

Flyin' Goblin™

RULEBOOK



As all great goblin generals know, you must take your enemy by surprise and strike where he least expects it! Goblins can't fly, everyone knows that. And that's exactly why we're going to attack them from the sky!

Have we perfected our flying technique? Well... not exactly. But beyond those ramparts are piles of diamonds and gold. That's got to be worth a few bumps and bruises, right?!

OVERVIEW AND OBJECT OF THE GAME

In Flyin' Goblin, you are the leader of an army of Goblins in the midst of storming a castle full of riches. **Catapult your Soldiers with precision to collect as many gold Coins as possible. Or, even better, make off with the Diamonds!**

Gold allows you to improve your army by paying for the services of new and better recruits. You can also use gold to buy the levels of your **Totem** which, once assembled, will **prove the superiority of your clan and let you declare victory!**

Adapt your strategy to the quality of your catapulting and the skill of your adversaries: whether by wealth or by glory, the most important thing is to win!



GAME COMPONENTS

CASTLE

The components on the list to the right make up **the Castle**. The Floor is divided into a grid showing the Castle's 16 **Rooms**. Also, (importantly) the Floor is what keeps the Walls standing.

The Walls show reminders of the benefits of each Room and keep everything together.

The Roofs can each hold one (and only one) of the following: a King pawn, a Goblin Robber, or up to 4 levels of a player's Totem.

In the **Tower** you'll find the **1 Tower Base**, with a reminder of the benefits received when a Goblin falls into it. The **Balcony** shows the bonus for controlling it.

- 1 Box interior
- 6 Walls
- 1 Floor
- 1 Tower
- 1 Tower Base
- 1 Balcony
- 8 Roofs



ARMY BOARDS

All Army boards are identical, except for their banner color.

They show the **costs of each of the pieces available for purchase** and have a Recruitment Zone in the top left corner.



CATAPULTS

The finest in goblin technology, the Catapults allow you to send Goblin Soldiers and Captains flying through the air into the Castle.



GOBLIN SOLDIERS

These Goblins are sent, or rather **catapulted**, into the Castle to **trigger the effect of the Room that they fall into**. Only two are available at the beginning of the game and the rest must be recruited.



GOBLIN CAPTAINS

Like the Goblin Soldiers, the Captains **are there to be catapulted into the Castle**. However, **they are not available to players at the beginning of the game** and must be recruited.



GOBLIN ROBBERS

After recruitment, these Goblins are **placed on the Roofs of the Castle** and allow you to collect Diamonds over the course of the game. They can't be catapulted.



TOTEM LEVELS

Each Totem is made up of 4 levels that you can purchase and set on one of the Roofs in the Castle. **Building your entire totem is one of two possible victory conditions.**



COINS

Coins allow you to **buy the Goblins and Totem levels available on your Army board**. You can make change with the Coins in the Castle at any time.



DIAMONDS

Diamond collection can lead to victory. A large Diamond is worth 5 regular Diamonds. You can make change with the Diamonds in the Castle at any time.



KING PAWN

The King is a secondary target in the assault on the Castle. **The player who causes him to fall gains the Balcony bonus.**



SETTING UP AND BREAKING DOWN THE GAME

Before your first game, assemble the various Castle pieces as shown below.

The Balcony goes on top of the Tower with the King on it

The Tower goes with the Base of the Tower at the bottom

3 Walls without foundations

3 Walls with foundations

The Floor



Once the game is over, only the **Tower needs to be taken apart and stored** under the Floor to be able to close the box.

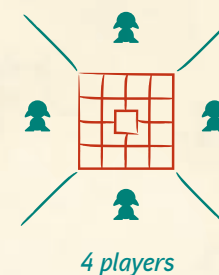
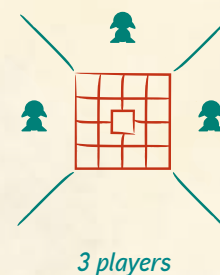
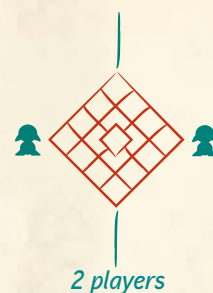
The Walls and the Roofs can stay in place, even while putting the game away. **Store the Diamonds, the Coins, the pieces, the Army boards, and the Catapults** under the Floor or leave them in the Castle's Rooms. No goblins will sneak in and steal them while you're not playing, we promise!



GAME SET UP

1

Build the Castle as described in the section "Setting up and breaking down the game" and place it in the middle of the table at equal distance from each player, such that each player is facing a different side of the Castle.





2

Place the Base of the Tower in the Tower. Then place the **Balcony** at the top with the King standing on it.



3

Distribute the 1 Coin tokens roughly evenly between the 2 Rooms with  on the Walls, and the 2 Coin tokens between the 4 Rooms with  on the Walls.

4


Each player chooses a color and places the **Catapult**, the **Army board**, and 2 **Goblin Soldiers** of that color in front of them, in **their space**.



5

As shown here, place the 3 remaining **Goblin Soldiers**, the **Goblin Captain**, the 2 **Goblin Robbers**, and the 4 **Totem levels** of your color in the appropriate spots on your **Army board**.

6

Distribute the Diamonds roughly evenly between the Tower and the two Rooms with  on the Walls.

We recommend leaving your **Army board** a little bit off to the side and keeping the space right in front of you ("your space") free for the manipulation of your **Catapult**.



GAMEPLAY

A game of Flyin' Goblin takes place over a number of rounds **until a player has achieved at least one of the two victory conditions** during the End game conditions phase:

All 4 of your Totem levels are on a Roof

OR

You have collected the required number of Diamonds.

STRUCTURE OF A ROUND

Each round is composed of the following phases:

1. CATAPULTING

At the same time as all other players, **catapult** your available Captains and Soldiers into the Castle.

2. LOOTING

Taking turns, **retrieve your Goblins** and apply the effects of the **Rooms** that they fell into.

3. END GAME CONDITIONS

Check if one or more players have fulfilled an end game condition.

4. RECRUITMENT

Taking turns, you can **buy any of the various pieces from your Army board**.



1. CATAPULTING

At the signal given by the youngest player, **catapult your available Soldiers and Captains** into the Castle one by one, trying your best to aim for the various Rooms. You don't have to wait for your turn: all players just keep catapulting until they run out of available Soldiers and Captains.

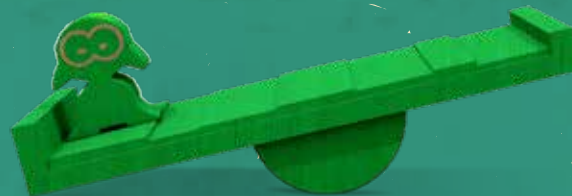
Goblin technology must be handled with a certain degree of caution. **Always follow these rules** when using your Catapult:

- Your Catapult must remain in the **space between you and the box**. This space should be about the same size as the box itself. However, you may move it around within this space between launches of your Goblins.
- You can only catapult the **available Goblins of your color in your space**. If they land neither in the Castle nor back in your space, they are lost for this round.
- When you have no more available Goblins of your color in your space, say **"Finished!"** The other players continue the Catapulting phase until **all but one player** have finished (and announced it). This last player can then **catapult one last time** for the round.

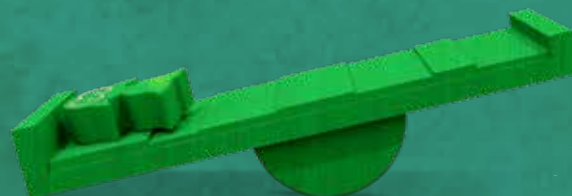
Any remaining Goblins after this last launch will not be used this round. Now move on to the Looting phase.

GOBLIN TIP!

The trajectory of a Soldier or Captain placed upright on the Catapult will be more of a high curve, which is helpful when aiming for a specific Room or even the Tower.



The trajectory of a Soldier or Captain placed lying down on the Catapult will be straighter and flatter, which is best when aiming for an enemy piece on a Roof.



GOBLINS ARE SMART



2. LOOTING

Starting with the first player who said, "Finished" during the Catapult phase, then moving clockwise around the table, each player in turn goes through all of the following steps:

- **If you made the King fall** from his Balcony or his Roof **with your catapulting**, place him back on a Roof of your choice. **Then, take the Balcony tile and put it in front of you.** If no Roof is available, put the King back on his Balcony tile at the top of the Tower.
- **Collect 1 Diamond for each of your Robbers on a Roof**, whether they are standing up or lying down.
- **Retrieve your Soldiers and Captains that fell into the Castle. You must apply the effect of each applicable Room, if possible.** Retrieve your Goblins in whatever order you choose. If a Goblin hasn't clearly fallen into one Room, retrieve it without applying any effects.
- **Retrieve any of your Robbers that fell from their Roofs** and place them back on your Army board.
- Retrieve all of your Totem levels that fell from the Roof except one (the highest of the fallen levels) and place them back on the Roof that they fell from. **Place the highest of the fallen levels back on your Army board.**
- **Put all of your available Goblin Soldiers and Captain back in front of you**, except for the ones that fell into the Armory, which are placed into the Recruitment Zone of your Army board.

● **Reposition any Totem levels, Goblin Robbers or the King pawn** that were disturbed, knocked over, or that moved a little bit **to the center of their Roofs and in an upright position.** After all, the Castle gets a little straightening up between rounds!



This Totem is still entirely on the Roof. Reposition it.

GOBLIN BALANCING ACTS

It's normal for a piece to fall from a Roof during the Catapult phase.

However, if a piece falls from a Roof during another phase because of an unfortunate table-bump or a loose shirt sleeve (for example), immediately place it back where it fell from.

You can all complete this phase simultaneously so long as there are no order-of-operations conflicts between resolving different effects. If any such conflicts come up, just follow the player order outlined above.

Once all players have finished the Looting phase, move on to the End game conditions phase.

ROOM EFFECTS



Banquet Hall:

Gain 1 Coin with a value of 1.



Treasure Room:

Gain 1 Coin with a value of 2.

You can make change with the Coins in the Castle at any time.



Prison:

If possible, steal 1 Diamond from any other player.



Armory:

Place this Goblin in the Recruitment Zone of your Army board.



Machine Room:

Turn the whole Castle in place by as many quarter-turns as you want.



Guardhouse:

Lose 1 Diamond.

Place it back in the Castle. If you have no Diamonds, nothing happens.



Treasury:

Gain 1 Diamond.

You can make change with the big Diamonds in the Castle at any time (1 Large Diamond is worth 5 regular Diamonds)



The King's bedchambers:

Gain 3 Diamonds from the Castle.



Take 2 more if you have the Balcony tile in front of you.



Throne Room:

Put 1 Diamond back into the Castle and collect 3 Coins with a value of 1 from the Castle.

If you can't pay you don't collect anything.



Pantry:

Put 2 Coins with a value of 1 back into the Castle to collect 2 Diamonds from the Castle.

If you can't pay, you don't collect anything.



3. END GAME CONDITIONS

Check if one or more players have fulfilled one of the following end game conditions:

1. All 4 of your Totem levels are still on their Roof.
2. You have 20 Diamonds or more (2 player game).
You have 25 Diamonds or more (3 or 4 player game).

If so, move on to the End of the game. Otherwise, move on to the Recruitment phase.

4. RECRUITMENT

Starting with the first player that said, "Finished" and moving clockwise around the table, each of you can, in turn, buy pieces from your Army boards.



You can normally only buy 1 piece per round.

However, for each Goblin in your Recruitment Zone (the ones that fell into the Armory this round), you can buy one extra piece (two for the Captain).

- **To recruit a Goblin Soldier or the Goblin Captain**, pay the cost shown on your Army board by putting the Coins back into the Castle, then take the Goblin and **place it in front of you**. This Goblin is now available at the beginning of each future Catapult phase. Coins may be placed in any appropriate room when returned.
- **To recruit a Goblin Robber**, pay its cost then take the Goblin and place it **on an available Roof**. If there are no available Roofs, you can't buy a Goblin Robber.
- **To recruit a Totem level from your board**, pay the cost of the lowest remaining level and place it on an available Roof. If no Roof is available, you can't buy the first Totem level. **You have to buy your Totem levels from the bottom to the top, placing each one on top of the previous one.**

Once you have finished buying, **take the Gobblins from your Recruitment Zone and put them in front of you.**

It's now the next player's turn to complete their Recruitment phase. Once all players have done so, begin a new round with the Catapulting phase.

THE DIFFERENT PIECES

GOBLIN SOLDIERS

During the Looting phase, **Goblin Soldiers activate the Room** that they fell into.



GOBLIN CAPTAIN

During the Looting phase, **Goblin Captain activate the Room** they fell into **twice** (if possible).



GOBLIN ROBBERS

Each of your Goblin Robbers provides you with **1 Diamond during each Looting phase in which it remains on its Roof**. If it falls from its roof into a Room, put it back on your Army board. It must be recruited during a future Recruitment phase to be put back on a Roof.



TOTEM

The Totem is its own separate **victory condition. It must be built entirely on a Roof over one or more rounds**. If a Totem level is put back on an Army board after falling from its Roof, it must be re-recruited during a future Recruitment phase to be put back on a Roof.

It is possible for an intermediate Totem level to fall from a Roof while the level above and below the fallen level remain. When you re-purchase this intermediate level, put it back in its usual place in the Totem.



END OF THE GAME

To determine the winner, check the following conditions one after another until a winner is declared.

- ◆ If one and only one player fulfills the **Totem** victory condition, that player wins!
- ◆ If multiple players fulfill the **Totem** victory condition, the player among them with **the most Diamonds** wins. If there is a tie between some or all of those players, they share the victory!
- ◆ If one and only one player fulfills the **Diamonds** victory conditions, that player wins!
- ◆ If multiple players fulfill the **Diamonds** victory condition, the player among them with the most Diamonds wins. If there is a tie between some or all of those players, they share the victory!



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