

## STORY

Small goblinoid creatures scabble in their caves, trying to survive in any way they can. On a particularly miserable morning, torrential rain battered the cave and forced some kobolds to flee the flooded of parts of the cave. You glumly trudge through the rain up a hill and are promptly struck by lightning. The electricity fries your brain, and your brain is overwhelmed with CREATIVITY, your brain not fried but fired! You quickly become aware of the plight of the kobolds and know that the race needs civilisation to thrive!

Kobrave the unknown, kobuild some buildings and realise the potential kobrilliance in your kobrain!

## RULES

Each turn, either KOBRAVE the unknown and scavenge for items, or KOBUILD your home using the goods you have found.

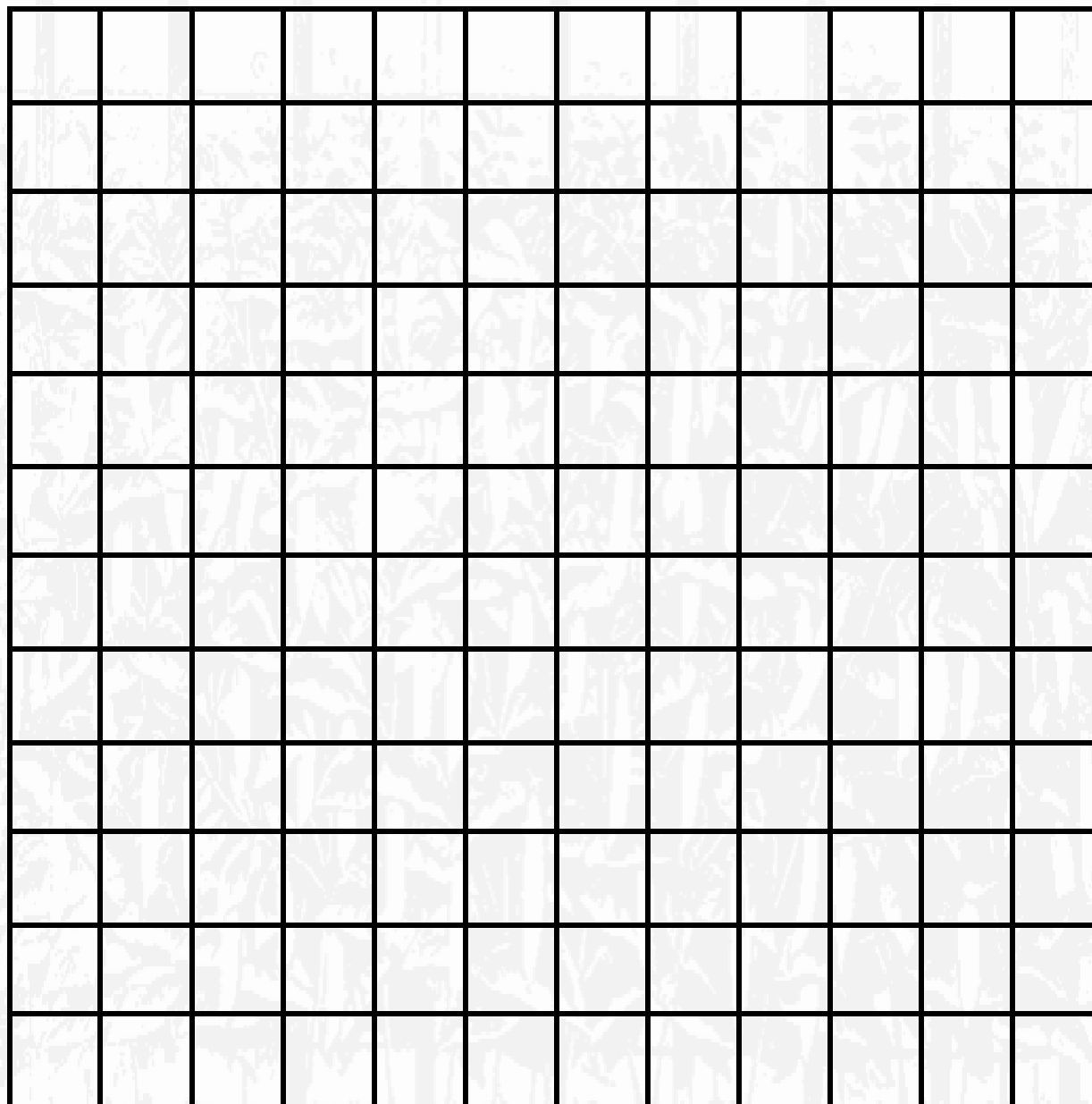
KOBRAVE – choose a destination and use the appropriate rations if needed. Roll 4 dice (one for each of you and your kobuddies) plus any bonus dice you have earned from your KOBUILDing. Receive items from the list for your destination for your rolls.

KOBUILD

If you have enough items, build something! Draw it onto the civilisation map in a vacant square.



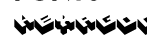
KOBUILD



### KOBUILD

© Chris Kettle-Frisby 2022

### FONTS

 © Emil Bertell <https://fenotype.com/>

LEMON/MILK © Ariq Sya <http://www.marsnev.com/>

Rosarivo © Pablo Ugerman <http://www.ugrdesign.com.ar/>

### IMAGES

Love is Enough, William Morris, 1872.

Everything for the Garden, Peter Henderson, 1898

Kobold Baby, Gustave Doré, 1862



## KOBRAVE

You and your three kobold friends adventure together!

To KOBRAVE choose a destination and roll 4 dice, one for you and for each of your three kobuddies. For each dice, find one of the items from the destination.

**CITY**

1 – nothing	2 – rubble
3 – wood	4 – stone
5 – ration	6 – tool

---

**FOREST**

1 – leaves	2 – earth
3 – earth	4 – wood
5 – wood	6 – seed

Certain destinations are harder to get to than others and require rations (or fruit or fish) for the longer and more arduous journey.

**BEACH**

1 – sand	2 – sand	
1 ration	3 – stone	4 – salt
	5 – fish	6 – shell

---

**FARM**

1 – ration	2 – ration	
1 ration	3 – seed	4 – seed
	5 – tool	6 – tool

---

**MOUNTAIN**

1 – stone	2 – stone	
2 rations	3 – earth	4 – earth
	5 – boulder	6 – boulder

---

**GRAVEYARD**

1 – nothing	2 – rubble	
2 rations	3 – rubble	4 – rubble
	5 – rubble	6 – curse



## KOBUILD

You and your three kobold friends build your civilisation together!

To build you need items – and luck! Buildings offer lots of benefits to the kobolds and can even attract more kobuddies to help.

For every 4 squares filled in, you get 1 bonus dice when scavenging.

### DWELLING – LIMIT 1 PER KOBOLD

Required: 2 Rubble 2 Wood  
Size: 1 square

A 4-square dwelling gives 1 bonus dice when scavenging.

Upgrade: 3 Rubble 3 Wood to increase size by 1 square.

### GARDEN – LIMIT 1 PER KOBOLD

Required: 4 Earth 1 Stone  
Size: 1 square

Can grow 1 fruit from a seed per square, per turn.

Upgrade: 5 Earth 2 Stone to increase size by 1 square.

### WALL – NO LIMIT

Required: 4 Stone 1 Rubble  
Size: 1 square  
Upgrade: 5 Stone 1 Rubble

### FENCE – NO LIMIT

Required: 4 Wood  
Size: 1 square  
Upgrade: 5 Wood



### PATH – NO LIMIT

Required: 3 Sand / 3 Stone  
Size: 1 square

Every 10 squares of path, get 1 bonus kobrave dice.

Does not count towards filled in squares for bonus kobrave dice.

### FOOD HALL – LIMIT 1

Required: 10 Stone 10 Wood 1 Tool  
Size: 4 squares

A Food Hall attracts an extra kobuddy!

### STATUE – LIMIT 1

Required: 5 Boulders 5 Salt 5 Sand 5 Tools  
Optional: Curse

Size: 4 squares

For each curse used in making the statue, the kobolds ward off a single party of adventurers seeking their budding civilisation.

## FINISHING THE GAME

The aim of the game is to build a flourishing civilisation on Kobold Hill.

## GAME MODES

### MULTI-PLAYER

Each player takes turns and builds on the same map. If you want to be competitive use different colours, or all work together towards a shared dream map!

### ONE PLAYER

Work to build the best map you can, building up resources. The only limit is time!

