

# GOBLANDIA

# RULEBOOK

## 1. Game Components:

- 8 Food Tiles
- 8 Bones Tiles
- 8 Gas Tiles
- 8 Drinks Tiles
- 10 Ruin Tiles
- 18 Problin Tiles
- 28 Coast Tiles
- 12 Starting Tiles
- 12 Tribe Cards
- 20 Hidden Objective Cards
- 20 Food Resource Cards
- 20 Bones Resource Cards
- 20 Gas Resource Cards
- 20 Drinks Resource Cards
- 8 Ruin Cards
- 10 Opportunity Cards
- 20 Problin Cards
- 20 Artifact Cards
- 96 Ownership Tokens (12 Tokens in 8 colors)
- 8 Goblin Miniatures
- 40 Victory Point Tokens

## 2. Overview/Goal of the Game

*"Our ancestors failed miserably. All we know from old goblin scrolls is that they were god-like in terms of technology. Their infrastructure allowed them to thrive and cooperate at levels that for us - goblins - are unimaginable.*

*But now it's our time to learn from past mistakes. It's our time to duplicate their achievements and build harmonic goblinicity"*

The main goal of the game is to survive in a post-apocalyptic fantasy world. You will develop your own village and maybe help others too. As the game goes on, you and other players, together, will be facing problems and conflicts where often the only way to solve them is to cooperate.

## 3. Concepts

**Starting Tiles** – Tiles that indicate starting position of each Tribe. From there the expansion will start.

**Resource Tiles** – Tiles allowing you to draw from the Food/Bones/Gas/Drinks Deck.

**Problin Tiles** – Tiles that force you to draw from the Problin Deck.

**Ruin Tiles** – Player that draws this card discovers a Ruin draw a card from a Ruin Deck. When Ruin is built it offers a bonus to all Players.

**Goblin Tribe Cards** – Cards containing the Name, and Ability of your Tribe as well as your starting Resources.

**Hidden Objective Cards** – Cards containing achievements that reward Victory points. You can resolve only one HO per Round.

**Resource Cards** – Cards representing Food/Bones/Gas/Drinks Resource, with a value from 1 to 3.

**Problin Cards** – Cards containing problems to be solved by all Goblin Tribes together. If not resolved, they force Penalties.

**Opportunity Cards** – Cards offering additional rewards for successfully resolving an additional Problin Card.

**Ruin Cards** – Cards containing the Restoration cost and effect of a Ruin.

**Artifact Cards** – Cards you use for a special effect once, and then discard.

**Ownership Token** – Token indicating which territories are controlled by a Player.

**Restoration Level Token** – Token indicating which Resources are needed to restore a Ruin.

When resources are spent it becomes a Victory Point Token.

**Victory Point Token** – Token indicating you've been a successful Goblin.

## 4. Set up of the Game

1. Decide who plays first. Starting from the First Player, clockwise, every Player draws 2 Tribe Cards, picks one, discards the other.
2. Set up an island coastline – detailed number of Tails needed is described in the table below.

	Map Size	No. Tiles
4 players	8x4	32
5 players	8x5	40
6 players	8x6	48
7 players	8x7	56
8 players	8x8	64

3. Set up the Map Tiles Deck:
  - 3.1 Take 2 Ruin Tiles and 6 Problin Tiles. Shuffle them. This is the bottom part of the deck.
  - 3.2 Take 1 Bones Tile, 1 Drink Tile, 1 Food Tile, 1 Gas Tile, 2 Problin Tiles and 2 Ruin Tiles. Shuffle them and put them on top of the deck. Do this one more time (so the deck should have 24 cards by now- DO NOT SHUFFLE THEM!).
  - 3.3 Now, for every player above 4 (so once for 5 up to four times for 8) do the following: Take 1 Bones Tile, 1 Drink Tile, 1 Food Tile, 1 Gas Tile, 3 Problin Tiles and 1 Ruin Tile. Shuffle them together and put them on top.
  - 3.4 Finally, take 2 Bones Tiles, 2 Drink Tiles, 2 Food Tiles, 2 Gas tiles and shuffle them together, and put them on top. This is your final deck, DO NOT SHUFFLE IT AT ANY POINT!
1. Place the Starting Tile corresponding to the Tribe Card players have chosen on the edge of the Map on the spots marked with Numbers.
2. Each Player receives a Goblin Token and 12 Ownership Tokens of their color. Place a Goblin Token on the starting Tile.
3. Put the Resource Deck, Opportunity Deck, Problin Deck, Artifact Deck and Ruin Deck in an easy to reach place near to but outside of the island coastline.

4. Every player draws one card of each of the Resources indicated on their Tribe Card.
5. Every player draws one Hidden Objective Card.

## 4 Playing the game

### Turn Order

1. Gathering Resources
  - 1.1. You draw 1 card of each of the resources indicated on your Village Tile and Tribe Card and put them into your hand. Alternatively, you may ignore this and instead draw 1 card from any Resource of your choosing to put in your hand.
  - 1.2. For each Resource tile you own, draw 1 card from the matching Resource deck and put it into your hand.
2. Tile Placement
  - 2.1. Draw a Tile from the Tile Deck and place orthogonally adjacent to one Tile you own. After placing the Tile, put a Ownership Token.
    - 2.1.1. If the tile placed is a Problin Tile, draw 1 card from the Problin Deck and resolve it.
    - 2.1.2. If the tile placed is a Ruin Tile, draw 1 card from the Ruin Deck.
3. Problin Resolution
  - 3.1. When a Problin Card is played, the players must resolve it together. Player that drawn the Problin Card and their neighbours are directly affected by the Peoblin. They must contribute at least one Resource Card. Other players may contribute but are not obliged to do it. All contributed cards must be face down and hidden from the other players.
    - 3.1.1. Starting with the player who drew the Problin Card, place any number of Resource Cards (affected players must place at least one Card) on top of the Problin Card face down.
    - 3.1.2. After last player placed their Resource Cards, shuffle and then reveal the cards.
    - 3.1.3. If the gathered Resources are enough to pay for the resolution of the Problin Card, Problin is solved. All placed resources are discarded. (E.g., If gathered resources are 4 Food 1 Bones 2 Gas and the Resolution

Criteria are 3 Food 1 Gas, players get the Reward, but all the cards are now discarded).

- 3.1.4. If the gathered Resources are not enough to pay for the resolution of the Problin Card, affected players get the Penalty and discard all the cards contributed. (E.g., If gathered resources are 4 Food 1 Bones 2 Gas and the Resolution Criteria are 6 Food 1 Gas 1 Drinks, players get the Penalty and still lose all the cards.)
4. Ruin Restoration & Artifact Collection
  - 4.1. Players may pay Resource Cards from their hand to further the restoration of any Ruin Card in play (They don't need to own the Ruin Tile that put the Ruin Card in play in order to restore it). They do not have to pay all the cost at once; each player may contribute a part, which is carried over from turn to turn until the necessary resources are gathered. (E.g., Windmill requires 3 Food 1 Bones 2 Gas & 2 Drinks. Player 1 pays 3 Food on their turn, Player 2 pays 1 Bones & 1 Gas on their turn, Player 3 pays 1 Gas & 2 Drinks on their turn and the Windmill is built). Player who pays the last Resource of each kind removes the Restoration Level Token from the Ruin card and keeps it as a Victory Point.
  - 4.2. Players may pay 2 Resource Cards to draw 1 Artifact Card. The value of the cards is irrelevant.
5. Resolution of Hidden Objectives Card
  - 5.1. If, at the end of a player's turn, Player has no Hidden Objective Cards (all Objective Cards are reveled), the player draws 2 new Hidden Objective Cards, picks one and puts the other one at the bottom of the Hidden Objectives Deck.
- 5 Moving a Goblin Token
  - 6.1 Player may move their Goblin Token to an adjacent, discovered Map Tile. The Goblin Token cannot be placed on the Map Tile that is guarded by another Goblin Token. When a Goblin Token is placed on the Map Tile its controller place their Ownership Token on that Tile. If on that Tile, there is an Ownership Token of another Player it is removed.

## 6. Specific Rules

- 5.1 Hidden Objectives may be fulfilled any time during the game. When a player fulfills the criterium of their Hidden Objective,

they reveal the Objective Cards to other players. The number of on the card indicates the number of the Victory Points Rewarded. Players can only draw new Hidden Objective Cards at the end of their turn.

- 5.2 Artifact Cards can be played at any point regardless of if it's the player's turn or not.
- 5.3 If there is no space to place a Tile so it would border your previously placed tiles, place it to the nearest free area closest to a Tile of yours.
- 5.4 Opportunity Cards: Opportunity gives a valuable reward to the Player that draws it. When a player would draw a Map Tile, they may decide to take an Opportunity. If they do, in addition the Map Tile they draw, they draw an Opportunity Card and a Problin Card. If the Problin is resolved successfully, the Player benefits from the Opportunity. After that the Map Tile is resolved normally. (E.g., If a Player taking an Opportunity draws a Problin Card, players need to solve 2 Problins in one turn.)

## 6 Game End/Scoring/Winning

- 6.1 If the Players fail to resolve a total of 5 Problin Cards, the game ends immediately and all players lose.
- 6.2 When a Player draws the last Map Tile the game ends after that player's turn.
- 6.3 If all Ruins are Restored before the end of the game Players win and count Victory Points to determine who was the most successful Goblin.
- 6.4 If players did not manage to restore all the Ruin the game is lost.
- 6.5 Player who has the most of each Resource (most Drinks, most Food, most Gas, most Bones) receives one Victory Point token.
- 6.6 To determine the final scoring of each player, sum up the number of Victory Tokens, Victory Points on the revealed Hidden Objective Cards and Ownership Tokens on the Map. Player with the highest number of points wins the game.



## Meawblins

Anything is pawsible if you set your mind to it.

### Feline Agility:

Once per game, when drawing a Problin Card, you can draw an additional card and pick which one is played. The other is discarded.



Goblin Tribe



## Doggobos

Who let the dogs out?

### Canine Instincts:

Once per game, instead of drawing a tile, you can draw three and choose the one you want. Put the other two at the bottom of the pile, in any order.



Goblin Tribe



## Glowblins

You shine like a diamond in the sky. The wastelands is where you thrive..

### Radioactive Mutation:

Once per game, when drawing an Artifact you may choose to draw 2 more.



Goblin Tribe



## Dinoblins

Nature always finds a way!

### Tiny Arms, Giant Maw:

Once per game you can choose to gain double Resources during the Gather phase.



Goblin Tribe



## Duckblins

Quack.

### Duck Out:

Once per game you can choose to not be affected by the penalties from failing to resolve a Problin Card.



Goblin Tribe



## Dwarfblins

Diggy Diggy hole

### Questionable Sobriety:

Once per game, after a Problin Card is resolved you may choose to take up to two Resource cards that were used in its resolution instead of discarding them.



Goblin Tribe



## Frogoblins

Crazy frog

### Hippity Hoppity This Is Now My Property:

Once per game you may choose a Resource Tile belonging to another player. Remove his control marker and place your own.



Goblin Tribe



## Crabblins

Crab rave

### Superior Evolution:

Once per game, when drawing from the Problin Deck, you can look at the two top cards and choose which one to play. The other one is discarded.



Goblin Tribe

## Gnoblins

Do it for the gnomeys

### TechSavvy:

Once per game you may choose one Ruin in play. For the rest of the round, any resources you spend to upgrade it count as double.



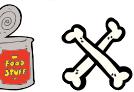
Goblin Tribe

## Zomblins

Brainiacs

### GOBRAIIINS:

Once per game take one Resource Card at random from each player.



Goblin Tribe



## Roboglobs

Beep beep boop boop

### Atrritis Immunity:

Once per game you may choose to ignore an Artifact or Goblin Ability that targets you.



Goblin Tribe



## Globelves

All the shine of a thousand spotlights will never be enough.

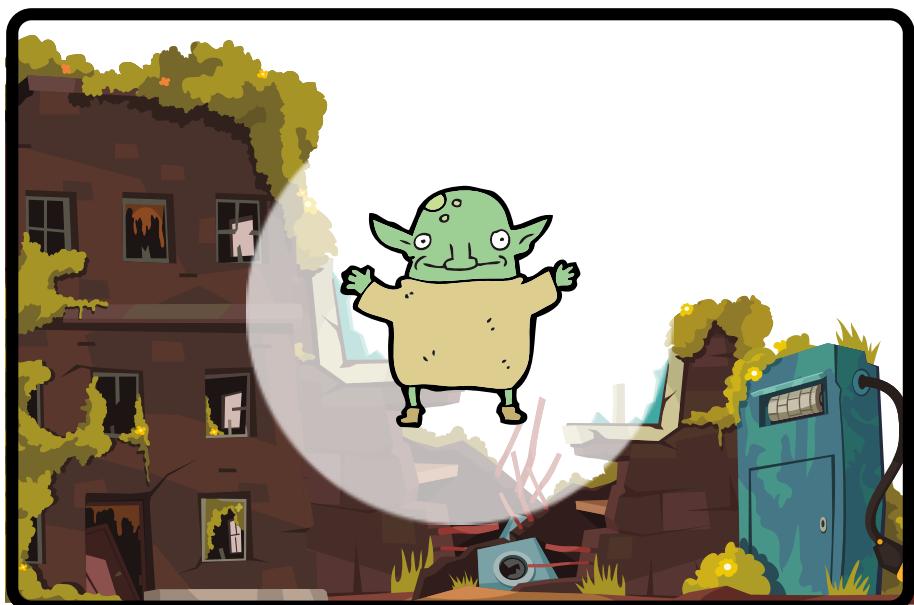
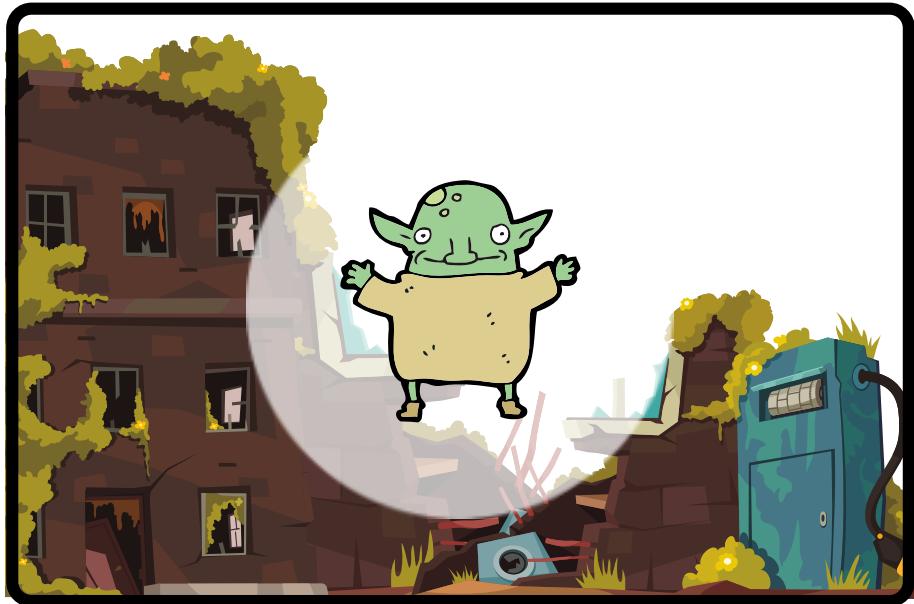
### Unmatched Elegance:

Once per game take one Resource Card at random from each player.



Goblin Tribe





## Treasure Chest

You found a small treasure filled with goodies!



You gain 2 Resource cards of your choice.

ARTIFACT

## Smoke Bomb

A tribe of ninjablins lost their weapon! Use it wisely.



You may skip the contribution in the next problin resolution.

ARTIFACT

## Crystal ball

You can see the future, but only for a second or two.



When you would draw a tile, draw 3 instead. Choose one to place and put the rest back in any order you choose.

ARTIFACT

## Potion

Quick! Before they see!



You may exchange any 2 Resource cards for any other 2 of your choice.

ARTIFACT

## Spy Goggles

Reliable technology from the olden times!



After you chose your tile, you may look at the next 4 tiles and put them back in any order you want

ARTIFACT

## Teleporter

You're here, you're there, you're everywhere!

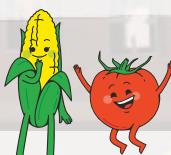


You may gain the resources of any other goblin's starting tile.

ARTIFACT

## Fertilizer

You have never seen corn grow so big before! Again!



One type of resource counts as double for the resolution of this Problin.

ARTIFACT

## Disguise Kit

Cosplaying is fun!



Draw a new Objective, choose whether to keep this or your original objective, and put the other at the bottom of the Objective deck.

ARTIFACT

## Clown Costume

Make Goblandia great again!



A player of your choice has to contribute one more Resource to the resolution of a Problin card.

ARTIFACT

## Magic Ring

It's a nut you stubbin!



Draw 2 Resource cards of your choice and spend them immediately on unbuilt Ruins.

ARTIFACT

## Slingshot

I shoot.. I score!



Choose one tile adjacent to your Goblin that is controlled by an opponent and doesn't have another Goblin on it. Take control of that tile.

ARTIFACT

## Bag of Chips

Half empty again! Damn Roboglobs!



Choose an opponent at random, then exchange your Secret Objectives with each other.

ARTIFACT

## Ball of Yarn

Well.. That was close!



You may skip this draw Problin step.

ARTIFACT

## Trolley

You don't even have to pay for an extra suitcase!

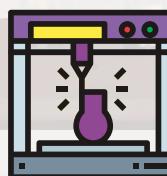


You may move your Goblin up to 3 tiles away, even over undiscovered tiles. You must land on a discovered tile, and you take control only of that tile.

ARTIFACT

## 3d Printer

It also never works as it should!



Choose another player. Gain 1 Resource card for each Resource tile they control, of the same type as the Resource tile.

ARTIFACT

## Bulletproof vest

Bulletproof vest: you mean the thing that protects bullets from me?



You may ignore the effects of a Problin.

ARTIFACT

## Metal Detector

We also found an old CD..IronMaiden it said?



When you would draw a tile, draw 3 instead. Choose one to place and put the rest back in any order you choose.

ARTIFACT

## Mind Control Hat

Do my biddings you goblins!

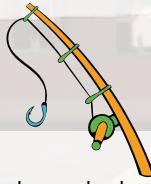


Force all players to play their cards openly for this turn.

ARTIFACT

## Fishing Rod

That smells fishy!



Look through the deck of a Resource of your choice and take one card from it to your hand.

ARTIFACT

## Wishing Well

One wish per customer please!



Choose an unbuilt Ruin. All resources you pay for it until the end of your turn count as double.

ARTIFACT

## Automobile

I AM speed!



Move your Goblin to any other tile of the map that does not already have a Goblin. Take control of that tile.

ARTIFACT

## Taxi

So freaking expensive!



Move your Goblin to any other tile of the map that does not already have a Goblin. Take control of that tile.

ARTIFACT



## Selkie Lagoon

Sea creatures think you are cool and give you gifts and pearls a-plenty.

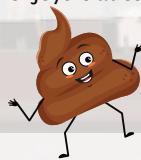


Choose who is going to take 4/3/2/1 of Resource Cards of their choice accordingly.

OPPORTUNITY

## Cave Sewers

The magical creature of the river enjoys trades.



Discard any number of Resources and replace with Resources of your choice.

OPPORTUNITY

## Wastelands

You get so wasted you forget your problems.



You can discard the next Problin Tile that is drawn.

OPPORTUNITY

## City Cemetery

Ghostblins help you find new ruins.



Search the Tiles for a Ruin and place it immediately.

OPPORTUNITY

## Fungal Jungle

Resources.. Resources everywhere..



Keep this card next to your objectives, face up. It is worth 2 Victory Points at the end of the game.

OPPORTUNITY

## Dragons' Nest

You take the dragons' egg and use it for the greater good.



Build one unbuilt Ruin. Take all the coins that are still available on it.

OPPORTUNITY

## Crypt

Mummblings in the houseeeee!!!



Pick one of your resource tiles. Draw 2 of that Resource.

OPPORTUNITY

## Radioactive Farm

"Maybe I shouldn't have eaten thaghaghagamrr "



Draw 2 Artifacts. Keep one, pass the other to the player to your left.

OPPORTUNITY

## Old Warehouse

One mans' trash is another goblin's trash, just more useful.

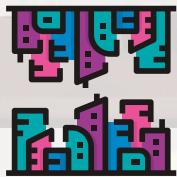


For the rest of the round you play this card, you may buy Artifacts at the cost of 1 Resource card.

OPPORTUNITY

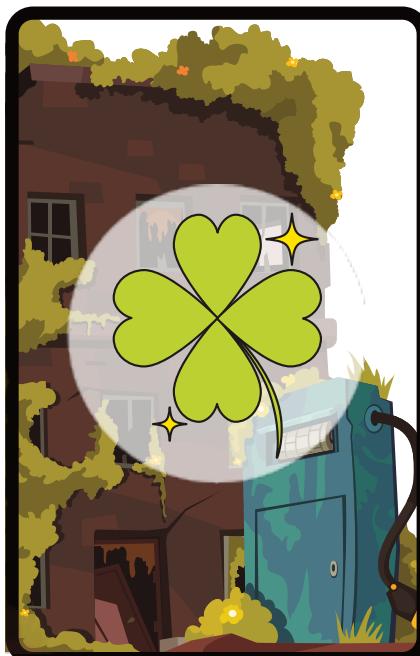
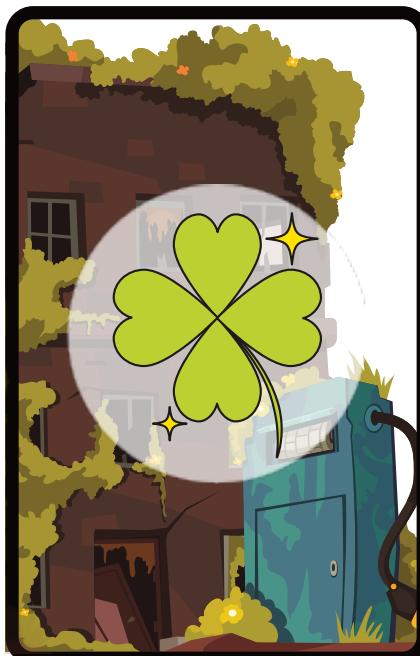
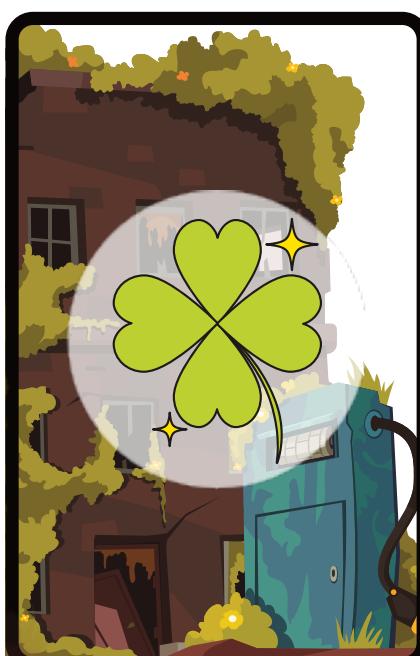
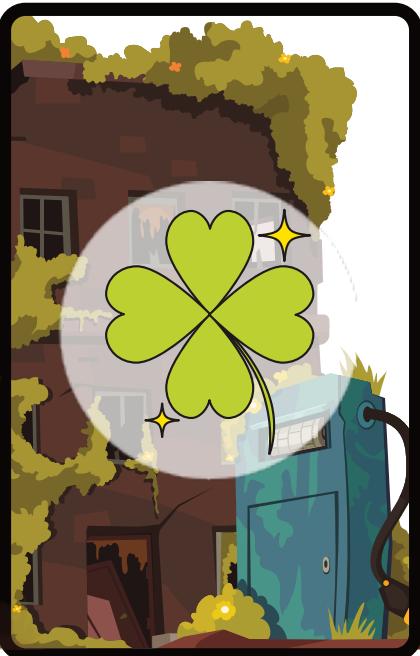
## Abandoned Mines

You find a portal to a parallel universe where everything is the same...almost.



Choose a tile another player controls. Remove his control marker and place your own.

OPPORTUNITY





## Crappy Soil

Farming is hard. Farming with acid rain is harder.



**Fail:** Discard 1Food card or 2 other resource cards of your choice.

PROBLIN

## Radioactive Breath Attack

Radiation breath does not make for a fun picnic..



**Fail:** Discard 1Bones card or 2 other resource cards of your choice.

PROBLIN

## Funky Diet

Shouldn't have eaten that glowing salad...



**Fail:** Discard 1Gas card or 2 other resource cards of your choice.

PROBLIN

## Dragon Lemonade

Just add water and stir. Results may vary.



**Fail:** Discard 1Drink card or 2 other resource cards of your choice.

PROBLIN

## Mech 'n Mart

Surely the Mecha-Dragon can spare a few trinkets...



**Fail:** Discard 1Artifact or 2 resource cards of your choice.

PROBLIN

## Wastewater Flood!

Not suitable for drinking.



**Fail:** No one can draw resources until the current player's next turn.

PROBLIN

## RIP, Cage

Need moar duct tape!



**Fail:** Food and Drinks on next Problin card cost 1 more of each.

PROBLIN

## Mecha Munchies

Who knew Mecha-Dragons got "dizzy" from diesel fumes?



**Fail:** No Resources may be used to build Ruins this round.

PROBLIN

## Flamethrower Frenzy

The BBQ was supposed to be next week!



**Fail:** Choose a ruin in play at random (built or under construction) and discard it.

PROBLIN

## Broken Replicator

I saw how it worked in a movie...

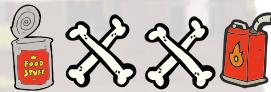


**Fail:** Keep in play until the next problin is resolved. You will need 1 extra Resource to resolve the next Problin..

PROBLIN

## Trickle Down Economics

Mecha-Dragon is pro-wealth distribution



**Fail:** The player with the most cards (total of Resource cards and Artifacts) loses a turn.

PROBLIN

## Picnic Squad!

Don't open the basket with the white ribbon on top..

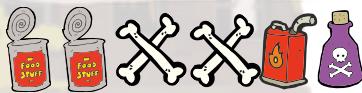


**Fail:** No Artifacts can be played until the current player's next turn.

PROBLIN

## Crushin' Roulette

The chance is 1 in death to win a coupon.



**Fail:** Everybody discards any held Opportunity cards. Then, pick 2 Opportunity cards from the deck at random and remove them from the game.

PROBLIN

## Scrapyard Screw

So where did I put my stuff?



**Fail:** Every player discards 2 Artifacts or 4 Resource Cards.

PROBLIN

## Good Soup

Mecha-Dragon demands Good Soup.



**Fail:** Discard 3 Resource cards of your choice.

PROBLIN

## Pathetic Parking

Don't forget the handbrake at the cliff's edge...again.



**Fail:** No one can draw resources until the current player's next turn.

PROBLIN

## Gas Station Boom-Boom

The food was overpriced anyway...



**Fail:** Choose a ruin in play at random (built or under construction) and discard it.

PROBLIN

## Landfill Avalanche

It never washes out again.



**Fail:** Choose a ruin in play at random (built or under construction) and discard it.

PROBLIN

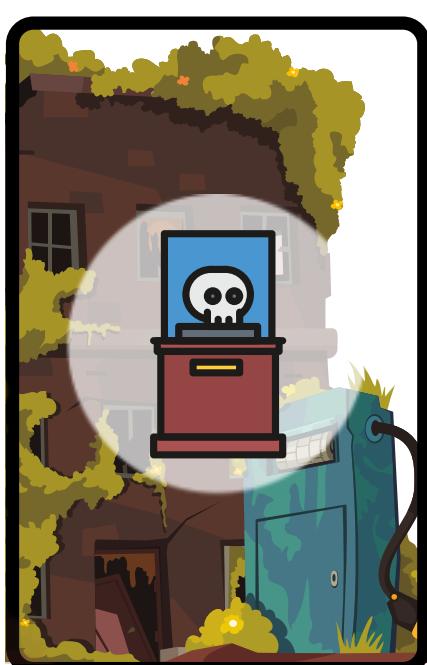
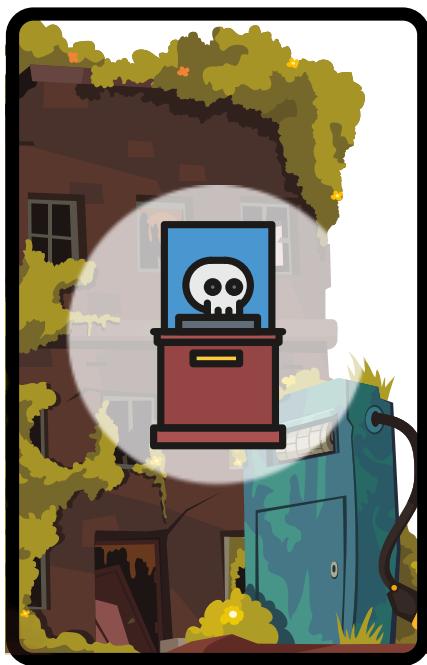
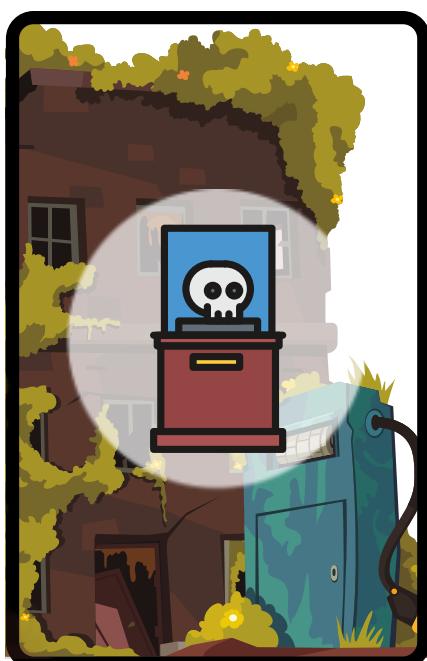
## Disfunctional Time Machine

What could go wrong, right?



**Fail:** Choose a ruin in play at random (built or under construction) and discard it.

PROBLIN



### The Collector

2



Have one of each Resource.

OBJECTIVE

### The other Collector

1



Have 4 or more Bones.

OBJECTIVE

### The other other Collector

1



Have 4 or more Gas.

OBJECTIVE

### The other other other Collector

1



Have 4 or more Drinks.

OBJECTIVE

### The other other other other Collector

1



Have 4 or more Food.

OBJECTIVE

### The Traitor

3



Fail one Problin.

OBJECTIVE

### The Friendly Neighbor

2



Place one tile adjacent to your neighbor to the left.

OBJECTIVE

### The Show Off

1



Have the most Resource Cards.

OBJECTIVE

### The Supporter

2



Contribute the most cards when resolving a Problin.

OBJECTIVE

### The Organized

2



Control 2 tiles of the Same Resource next to each other.

OBJECTIVE

### The Diverse

3



Control 3 tiles of different Resource that are adjacent to each other.

OBJECTIVE

### The Builder

2



At least 2 Ruins have been built.

OBJECTIVE

### The Builder 2.0

3



At least 3 Ruins have been built.

OBJECTIVE

### The Architect

5



At least 5 Ruins have been built.

OBJECTIVE

### The Big Spender

2



Use 3 Artifacts in the same round.

OBJECTIVE

### The Hoarder

3



Have at least 4 unused Artifacts.

OBJECTIVE

### The Problin Solver

3



Resolve 3 consecutive Problins successfully

### The Indiana Jones

3



Control at least 2 Ruins.

### The Snob

2



Control 4 Tiles without connecting to any neighbors.

### The Early Bird

2



Be the first to place a tile connecting you with a neighbor

OBJECTIVE

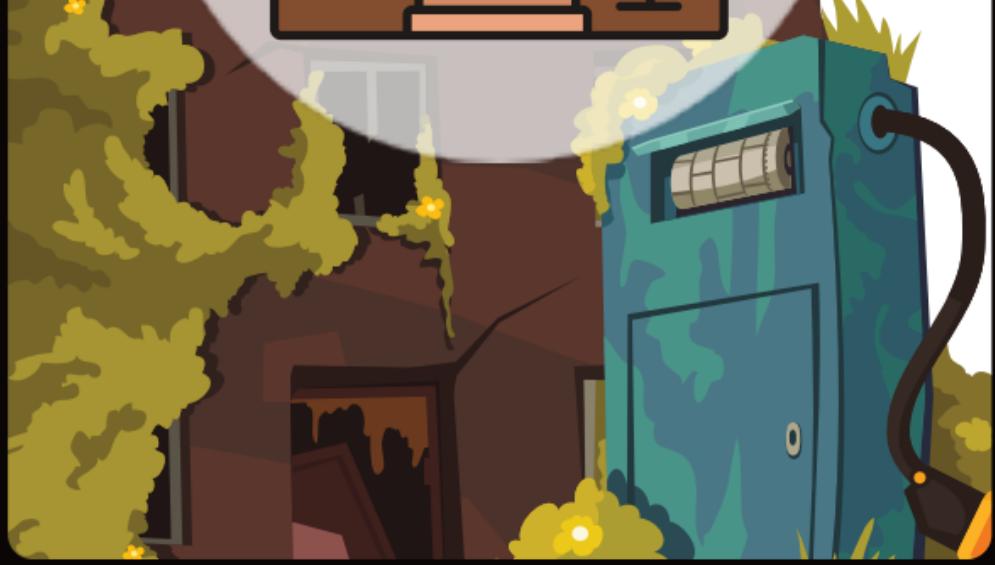
OBJECTIVE

OBJECTIVE

OBJECTIVE







# Castle



You need one  
less Resource to  
resolve a Problin.



Współfinansowane przez  
Unię Europejską

# Longhouse

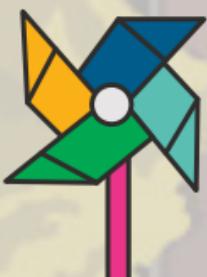


You need one  
less Bone to resolve a  
Problin.



Wspierane przez  
Living Europejska

# Windmill



You need one  
less Gas to resolve a  
Problin.



Współfinansowane przez  
Living Europejskie

# Chernoblin



You need one  
less Drink to  
resolve a Problin.

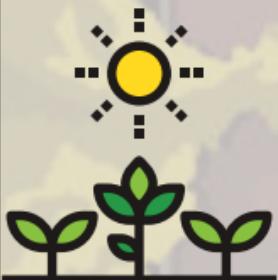


Współfinansowane przez  
Unię Europejską

# Farm



You need one  
less Food to  
resolve a Problin.



Współfinansowane przez  
Unię Europejską

# Dam



After resolving a Problin successfully, affected players draw one resource of their choice.



Współfinansowane przez  
Unię Europejską

# Well



After resolving a Problin successfully, contributing players draw one resource card at random.



Współfinansowane przez  
Living Europejka

# Port



After resolving a Problin successfully, contributing players draw one resource of their choice.



Współfinansowane przez  
Unię Europejską



STARTING TILE  
ROBOGLOBS



STARTING TILE  
GNOBLINS



STARTING TILE  
MEAWBLINS



STARTING TILE  
GLOWBLINS



STARTING TILE  
GLOBELVES



STARTING TILE  
FROGOBLINS



STARTING TILE  
DUCKBLINS



STARTING TILE  
DOGGOBOS

