



TABLETOPIA INSTRUCTIONS



STARTING A GAME



Select a dealer. At the beginning of each round the dealer will right click on the deck in the center of the table, and deal 5 cards to each player.

Play starts with the player to the left of the dealer, and the dealer rotates clockwise.

ON YOUR TURN

Draw a card. Then take as many actions as you want. You can do the same action multiple times, and do multiple action types on the same turn.



ACTIONS

1. Discard a Goblin Spy

If you discard a Goblin Spy, you get to look at another player's hand. You may swap any card from their hand with a card in yours.

Drag the spy card from your hand and drop it near the deck.



The player you select must flip all the cards in their hand before placing them on the table for you to pickup.



You will follow this same process to give the cards back to them.



Use the "F" key to flip cards in your hand before placing them on the table.



ACTIONS

2. Place a Goblin into your Army

Place a goblin from your hand face down into your army. Each goblin that is placed into your army must be placed on top of previous goblins.

Flip a card over in your hand using the “F” key, and drag it onto your player mat where “Army” is labeled.



Make sure not to hover for too long, or it will try to stack cards into a deck.



Goblins placed into your army are worth points at the end of the round as long as other players do not defeat them.

ACTIONS

3. *Attack another players Army*

If another player has an army, you can choose to attack the top goblin by playing a card from your hand.



BATTLE

Battles are very simple in Goblin Grapple - the stronger goblin wins! However, the special goblin abilities add a ton of custom strategy to the game, which we will cover in the section “Special Goblins”.

BATTLE TIES

Goblin Grapple is designed for ties to happen often. When a battle is tied, the attacker has the advantage. For the defender to gain advantage, they play a card face down from their hand to continue the battle.



The attacker can then choose whether to re-engage that card. This process will keep repeating until either a player decides not to re-engage, or a Goblin wins the battle. The winner receives all cards involved into their garrison.

THE GARRISON

When you win a battle in Goblin Grapple, those cards go to your Garrison. As soon as any player's Garrison reaches 21 or more, the round is over.

All Players total the cards in their Garrison with the cards in their Army. This is the player's points for the round. Cards still in your hand are not worth anything.

Use the counter on the table to increment your points each round. Right click on it to add the points, or hover and scroll up or down.

Shuffle all of the cards together before beginning the next round.

HOW TO WIN

Goblin Grapple is played over multiple rounds until a player reaches 100 points or more at the end of a round. If there is a tie, play another round.



GOBLINS IN THE GAME

The game consists of:

- 5** Goblin Spies
- 7** Goblin Defenders
- 6** Goblin Assassins
- 11** Goblin Brutes
- 11** Goblin Mages
- 6** Goblin Raiders
- 6** Goblin Kings



SPECIAL GOBLINS



THE SPY

Swap a goblin from your hand with another player's hand



THE ASSASSIN

He kills any kings he encounters



THE DEFENDER

Protect a goblin in battle and return it to your hand