards to your bench (first turn only).
 - Put 3 damage tokens (coins, pebbles, etc.) next to the Pit
3. Build your hand
 - Using the cards in your bench and those you were dealt; build your four card hand.
 - See *Scoring a Hand* to learn about coin values of different combinations.
4. Choose Cards for your bench
 - The player may replace any of their bench cards with the ones they are dealt.
 - A player always has four cards on their bench.
4. Split the deck for a Pit Master
5. Fight the Pit
 - Reveal the Pit and add up its Pit Strength.
 - If the Pit Master matches your chosen tribe, add its Pit Strength to your hand's Pit Strength total.
 - If the total Pit Strength in your hand exceeds the Pit's total, add the Pit Master's value to your hand score. You may also trade one card from your bench with one from the Pit.
 - If you tie the Pit, score only your hand.
 - If the Pit beats your total Pit Strength, the total score for this round is zero and take 1 damage token from the Pit.
 - You lose the game when you have taken all three damage tokens.
6. Score
 - All cards (except the player's bench) should now be turned face up.
 - Score your hand and record your score. See *Scoring a Hand*.
 - Don't forget the bonus from the Pit Master if you beat the Pit.
 - Score over 200 coins before all three damage tokens are removed to win the game.
7. Reshuffle
 - All cards (except the player's bench) are shuffled back into the deck and deal again.