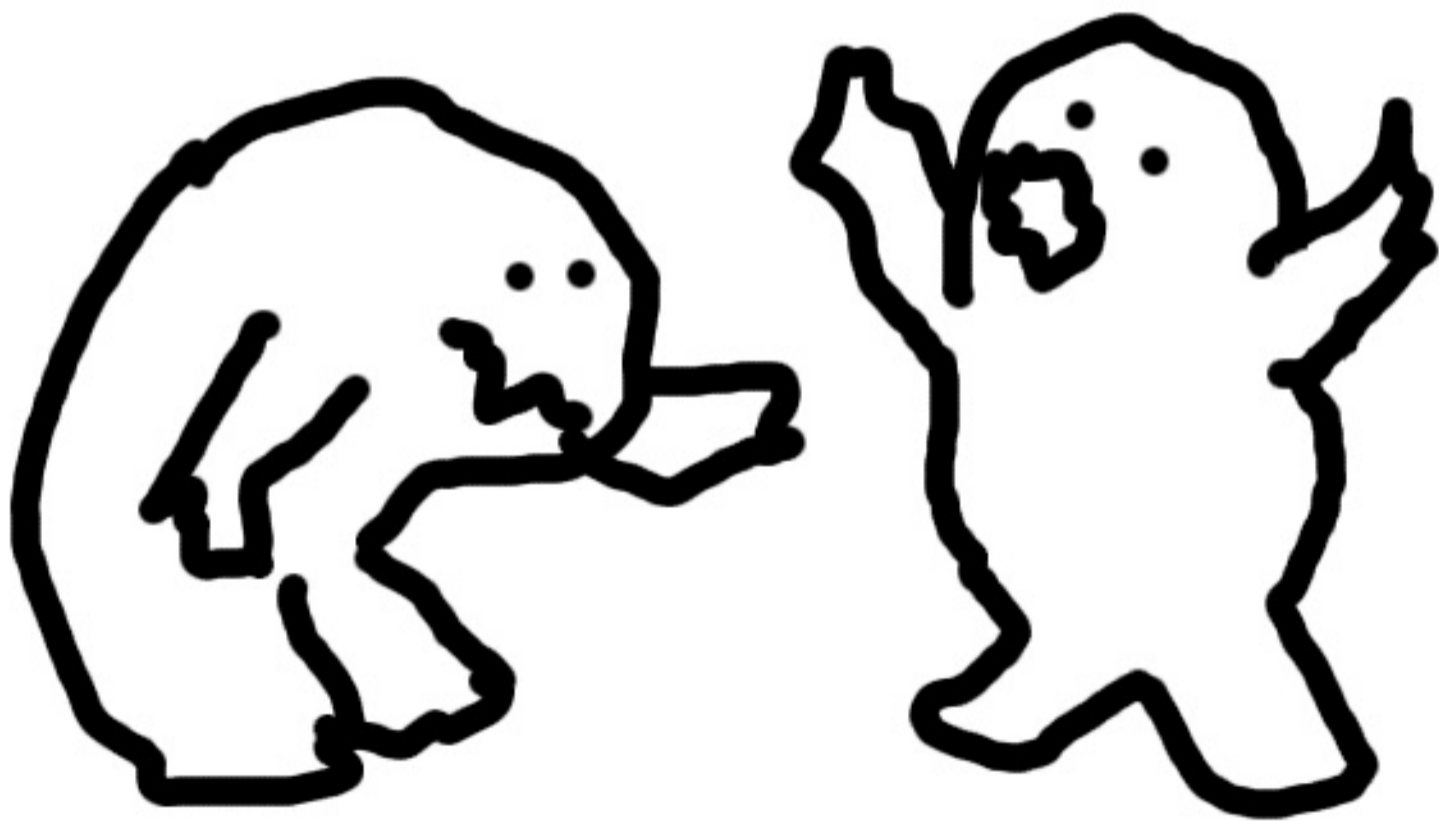


GOBLIN CAVE



A game designed for 1KM1KT 24 hour game
design competition.

Little Spaces

by

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What happens if we whack the pointy ceiling rocks wif a big stick?

Keeton, Goblin Warlord

It was an accident, right? None of us seen it coming a mile off. Biggest stack I've seen ANY goblin make, and that's saying something, you know. And there he is at the top, old Keeton. Always game he was. Is.

Yeah, I know he isn't dead yet, but the writings on the wall, yeah? I mean, he fell all that way, landed on his head. And that rock skewering his leg didn't do him any favours. I'm telling you, we've got some hard times ahead, unless someone comes forward as Warlord soon.

You?

Don't make me laugh. You couldn't get old Keeton to give you his Warlord hat if you were the pointiest goblin here!

Drible, Former Goblin Sycophant

Tragedy has befallen the cave.

Keeton; Goblin Warlord, has been mortally wounded during a publicity stunt lies on his deathbed.

It is only a matter of time before he succumbs to his wounds, at which point all hell will break loose.

Blood will paint the cave walls as goblin turns on fellow goblin in a fight for dominance.

That is, unless Keeton could be convinced to name a successor.

Some enterprising young goblin who could unite the cave, gather the support of the goblin horde, lead the goblin warband to victory!

After all, how hard could it be to gather a consensus among goblins?

Goblin cave is a game of power, persuasion and pointiness. You join the other goblins vieing for power within your cave. You must attempt to convince your fellow goblins of your leadership potential, and gain Keetons approval to become Warlord.

You and the other players take on the role of rival goblins, attepting to unite the goblin horde under one banner; yours. You must gather a warband of at least 12 goblins to prove your worth to Keeton and have enough of a majority to keep the rest of the goblins in line.

You will need:

20 dice of varying types and colours
(D4, D6, D8, D10, D12, D20)

Two dice of the same kind per player
(this represents your goblin)

A table or other gaming area.

Six coins or tokens per player
to mark your goblin followers.



A note on dice:

You will see dice referred throughout this game as D4, D6, D8 etc. This simply refers to a dice with DX many sides.

A D6 is a 6 sided die, for example.

Although a variety of dice is required, you do not need each dice to be unique. Having between 1 and 5 of the same kind of dice is more than acceptable. More than that and the game will become less interesting.

If you do not have a variety of dice available, unfortunately GOBLIN CAVE will not be the game for you.

The fun in GOBLIN CAVE comes from variety, and if your cave is full of ANGRY and POINTY goblins, it will lead to a very boring game.

Each dice represents a goblin within GOBLIN CAVE.

Each player will have two dice of the same kind.

One of these dice will represent your goblin within the cave.
You will move this goblin about the cave, interacting with the other goblins.

You will use your other dice to roll for your goblin interactions.



Goblins within the cave are physically varied,
represented by the type of dice used:

Goblins have **BIGNESS**, more sides to a dice mean a bigger goblin.

Goblins have **POINTINESS**, less sides mean more pointiness.

That's not to say goblins do not have emotional depth.

Goblins have a **MOOD**, which is indicated by their colour.

Goblins have **ISSUES**. What number shows on the dice indicates what **ISSUES** are on that goblin's mind.

You must learn how to use these attributes to influence the goblins around you, convincing them to join your warband.

How to play:

Set up your A4 board. An A4 sheet of paper will do, but a cave map is included at the back of this booklet. You can fold the booklet open, and play on that!

Roll all twenty dice on the gaming board. Where they fall is where that goblin stays. What number they show indicates what **ISSUES** the goblins are thinking about. You then each take turns in placing your goblins. Remember to roll your goblin's **ISSUE**. Reroll if you get a 1.

Everyone rolls a dice of the same kind. The player who gets the highest number goes first. Play continues clockwise.

In your turn, you may move your goblin to any location on the board in a straight line not blocked by other goblins.

You may then do **ONE** of the following:

Raise or lower your **ISSUES** by 1 (change the number showing on your dice to reflect the change.) To a minimum of 2 and a maximum of 19.

Initiate a **CONFRONTATION** or a **CONVERSATION**.

Direct **ONE** of your warband to move to any location on the board in a straight line not blocked by any other goblins.

Direct **ONE** of your warband to initiate a **CONFRONTATION** or **CONVERSATION**.

Direct **ONE** of your warband to join a stack at the bottom or top of that stack.

If you **START** your turn with 12 goblins in your warband, you win Keetons approval, and take on the mantle of Goblin Warlord!

When one goblin meets another,
a **CONVERSATION** or a
CONFRONTATION is started.

What are being discussed or argued over
are **ISSUES** (Page 9)

COVERSATIONS use **BIGNESS** to
determine who wins. The bigger and better
the argument, the more likely the goblin
you are talking to will be won over.

CONFRONTATIONS use **POINTINESS**
to find the victor. The pointier and more
dangerous your goblin, the more likely
the goblin you are facing will concede
defeat and join you.

When you initiate a **CONVERSATION**
with another goblin, roll your dice.

If you roll **HIGHER** than the numbr of
sides they have, you win them over
to your cause, and can place a token
underneath them.

When you initiate a **CONFRONTATION**
with another goblin, roll your dice. If you
roll **LOWER** than the numer of sides they
have, you win them over to your side and
can place a token underneath them.

Goblin Stacks

So your goblin is the pointiest gal
this side of the stalagmite, but
you are somewhat lacking in social
grace? Climb on top of another
goblin! Your arguments will seem
twice as good as you lord it over
the surrounding goblins.

Your eloquence ties your
opponents in knots, but you faint
at the thought of fisticuffs? Lift a
goblin above your head! Show off
your power!

In order to win the game, you will
need to master the art of goblin
stacking. Goblin stacking is
simple; bigger goblins at the
bottom, smaller goblins at the top.
You cannot stack a goblin of the
same or greater **BIGNESS** on top
of another goblin.

When it comes to stacking, the
brains of the outfit sits at the top,
wile the muscle supports the base.
This allows you to turn your
pointy powerhouse into a dandy
diplomat, or vice versa.

When your goblin is at the top of
a stack, multiply all of their rolls
by the numbe of goblins n the
stack. A stack of two goblins
(your goblin + 1) will **DOUBLE**
all rolls, doubling the effectiveness
of their **CONVERSATION**, but
HALVING the effectiveness of
their **CONFRONTATION**. A
stack of three goblins will
TRIPLE all rolls, and so on.

When your goblin is at the bottom
of a stack, divide their rolls by the
number f goblins in the stack
(rounding up).
A stack of two goblins (your
goblin + 1) will **HALVE** all rolls,
doubling the effectiveness of your
CONFRONTATION, but
HALVING the effectiveness of
your **CONVERSATION**.

As you only have 6 tokens per
player, it is necessary to utilise
goblin stacks to meet the 12 goblin
target.

So you have a bunch of goblin companions, well on your way to a mini warband of your own.

But wait...

Who's this? Another goblin is talking to your newfound friends? And, they are leaving with her?

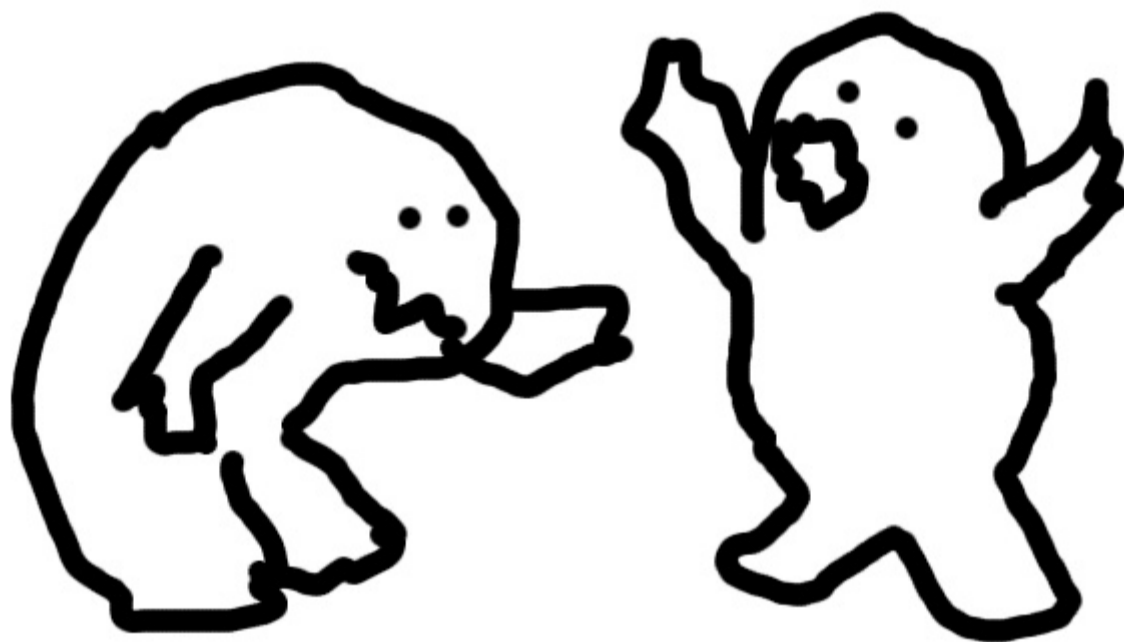
No!

At least you have all of your best buds. They'll never leave you. They understand you like those guys never did. Not like that lot...

When you look at the goblins inhabiting the cave, you will notice a variety of colours of goblin around you. These colours represent the mood of the goblins around you.

Goblins find it easier to empathise with other goblins who feel the same way as themselves. As such, once they join you they will be a lot less likely to leave you than a goblin who feels differently from you.

Refer to the colour chart on page 9 to identify how goblin moods interact.

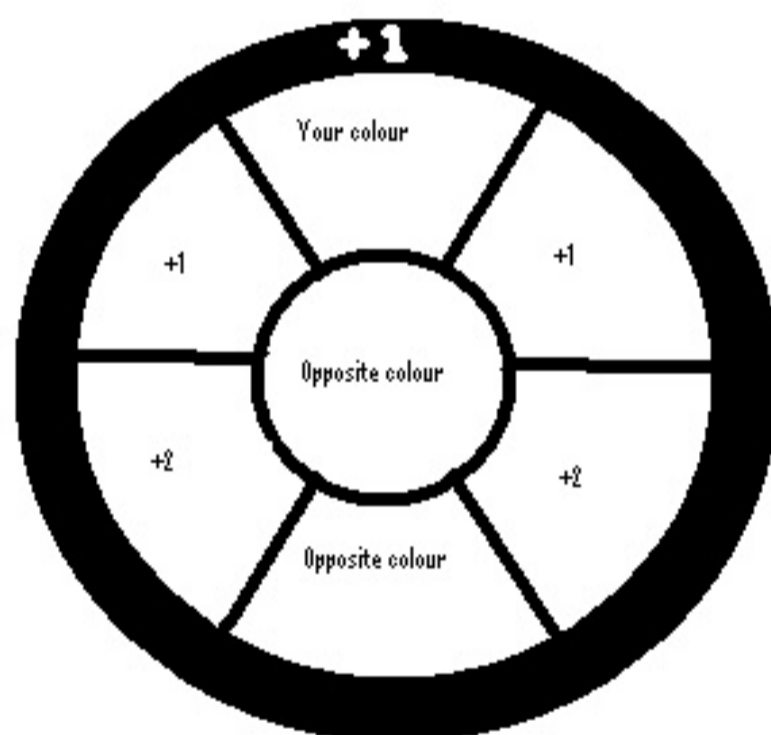
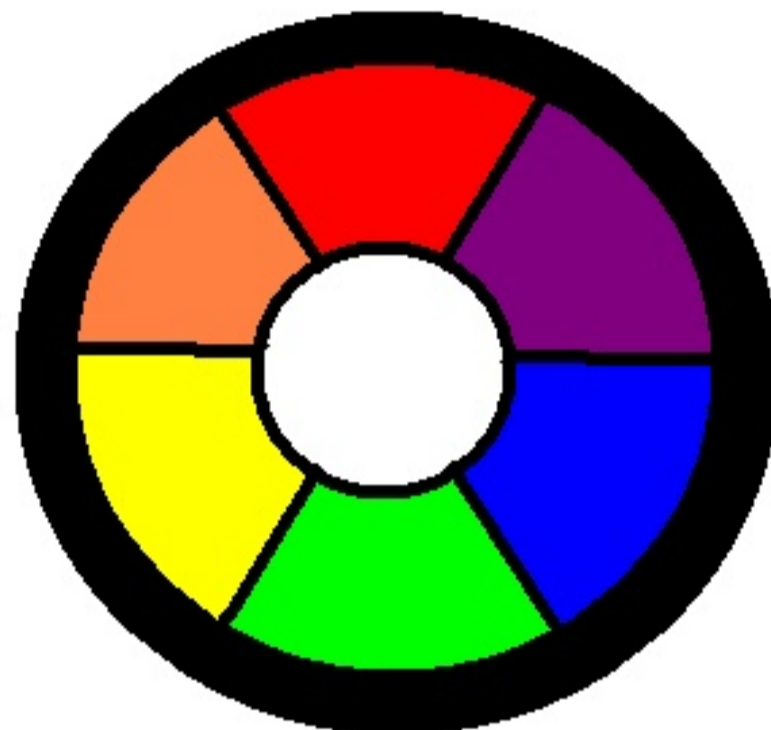


If you add a goblin of the same colour as yours to your Warband, this goblin will not allow other players to challenge your allegiance. If your goblin is one colour to the left or right of the goblin in your group, other players can challenge you for allegiance. Opposing player chooses the challenge, you win draws.

If your goblin is two to the left or right around the hub of the wheel of the recruited goblin, other players can challenge you for allegiance. You choose the challenge, opposing player wins draws.

If a goblin you recruit is the opposite of your goblin's colour on the wheel, it can be recruited like any non warband goblin. Your opponent initiates a **CONVERSATION** or **CONFRONTATION** as they would normally. If they succeed the goblin will leave your warband and join theirs. If they fail the goblin stays with you.

WHITE coloured goblins will always be treated as if they are opposite moods to your goblin. **BLACK** coloured goblins will always be treated as loyal, one colour to the left or right of your goblin.



For example, if your goblin has ISSUES 3, she can recruit goblins with ISSUES 3, 6, 9, 12, 15 and 18, while a goblin with ISSUES 6 would only be able to recruit other goblins with ISSUES 3, 6, 12 and 18.

If, on the other hand, your ISSUES do not align, you can still initiate the CONVERSATION or CONFRONTATION. It will not result in a recruit for your warband, however. If successful, you will be able to move the target goblin's ISSUE number UP (for successful CONVERSATIONS) or DOWN (for successful CONFRONTATIONS).

You are able to convince your opponents to change their views slightly.

A goblin with ISSUES 1 would be perfect then, right? Wrong. A goblin with ISSUES 1 is so freaked out they cannot recruit, be recruited or do anything much really. Until you raise their ISSUES they will cower where they stand. An already recruited goblin will leave your band immediately upon reaching 1 ISSUES.

A goblin with ISSUES 20 would be pretty annoying to, right? Yes actually. They sit about, smug and self satisfied, and refuse to participate in any stacks. Until you lower their ISSUES number, they will remain where they are.

When you set up your game, the issues which are important to each goblin will become readily apparent. In many ways, what ISSUES a goblin is thinking about are one of the most important aspects of Goblinity. It is what makes each goblin unique.

The number which shows on the dice represents that goblin's current ISSUE it is thinking about. In order to even begin recruiting a goblin you must be talking about the same ISSUES.

When a CONVERSATION or CONFRONTATION is initiated, you must check how your ISSUES number compares. If your number is equal to, or can be divided or multiplied by a whole number to get your opponents ISSUES number, then you are both on the same page.

Recruitment can begin in earnest!



