

A not quite cooperative game for 1 – 5 players
10 years and up, 30 – 45 minutes
The beginner rules are explained first, then the expert,
2-player and solitaire rules.



Story and Goal

We, the Goblins, have managed to chase the scum of the Five Realms out of the *Hiddenlands*. Now the land is ours, and we can spread chaos and destruction as we like! But it is not easy to live together with the other dirty goblin clans, especially when we are threatened by other dangers. We build, trade, research, fight disease and compete to be the most powerful of all the clans. Sometimes, however, we must join forces in a “pact” with neighboring clans. But in the end, it will all belong to our clan anyway — you’ll see!

In the game, you will recruit and use different types of Goblins—as well as form pacts with your neighbors—in order to fulfill the tasks as efficiently as possible.

At the end of the year, when winter comes, the fruits of your labor will be revealed and the balance of power will be determined. The clan with the most Goblin Glory wins!

Components

144 cards:
78 Goblin cards



30 Task cards:
12 x spring, 12 x
summer, 6 x autumn



12 Command
cards



6 Master Goblins



5 Pact cards



6 Specialist cards



5 Dynamite cards



2 Overview cards



15 Goblin figures



Starting player
figure (grey)

5 Markers



Goblin cards

The Goblin cards (called “Goblins” from now on) each show one of 6 different goblin types: shaman (white), builder (yellow), chieftain (black), scientist (green), merchant (blue), warrior (red).

Task cards

Tasks are fulfilled by the Goblin clans: building structures, training abilities, curing diseases, trading commodities, scientific research, and fighting dangerous creatures.

Specialist cards

The 6 Specialists each show a special action, which you can perform on your turn.

Master Goblins (Expert game only)

The 6 Master Goblins correspond to the 6 different types of Goblin. They are identified by 3 adjacent symbols.

Dynamite cards (Expert game only)

The Dynamite cards keep track of your Dynamite. You can increase your Dynamite stores for Goblin Glory at the end of the game, or use them during the game to eliminate other Goblins and make your Tasks easier to fulfill.

Command cards (Expert game only)

The 12 Commands award you with Goblin Glory at the end of the game if the conditions are met. However, if the conditions are not fulfilled, minus points are also possible.

Beginner Game

1. Preparation

1.1 Shuffle the Goblins and deal a hand of 6 to each player. Keep your cards hidden from your opponents.

The remaining Goblins form the Goblin deck. Place it in the middle of the table and draw 4 cards, which you place face-up next to it.

1.2 Sort the Task cards by their backsides (Spring, Summer, Autumn) and shuffle them separately. Form the Task deck by placing the 3 piles on top of each other so that the Spring cards are on top, then the Summer cards and at the bottom the Autumn cards.

With only 3 players, randomly remove 8 Spring cards from the game without looking at them. With 4 players remove 4 Spring cards.

Draw 4 cards from the Task pile and place them face up next to it.

1.3 Place one of the 5 Pact cards between each of the two adjacent players.

1.4 The player wearing the most green becomes the starting player and receives the starting player figure, which remains with that player throughout the game.

1.5 Shuffle the 6 Specialist cards and deal them counterclockwise, starting with the player to the right of the starting player, until all cards are dealt.

The cards are placed face-up in front of each player.

1.6. Finally, simultaneously reveal one of your 6 Goblins from your hand next to your Specialist card(s). This Goblin is the start of your display. Put any unused components back in the box.

The Overview cards show the actions and scoring.



2. Playing the Game

When it is your turn, you have the following options:

Either you recruit Goblins *or*
you play Goblins to your display.

Afterwards you may complete Tasks (» 2.2.)

Then the next player clockwise takes their turn.

2.1. Recruit or Play Goblins

Recruit Goblins: Take 2 Goblins from the center and add them to your hand. You can choose whether to draw from the face-up Goblins or from the Goblin deck. After you have taken both Goblins, draw from the deck to replace any face-up Goblins taken, so that there are again 4 face-up Goblins there.

If the Goblin deck is exhausted, reshuffle the discards to form a new deck.

In the rare event that there are still not enough Goblins in the deck to draw the 4 face-up Goblins, each player must immediately reduce their hand cards to 5. Then shuffle the discards to form a new Goblin deck. Each player may choose which cards to discard.

Play Goblins: Play up to 3 Goblins from your hand into your display in front of you. Spread the cards out so that all players can see the type and number of Goblins in your display.

2.2. Complete Task(s)

After recruiting or playing Goblins, you may complete one or more of the face-up Task cards. Each Task requires a certain number and type of Goblins that have been played, which are shown on the card. There are two ways to meet the requirement:

You fulfill the Task **on your own**, using only Goblins from your display. Place those Goblins on the discard pile and take the Task card, placing it face-up horizontal in front of you.

You fulfill the Task **through a pact** with your right or left-hand neighbor. Take as many of the required Goblins from that neighbor as you wish and add your own Goblins to complete the task, placing them all on the discard pile. Your neighbor cannot prevent you from doing this!

Then place the completed Task face-up on the Pact card between you. You must use at least one of your own Goblins and at least one of your neighbor's Goblins. Then you (and only you!) draw a Goblin as a reward from the Goblin deck (not from the face-up Goblins) and add it to your hand.

Further Tasks completed through a pact are placed halfway over the last Task between you so that all completed Tasks are always partially visible.

You can complete multiple Tasks in the same turn, following the same rules. You may receive another Goblin from the deck as a reward.

After one or more Tasks have been completed, draw cards from the Task deck to refill the face-up row back to 4 cards.

The next player clockwise then begins their turn.

3. Specialists

At any time during your turn, you may use a maximum of one of your Specialists. These are explained in the appendix. Afterwards you immediately give the used Specialist card to your right-hand neighbor.

At any point during the game, you can have several specialists, or even all or none of them at your disposal.

Complete Task on your own



Complete Task through a pact



4. End of Game

When you can no longer refill the face-up Tasks to 4 cards, the round is played to its conclusion. The player to the right of the starting player is the last to take their turn. Then the game ends.

5. Scoring

Dynamite bonus:

Add all the Dynamite from all the Task cards you have completed alone or together with your two neighbors.

The player with the most Dynamite chooses one of the remaining face-up Task cards and adds it to their own completed Tasks.

If several players have the same amount of Dynamite, or if there are no face-up Task cards left, none are awarded.

Goblin Glory score:

1 Goblin Glory for every Task card that you and your two neighbors completed through a pact,

2 Goblin Glory for every Task card you completed alone,

For each of your Pact cards, a bonus of 1 or 2 Goblin Glory for having at least 4 or 6 Task cards.

The player with the most Goblin Glory wins the game.

In the event of a tie, the tied player with the most Goblins in their display wins.

Expert Game

The game preparation (» 1.) is identical to the beginner game with the following additions:

1.5. Shuffle the 6 Master Goblins and deal one to each player, placing it face-up in front of them.

Deal a Dynamite card to each player, placing it face-up in front of them.

Each player chooses a color, and takes the Marker and 3 Goblin Figures in that color. Place your Marker on the marked starting space of your Dynamite card. Place the 3 Figures on the 3 symbols of your Master Goblin card.

Shuffle the 12 Command cards and deal 2 to each player. Choose one or both Commands, sliding it/them halfway under your Dynamite card. You can look at your card(s) any time during the game.

Place any unused Commands, as well as all other unused components, back in the box.

Then, as in the beginner game, players simultaneously reveal one of the 6 Goblins in their hand as the start of their display, next to their Master Goblin (» 1.6.).

When you have a Figure on a Task card, it counts as an additional completed Task card for you only: worth 1 Glory Point, in the color of its Task card, and worth any Dynamite printed on that card.

Place a Figure

When you move your Figure from your Master Goblin card, a symbol is revealed that now counts as a permanent Goblin for you. You can use this every time you need a Goblin, and your neighbors can also use it to complete tasks through a pact with you. Each player can unlock up to 3 of these permanent Goblins on their Master Goblin card.

Dynamite Card: If you have 5 different types (colors) of Goblins on display at the end of your turn, move your Marker 1 space forward on the Dynamite card.

Move it 2 spaces if you have all 6 different Goblins in your display.

You can only move up to the last space on the dynamite card (4 Dynamite sticks and 3 Goblin Glory for your final score).

The Dynamite card can also be used to “eliminate” a Goblin needed for something (for example, a Task, a Figure, etc.): if you are one Goblin short of what you need, you may move your marker backward 1 space so that you no longer need that Goblin.

Scoring in the Expert Game

Dynamite bonus:

Add all the Dynamite from all Task cards you have completed alone or together with your two neighbors,
Dynamite on Task cards marked by your Figures,
Dynamite next to your Marker on the Dynamite card.

The player with the most Dynamite chooses one of the remaining face-up Task cards and adds it to their own completed Tasks.

If several players have the same amount of Dynamite, or if there are no face-up Task cards left, none are awarded.

Goblin Glory score:

1 Goblin Glory for every Task card that you and your two neighbors completed through a pact,
1 Goblin Glory for each Task card with one of your Figures on it,
2 Goblin Glory for every Task card you completed alone,
For each of your Pact cards, a bonus of 1 or 2 Goblin Glory for having at least 4 or 6 Task cards (remember, a Figure also now counts as an additional Task card!),
Goblin Glory next to your Marker on your Dynamite card,
Goblin Glory from your Command card(s).



The player with the most Goblin Glory wins the game.

In the event of a tie, the tied player with the most Goblins in their display wins.



Counting Dynamite

Your Glory scores like the following:

- 7 Goblin Glory for completed Task cards through a pact (4 + 3)
- + 2 Goblin Glory for Task cards completed alone
- + 2 Goblin Glory for the 2 placed Figures
- + 2 Goblin Glory for 6 completed Task cards with the left neighbor (4 Task cards + 2 Figures)

+ 2 Goblin Glory (Dynamite card)

+ 2 Goblin Glory for Command cards (1 + 1)

= 17 Goblin Glory

**Scoring
Expert game**



Pact for Two (Only recommended with the Expert Game rules)

As with the 3-player game, first remove 8 Spring cards from the game without looking at them.

Helix now participates in the game as an imaginary player.

Place a Pact card between yourself and Helix, yourself and your opponent, as well as your opponent and Helix.

Helix starts with a Goblin, drawn from the deck and placed face-up in front of him.

You can complete your tasks either with Helix, with your opponent or alone.

Helix never finishes a task alone.

Deal 3 Specialist cards each to yourself and to your opponent at the beginning of the game. After you use one, you immediately give it to your opponent.

Sort out the Commands XI + XII, shuffle all the others and deal 3 to yourself and your opponent. You keep 1 – 3 of these and slide the chosen cards halfway under the Dynamite card as usual.

Every time Goblins are recruited (» 2.1.), you immediately draw another Goblin card from the deck and place it in Helix's display. This may allow you to be able to make a pact with Helix and complete a Task.

All other game rules do not change.



Pact Solo

Use only the 6 Specialists and a Master Goblin. The Dynamite and Command cards are not needed.

As with the 3-player game, remove 8 Spring cards without looking at them.

Helix and Ferdix take part in the game as 2 imaginary players.

Place a Pact card between you and Helix, between you and Ferdix, and between Helix and Ferdix.

Helix and Ferdix each start with a Goblin that is drawn from the deck and placed face-up in front of them.

You can complete tasks alone, or through a pact with Helix or Ferdix.

At the beginning of the game you have all 6 Specialists. You may use each of them once in the whole game—discard them after using them. *Attention: If you use the Specialist card which allows you to copy another card, you may only copy a card that has already been used and discarded.*

If you recruit Goblins, or play only one Goblin to your display during your turn, you take the face-up Task card from the far right of the 4-card display, and place it on the Pact card between Helix and Ferdix at the end of your turn. Shift the remaining 3 Task cards in the display one position to the right and add the top card from the deck face-up to the left of the display.

After each turn, draw two Goblins from the deck and place one face-up in the display of Helix and one in the display of Ferdix.

If one of them can do a Task on his own, do that for him (first Helix, then Ferdix). If there are several Tasks they could fulfill, then always do the one farthest on the left first. All required Goblins are discarded and the Task card is placed in front of the one who completed it. Then the Tasks are pushed together again to the right and refilled to 4 face-up cards from the left side. All other game rules are the same.

Solo Game Scoring

Dynamite bonus:

Dynamite from all Tasks you have completed alone, with Helix or with Ferdix,
Dynamite from all the tasks your Goblin figures are on.

Goblin Glory score:

- 2 Goblin Glory for each Task you completed alone,
- 1 Goblin Glory for each Task you completed with Helix or Ferdix,
- 1 Goblin Glory for each of your Goblin Figures on a Task card,
- 1 or 2 Goblin Glory for at least 4 or 6 task cards on each Pact card.

Remember: Your own figures count as another Task card!



If you have more Goblin Glory than Helix or Ferdix, you may play a second, third or fourth game.

Game 2: Start the game with another Master Goblin and keep all the Goblins in your display from the first game as well as your hand cards. From the Specialist cards you used previously, you may choose 2 to take back. After each turn, you draw 4 Goblins from the deck and place 2 face-up in each of the displays of Helix and Ferdix.

Game 3: Start the game again with another Master Goblin assigned to you, your display and hand cards from Game 2, and take back 2 of the Specialist Cards you used previously. After each turn, you draw 6 Goblins from the deck and place 3 face-up in each of the displays of Helix and Ferdix.

Game 4: Start the game again with another Master Goblin, your display and hand cards from Game 3, and take back 2 of the Specialist cards you used previously. After each turn, you draw 8 Goblins from the deck and place 4 face-up in each of the displays of Helix and Ferdix.

If you also win all 4 games in a row, you can call yourself “Goblin Grand master of Pact”.

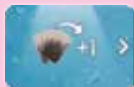
Specialist cards



After recruiting Goblins, you may recruit one additional Goblin.



After recruiting Goblins, you may also play a Goblin to your display.



After playing Goblins to your display, you may play an additional Goblin to your display.



Copy the ability of an opponent's Specialist.



Eliminate a Goblin needed for something (for example, a Task, a Figure, etc.).



Choose 1 of the 4 face-up Task cards, slide it under the deck, and draw a new one to replace it.

Command cards



I. On your Dynamite Card, if you reach or pass the space "3 Dynamite, 1 Goblin Glory": +1 Goblin Glory. For the space "4 Dynamite, 2 Goblin Glory": +2 Goblin Glory. Fulfilling neither of these: -2 Goblin Glory.



III. If you have 5 different Goblins in your display at the end of the game: +1 Goblin Glory. If you have all 6: +2 Goblin Glory. Fulfilling neither of these: -2 Goblin Glory.



V. If you fulfill 2 Autumn Tasks: +1 Goblin Glory. Fulfilling 3 or more Autumn Tasks: +3 Goblin Glory. Fulfilling neither of these: -1 Goblin Glory.



VII. If you fulfilled 3 blue or red Tasks: +2 Goblin Glory. Fulfilling 4 or more Tasks: +4 Goblin Glory. Fulfilling neither of these: -1 Goblin Glory.



IX. If you fulfilled 3 black or white Tasks: +2 Goblin Glory. Fulfilling 4 or more Tasks: +4 Goblin Glory. Fulfilling neither of these: -1 Goblin Glory.



XI. If you complete more Tasks with your right-hand neighbor than with your left: +2 Goblin Glory. Failing to do so: -1 Goblin Glory.



II. If you complete 6 or more Tasks on a Pact card with one of your neighbors: +1 Goblin Glory. With both neighbors: +3 Goblin Glory. Fulfilling neither of these: -2 Goblin Glory.



IV. If you have placed 2 Figures: +1 Goblin Glory, all 3 Figures: +3 Goblin Glory. Fulfilling neither of these: -2 Goblin Glory.



VI. If you fulfilled 2 Tasks alone: +2 Goblin Glory. Fulfilling 3 or more Tasks alone: +4 Goblin Glory. Fulfilling neither of these: -1 Goblin Glory.



VIII. If you fulfilled 3 Tasks in green or yellow: +2 Goblin Glory. Fulfilling 4 or more Tasks: +4 Goblin Glory. Fulfilling neither of these: -1 Goblin Glory.



X. If you win the Dynamite bonus at the end of the game, you take all Task cards left in the display instead of just one.



XII. If you complete more Tasks with your left-hand neighbor than with your right: +2 Goblin Glory. Failing to do so: -1 Goblin Glory.