

Loot & Recruit

Ver B1.4

Story

According to lore, when an ancient Goblin King retired he decided to hold a contest to determine who would claim his vacant throne. He challenged contestants to prove their worth by providing them three platforms and declared that by the end of the day the contestant who recruited the most Goblins to their platforms would be crowned the winner. However, the Goblin King would not give up his throne so easily. He instructed that the platforms be built so narrow that they could only hold a few Goblins. The smartest of the contestants came up with a brilliant plan, and had his Goblins stack on top of each other. His clever strategy paid off and he was quickly crowned the new Goblin King. Enamored with the contest, the new Goblin King decided to make it a permanent tradition upon the retirement of any Goblin King. It just so happens that the current King is retiring, which means it's your turn to become a contestant in this crazy Goblin festival as you attempt to claim the throne!



2-5 Players



45+ Mins



Ages 13+

Objective

The player who accumulates the most **Victory Points** (*acquired by recruiting and stacking **Goblins** on your **Platforms***) by the end of the game wins the contest and becomes the new Goblin King/Queen.

Content

220 CARDS

- 60 Goblin Cards
- 37 Action Cards
- 52 Power Cards
- 50 Starter Cards
- 20 Event Cards
- 1 First Player Card

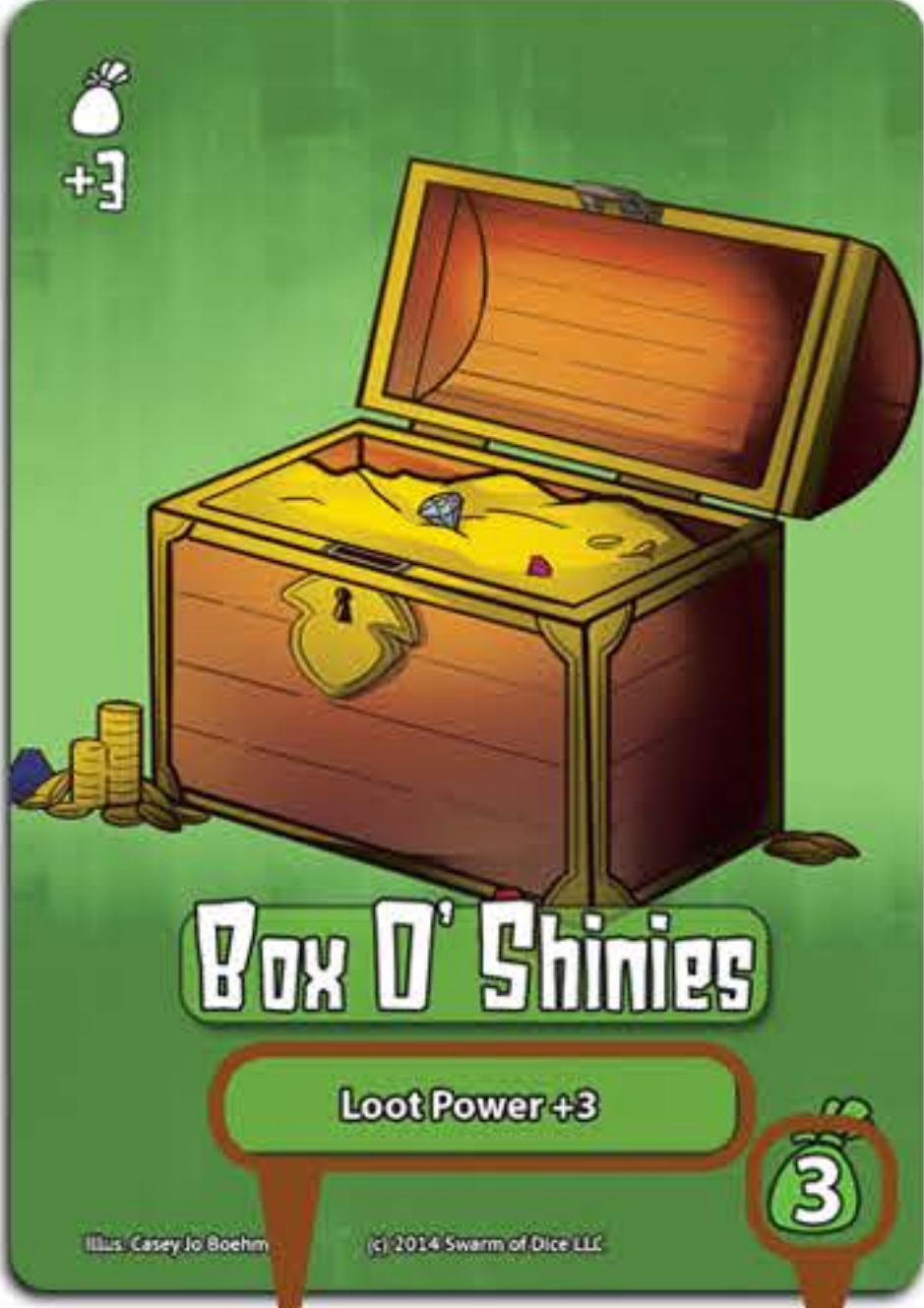
1 GAME BOX

1 RULEBOOK

Card Types

POWER CARDS

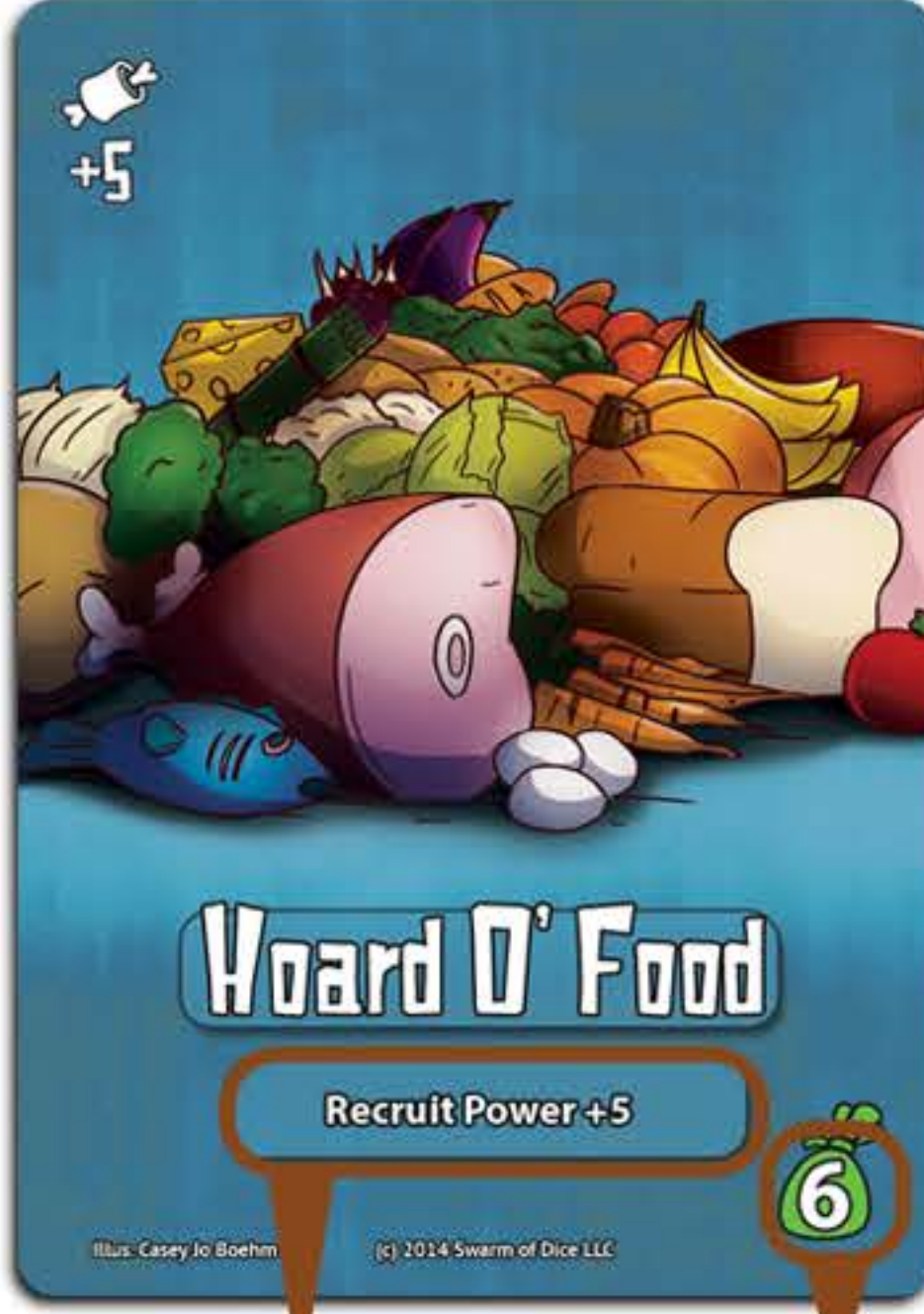
Loot



Power

Loot Cost

Recruit



Power

Loot Cost

Action



Actions & Bonuses

Loot Cost

Hybrid



Power

Loot Cost

Attack



Power

Loot Cost

Goblin



Defense

Recruit Cost

Victory Points

Event

Phase



Bonuses & Flip Effects

Setup

Before the fun can begin we need to setup the festival.

Starting Resources

Give each player the following **Starter** cards:

- Box O' Shinies (x1)
- Money Bag (x4)
- Pile O' Chow (x1)
- Table Scraps (x4)

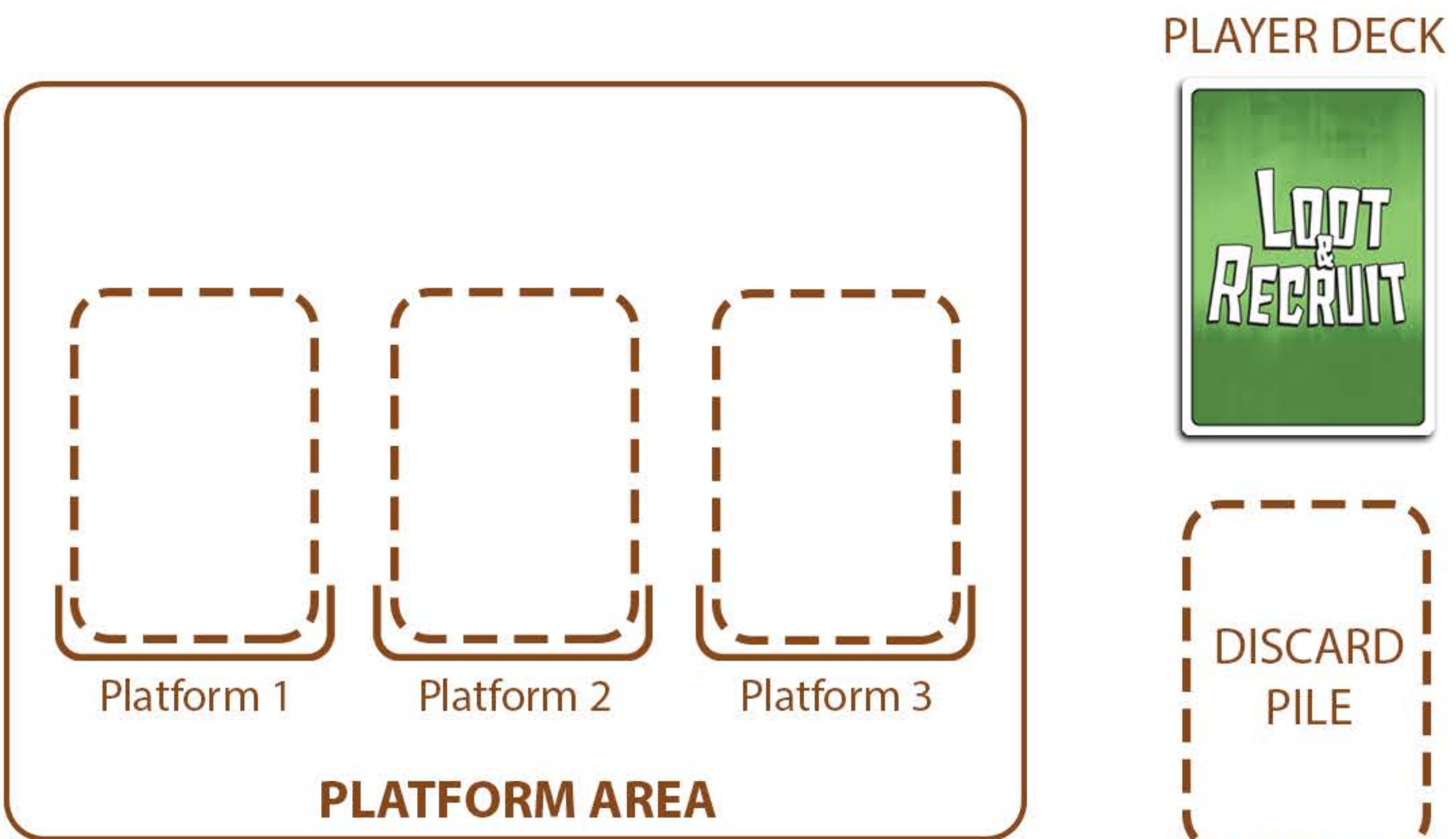


These cards represent your **Deck**. As the game progresses you will build upon your **Deck** by acquiring new cards from the **Shop**.

Set aside any extra **Starter** cards (you won't need them for the rest of the game).

Your Play Area

Once you have your deck, set it in front of you to create your **Play Area**.



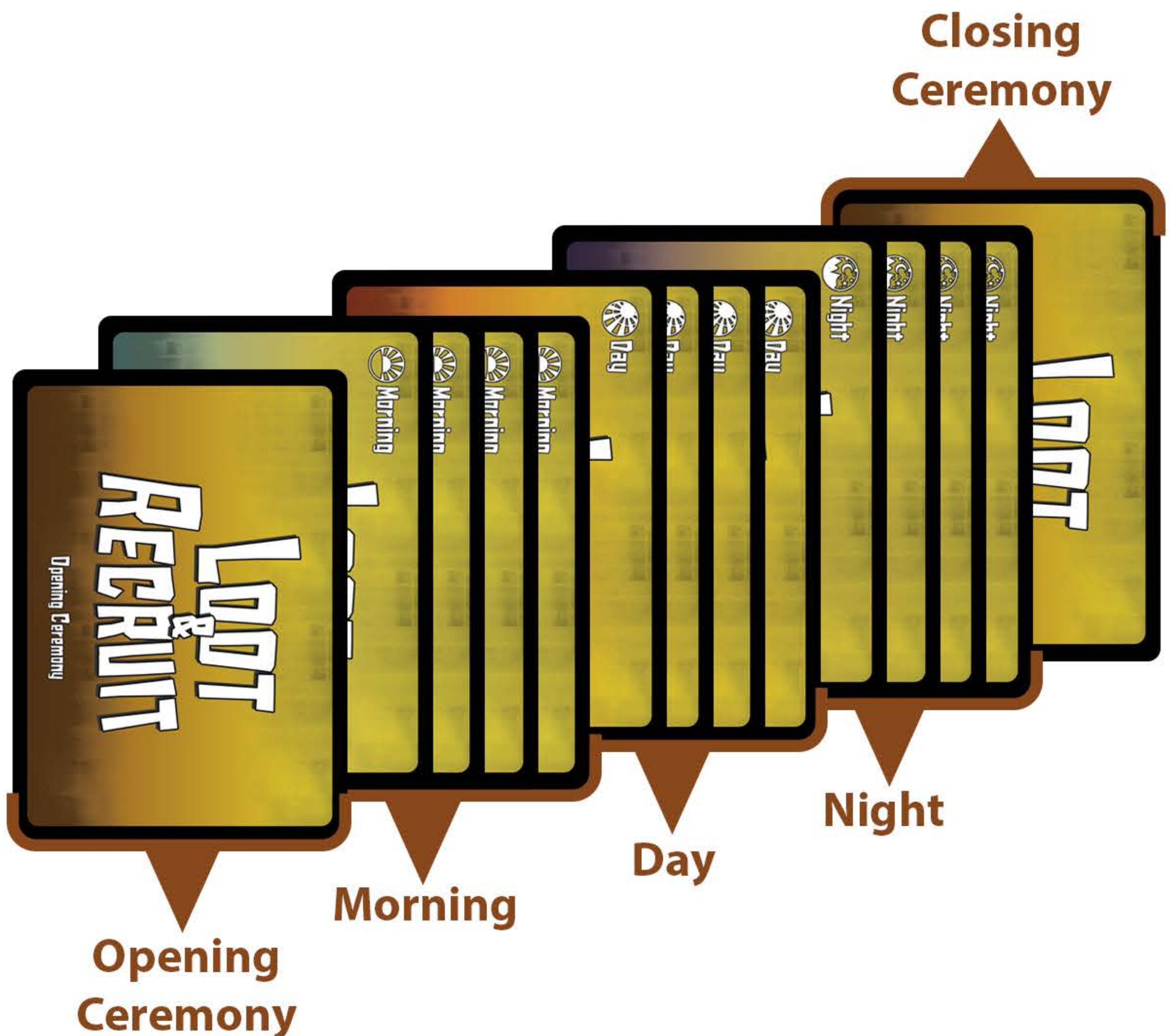
Event Deck

The **Event Deck** represents the various events that happen throughout the day-long festival.

Build the **Event Deck** by placing the following cards face down in this order:

- **Closing Ceremony** on bottom
- Four random **Night Event** cards
- Four random **Day Event** cards
- Four random **Morning Event** cards
- **Opening Ceremony** on top

Set aside the extra **Event** cards (you won't need them for the rest of the game).



Permanent Cards

Take the following cards and set them in the middle of the table.
(See Table Layout image for a visual reference)

- **Pile O' Chow (x12)**
- **Box O' Shinies (x12)**
- **Catapult (x10)**
- **Troublesome Trio (x15)**

These cards can always be purchased or recruited during your turn regardless of what is in the **Shop Line-up** or **Crowd Line-up** *(provided you have the appropriate resources)*.

Shop

The **Shop** is where you'll improve your deck by acquiring new cards.

After separating the **Permanent Cards** take all remaining **Loot, Recruit, Attack, Hybrid** and **Action** cards and shuffle them together. These form the **Shop Deck**.

Now flip five cards face up from the **Shop Deck** and place them in a row to form the **Shop Line-up**. *(See Table Layout image for a visual reference)*

Crowd

The **Crowd** is where you will recruit **Goblins** to your **Platform**.
Remember, recruiting **Goblins** is how you acquire **Victory Points!**

After separating the **Permanent Cards** take all remaining **Goblin** cards and shuffle them together. These form the **Crowd Deck**.

Now flip five cards face up from the **Crowd Deck** and place them in a row to form the **Crowd Line-up**. *(See Table Layout image for a visual reference)*

Reshuffling Shop and Crowd Decks

If the **Shop** or **Crowd Decks** run out of cards, take all the cards from the respective **Trash Pile**, remove all **Permanent** and **Starter** cards in the **Trash Pile**, shuffle the remaining cards, and place them face down to create a new **Shop** or **Crowd Deck**.

Table Layout

After the Setup is complete the center of the table should look like this.



Gameplay

Let the festivities begin!

Each player shuffles their **Starter Deck** and draws 5 cards to form their **Hand**.

Randomly choose a player to go first, put the **First Player** card in front of them, and start the first **Round**.

ROUNDS

Rounds happen in the following order:

- Flip over the top card of the **Event Deck**.
(resolve any **Flip Effects**)
- The **Player** with the **First Player** card takes their turn.
- All other **Players** take their turn in clock-wise order.

NOTE: *If the **Event** card has a **Flip Effect**, all players must choose whether or not to perform that **Effect** before the first player takes their turn this **Round**.*

YOUR TURN

During your turn, you play cards from your hand to build up your **Loot**, **Recruit**, and **Attack Powers**. Any **Powers** become available the moment you play the card and all **Powers** of the same type are pooled together.

You then use those **Powers** to purchase cards from the **Shop**, recruit **Goblin** cards from the **Crowd**, and attack other player's **Goblin** cards. You may do these in any order.

NOTE: *All unused **Loot**, **Recruit**, or **Attack Power** is lost when you end your **Turn**.*

Looting

You may purchase cards from the **Shop** as long as your **Loot Power** is greater than or equal to the cost of the card you are buying. When you purchase a card immediately place the purchased card in your **Discard Pile** (*unless the card says otherwise*), and then subtract the purchased card's **Loot Cost** from your **Loot Power**.

EXAMPLE: You have a **Box O' Shinies** and a **Mountain O' Gold**, which gives you eight **Loot Power**. You then purchase a **Bombardier**. Since the **Bombardier** has a **Loot Cost** of four this leaves you with an extra four **Loot Power** to purchase other cards.



When a card is purchased, immediately replace it by flipping over the top card of the **Shop Deck** and placing it in the **Shop Line-up**.

You may purchase as many cards from the **Shop** as you want as long as you have the required **Loot Power**.

NOTE: When you purchase a card that has a **Purchase Effect** on it, immediately resolve the effect of that card before continuing your turn.

Recruiting

You may recruit **Goblin** cards from the **Crowd** as long as your **Recruit Power** is greater than, or equal to, the cost of the **Goblin** card you are acquiring. When you acquire a **Goblin** card immediately place it on top of one of your **Platforms** (described in the *Building Goblin Stacks* section), and then subtract the **Goblin** card's **Recruit Cost** from your **Recruit Power**.

EXAMPLE: You have three *Pile O' Chow's*, which gives you nine **Recruit Power**. You recruit a *Pint-Sized Pack* for seven **Recruit Power**, leaving you with an extra two **Recruit Power** that you can use to recruit more **Goblin** cards.



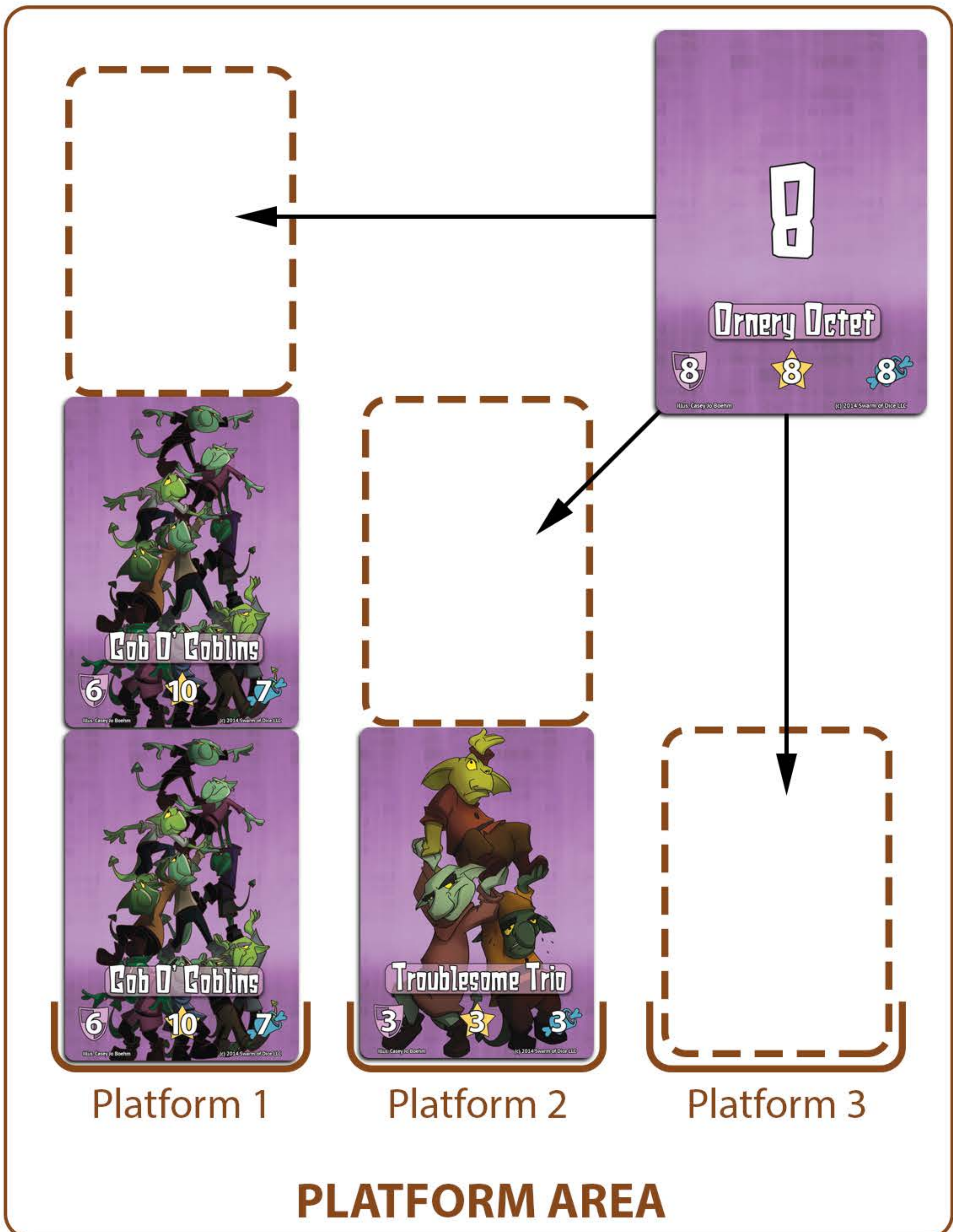
When a **Goblin** card is recruited, immediately replace it by flipping over the top card of the **Crowd Deck** and placing it in the **Crowd Line-up**.

You may recruit as many **Goblin** cards as you wish as long as you have the **Recruit Power** to acquire them.

Building Goblin Stacks

Your **Platform Area** has three **Platforms** to stack **Goblin** cards on. When you recruit a **Goblin** card, you must immediately choose a **Platform** and place the card on the top of the chosen **Platform**.

EXAMPLE: You recruit an **Ornery Octet**. You must now place it on top of one of your three **Platforms**.



Attacking

If you have any **Attack Power**, you may attack a **Goblin** card (even your own). First, choose any **Goblin** card on a **Platform** with a **Defense** less than or equal to your **Attack Power**. That card and all cards above it on the **Platform** are **Trashed**.

You can only attack once per turn (even if your attack gets negated).

EXAMPLE: You have six **Attack Power** this turn and decide to attack the **Gob O' Goblins**. The attack succeeds and that card as well as all cards above it (like the **Ornery Octet**) are **Trashed**.



NOTE: We recommend putting all **Troublesome Trio** cards back in their **Permanent Deck** rather than **Trashing** them.

Action Cards

When you play an **Action** card, you immediately gain any **Bonus Powers** the card may have. You may also execute the card's **Action(s)** at any time during your turn. Once you start an **Action** you must resolve it completely before you can do anything else.

NOTE: *Actions can only be performed once unless the card states otherwise.*

Ending Your Turn

Once you are done with your turn take all the cards you played, as well as any remaining cards from your hand, and put them in your **Discard Pile**. Then draw from your **Deck** until you have five cards in your hand.

NOTE: *If your **Deck** runs out of cards while drawing, shuffle your **Discard Pile**, place it face down and that now becomes your new **Deck**. Continue drawing from the new **Deck** until you have 5 cards in your hand.*

The player to the left of you now starts their turn.

Trashing Cards

NOTE: *When the rulebook or a card tells you to **Trash** a card simply place it in the appropriate **Trash Pile** (Goblins go in the **Crowd Trash** and all other cards go in the **Shop Trash**).*

SCORING

Add up your **Victory Points** (*based on the total **Victory Points** of all your **Goblins** in your **Platform Area***) and document them when the following happens:

- The last **Morning Round** ends
(*right before the first **Day Event** card is flipped over*)
- The last **Day Round** ends
(*right before the first **Night Event** card is flipped over*)

Once the **Final Round** ends, add up your **Victory Points** one final time and combine it with the previous two totals to determine your **Final Score** for the game. The player with the highest **Final Score** wins!

END OF THE GAME

The **Final Round** starts when the **Closing Ceremony Event Card** is flipped over. After all **Players** take their turn during the **Final Round** the game ends.

FAQ

General

The text on a card contradicts a rule in the rulebook. Which one is correct?

- *The text on the card is always correct.*

Are played cards still considered to be in my hand?

- **No**, once a card is played it is no longer considered to be in your hand, nor is it considered to be in your Discard Pile (Played cards move to your Discard Pile at the end of your turn).

Bodyguard

If my Attack is negated by a Bodyguard can I redirect my Attack to another player?

- **No**, your Attack is negated, which means you lose any Attack Power used during that Attack and you may not make another Attack this turn (unless you have a card, like the Sergeant, that allows you to Attack again if you have any remaining Attack Power).

Bombardier

What cards are considered to have an 'Attack Power'?

- *Any card that grants you Attack Power when played, such as a Catapult, Cannon, Sergeant, or another Bombardier.*

Coordinator

If I move a Goblin card that has other Goblin cards on top of it are those cards trashed when I move the chosen Goblin card?

- **No**. The other Goblin cards move down to fill the empty space left by the chosen Goblin card.

FAQ

Scavenger

If I purchase a card from the Shop during my turn, can I use my Scavenger to get that card out of my Discard Pile and put it into my hand?

- **Yes**, because purchased cards go immediately to your Discard Pile (unless the card states otherwise).

Seargent

Can I attack the same opponent twice with a Sergeant?

- **No**. The card states that you must choose a different opponent to attack.

If I play two Seargents can I Attack three times during my turn?

- **Yes**. Each Seargent you play allows you to Attack an additional time (as long as you have enough Attack Power).

Shield Bearer

What happens to a Shield Bearer after it is successfully attacked?

- It is placed in the Shop Trash Pile.

What does it mean when it says that a stack with Shield Bearer can not be affected by Actions or Recruiting?

- It means that you can not add any Goblin cards to the stack via Recruiting, nor can you affect the stack with any Action cards (like a Coordinator).

Credits

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and anyone else we forgot

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Game Summary

ROUNDS

Rounds happen in the following order:

- Flip over the top card of the **Event Deck**.
(resolving any **Flip Effects**)
- The **Player** with the **First Player** card takes their turn.
- All other **Players** take their turn in clock-wise order.

YOUR TURN

You may do the following in any order:

- Use **Loot Power** to purchase cards from the **Shop Line-up**.
- Use **Recruit Power** to recruit **Goblins** from the **Crowd Line-up** and stack them on one of your **Platforms**.
- Use **Attack Power** to attack a **Goblin**.
- Use **Action** cards.

Once you are done with your turn take all the cards you played, as well as any remaining cards from your hand, and put them in your **Discard Pile**. Then draw from your **Deck** until you have five cards in your hand.

REMINDER: *If your **Deck** runs out of cards while drawing, shuffle your **Discard Pile**, place it face down and that now becomes your new **Deck**. Continue drawing from it until you have 5 cards in your hand.*

REMINDER: *All unused **Loot, Recruit, or Attack Power** is lost when you end your **Turn**.*