



KOBUILD



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!

1+ PLAYERS


REQUIRES: PEN(CIL(S))

AT LEAST ONE D6 DICE

KOBUILD

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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.

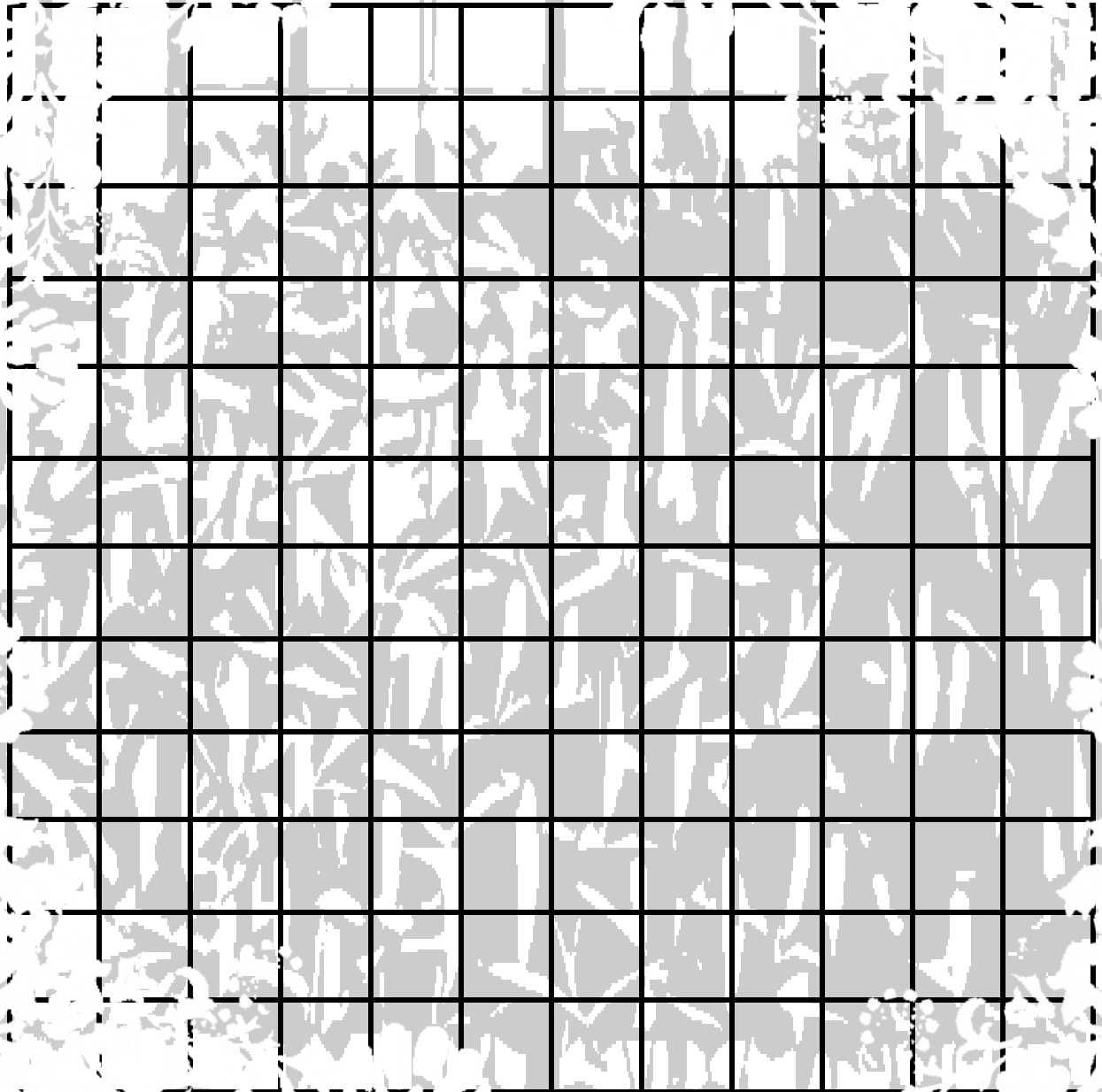
Everything for the Garden, Peter Henderson, 1898

Kobold Baby, Gustave Doré, 1862

RULES Each turn, either KOBRAVE the unknown and scavenge for items, or KOBUILD your home.

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

KOBUILD - If you have enough items for something from the building list, build something! Draw it onto the civilisation map in a vacant square. You can upgrade buildings too.



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

KOBLYSIUM	1 – boulder	2 – fragment
	10 rations 3 – fragment	4 – fragment
	5 - fragment	6 - curse



KOBUILD

You and your three kobold friends build your civilisation together!

To build you need items. 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. Paths do 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 one extra kobuddy!

MUSEUM OF CURIOSITY – LIMIT 1

Required: 3 Boulders 10 Wood 3 Tools
Size: 3 squares
Once per turn, either turn a shell into a fossil or turn a fragment into a treasure.

STATUE – LIMIT 1

Required: 5 Boulders 5 Salt 5 Sand
5 Treasures 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! Competitive victory conditions can be either most squares, or first to a Statue, or even longest fence – whichever you wish.

ONE PLAYER

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

