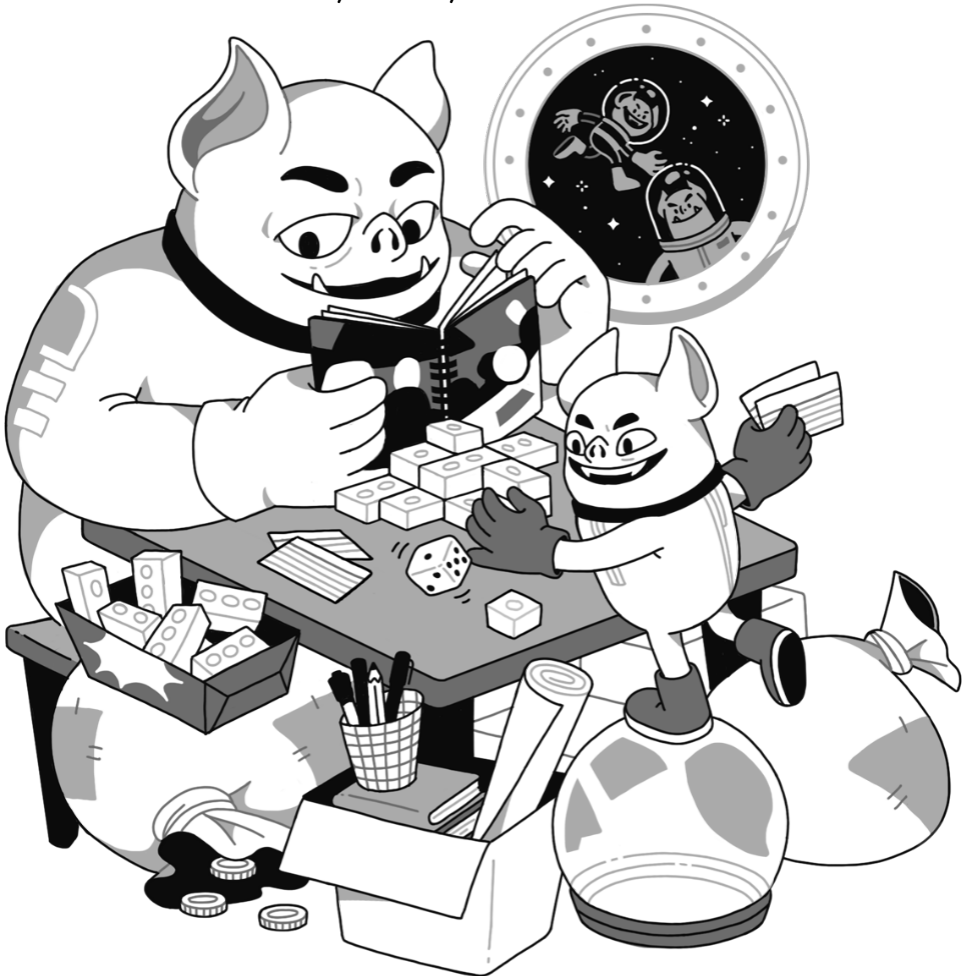




SPACE GOBLINS!

A Game of Cosmic Goblin
Mayhem for 2-5 Players

by Viditya Voleti



You are all Goblins, congratulations! You are also barreling through space in a ship made of junk and scrap, how lucky! Your goal: to make it to **Junktopia** — a utopia for Goblins in the middle of space — with your ship intact and as much junk as you can carry!

MATERIALS

- ▶ Index cards or an equivalent to record your Goblin and Ship notes on
- ▶ Writing utensils (erasable preferred)
- ▶ Multiple 6-sided (d6) and 8-sided dice (d8): at least 2d6 and 4d8 per player for a 3 round game
- ▶ Various tokens — at least 15 — for use as a Teethiness Counter
- ▶ At least 40 individual, interlocking building blocks such as LEGO to use as Junk



GAME* *STRUCTURE

Following are the basic concepts you'll need to know to play Space Goblins! Elect one Goblin to read them out loud or take turns reading each section.

REFEREES:

There is no one Referee or Game Master in Space Goblins! Instead, depending on the Phase and the outcome of certain rolls, Space Goblins! has a rotating Referee role.



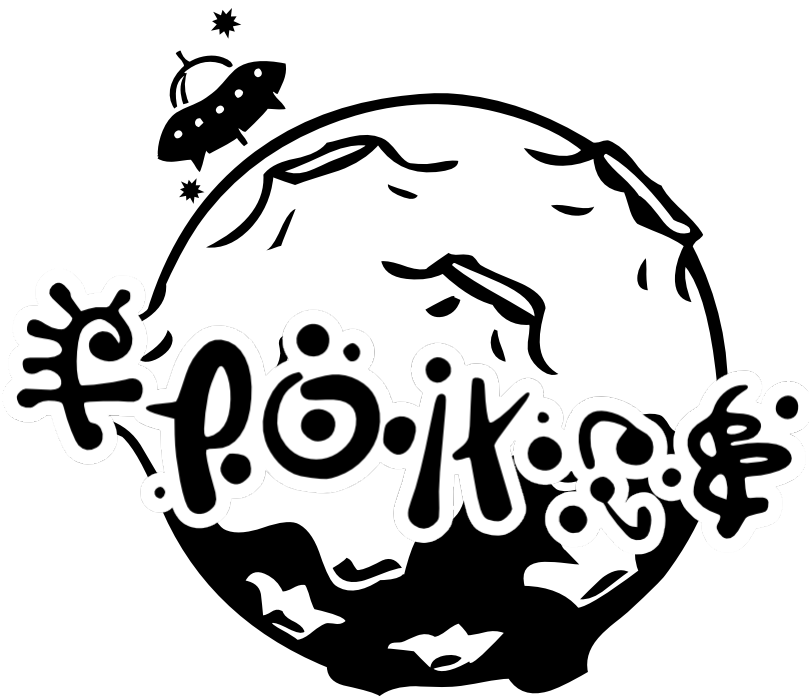
PHASES:

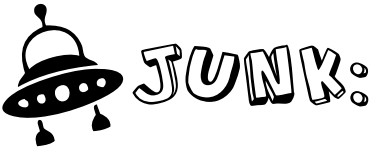
During the JUMP! and CRASH! Phases of the game, all Goblins are on deck preparing to board a new ship. During the BOARD! Phase, one Goblin is left on the Goblins' Ship to keep things running. This Goblin acts as the Referee, controlling and describing the boarded ship to players.

TEETHINESS:

Your Teethiness Score is the collective energy and pluckiness the Goblins have before one of them gives up and runs back to the Ship, dropping whatever Junk they acquired. Whenever any Goblin would lose Teeth, it comes out of the collective Teethiness Score. Your Teethiness Score starts at 10 and Teeth are reset at every JUMP!

Gather various small tokens that are approximately the same size in quantities of 15 or more! Use these to represent your collective Teethiness and make sure everyone adds something of theirs to the Teethiness pile.





You will be collecting tons of Junk as you scrap other ships, and your Junk Horde is another shared resource among all Goblins. Junk is used for a variety of things, but mostly for Goblin Advancement, Junktopia contributions, and your Junk Ship's health. Whenever a harmful action is done towards the Ship, the difference acts the same as losing Teeth.

Use Interlocking Plastic Building Blocks to represent each unit of Junk. As you gain Junk, work together to build your Ship out of blocks. As you lose Junk, break parts off. Remember, a Junk Ship rarely looks pretty, but always feels like home! If you do not have access to building blocks, using tokens or otherwise noting your Junk total is fine as well!



If your Junk ever reaches 0, your Ship is stranded and you can't get to Junktopia! Better luck next time!

ACTION ROLLS:

When an action's success is uncertain, roll 2d6, adding points from any relevant Goblin Class Score and 2 points for any relevant Treasures. Each Treasure can only be used once per Room to add 2 to a relevant action roll. If the total is greater than or equal to the action's Difficulty Score (DS), the action is successful. If an action roll fails, the difference between the roll and Difficulty Score is removed from the Teethiness pool.

DIFFICULTY SCORE GUIDELINES:

EASY!: 8

UH, ONE MOMENT!: 10

THIS IS A TOUGH ONE!: 12

OPPOSITION:

If a non-Goblin force opposes the crew, their Difficulty Score is also their Health. When a Goblin action roll intended to thwart opposition succeeds, the difference between the roll and the target's Difficulty Score is removed from their DS. While Health won't always represent physical well-being, targets become less difficult the more they're thwarted until, eventually, they no longer impede the Goblins' junking.



OPPOSITION EXAMPLE:

As an action, a Goblin attempts to ruin the meals of Snooty Richies on a Luxury Cruiser with a Difficulty Score of 10. They roll 2d6 (a 3 and a 5), add 2 for their Rascal Goblin Class Score, and another 2 for their weed-whacker Treasure. The total is 12. The difference between their 12 and the DS of 10 is 2, so they succeed and the Snooty Richies take 2 damage. A non-Goblin's DS is also their Health Points, so now the Snooty Richies' Difficulty Score is 8.

If their roll plus points only added up to 7, however, the difference between their 7 and the DS of 10 is -3. The Goblin fails, and the team loses 3 from their collective Teethiness Score.





GOBLIN PRINCIPLES

All Space Goblins have a set of Principles they follow, and all Goblins on the same Junk Ship agree to follow these to ensure a fun, healthy, and safe journey to Junktopia! Read the Principles all Space Goblins must adhere to and ask players if there are any additional Principles they'd like to establish for the game — whether they're boundaries like "Space Goblins LOVE to junk robots, but DO NOT like and will not board ships with spiders!" or content you'd like to see, such as "Space Goblins WILL ride dinosaurs and WILL eat lots of candy!"

- ▶ Space Goblins WILL cause mayhem & chaos, but DO NOT harm or harass civilians or the oppressed!
- ▶ Space Goblins LOVE to junk & scrap, but DO NOT LOVE those who stand with or benefit from oppression and bigotry!
- ▶ Space Goblins WILL check in with one another to make sure they are having fun, and WILL ALWAYS respect each other's boundaries to help create a safe space!

When a Goblin takes on the role of Referee, let your table's Principles guide the tone and content of your game. Goblins may add or suggest new Principles to the table at any time and should always respect other Goblins' Principles.

GOBLIN & SHIP CREATION

Name your Goblin something Gobliny.

What colors are your Goblin's pronouns?

Distribute 3 Trait points between these Goblin Traits:

Scrapper: Good at breaking things down

Tinkerer: Good at building things up

Rascal: Good at causing mayhem

Rude: Good at being ill-mannered

Treasures: Come up with one Treasure your Goblin found during the construction of their Junk Ship and keeps on them. The Treasure is not lost after using it, and Goblins value innovation & spontaneity, so get creative with how you use them.

All Goblins should name their Junk Ship together.

The Ship's Junk Horde starts at 20 (30 for 4+ players).

Distribute 4 points among the following Ship Traits, each Goblin distributing 1 point at a time in turns:

Rough: How scary the Ship looks

Tough: How much of a beating the Ship can take

Scout: How fast and how responsive the Ship is

Shoot: How much the Ship can bite back

Lastly, fill in one Room description on the Junk Ship Table unique to your Ship and crew! More on the Junk Ship Table later.

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PLAYING THE GAME

Space Goblins! takes place over a series of Phases as you work your way towards Junktopia. It's a good idea to have at least one Goblin understand the Phases before play!



During the Jump Phase, your Goblins are zipping through hyperspace to their next destination! Each Goblin gets to perform 1 of the following Actions, and you must describe how your Goblin performs that Action!

► **Find Treasure:** Spend 10 Junk to add 1 Treasure to your Character Sheet. It can be anything you could have conceivably found on your junking adventures. Each Goblin can carry up to 3 Treasures with them during BOARD! Phases, and Treasures can be exchanged between Goblins freely! Each Goblin who tries to Find Treasure rolls 1d6, on a 6 they find their Treasure without spending Junk. For every additional Goblin trying to Find Treasure, lower the minimum result by 1 to Find Treasure for free (1 Goblin = 6, 2 Goblins = 5+, 3 Goblins = 4+, etc).

► **Repair & Prepare:** Spend 20 Junk to either increase any two Ship Traits by 1 or to award each Goblin crew member 2 Traits points.

► **Horse Around:** Increase the next BOARD! Phase's Teethiness total by 1. For every additional Goblin who Horses Around, increase the Teethiness added by 1 per extra Goblin (1 Goblin = 1 Teethiness, 2 Goblins = 3 Teethiness, 3 Goblins = 5, etc). Teethiness resets back to 10 on the next JUMP! Phase.

**ONCE EVERYONE HAS MADE AN ACTION,
MOVE ON TO THE CRASH! PHASE.**



You have to gather more Junk! Which means CRASHING INTO ANOTHER SHIP to search for it! Follow these instructions to determine what kind of ship you crash into:

1. Each Goblin rolls 2d8.
2. Roll an additional d8 for each earlier CRASH! Phase you've played in the game already.
3. Between all Goblins, match up as many of the same numbers as possible.
4. Consult the Ship Table at the end of the text—the number with the most matches determines the ship type and the number of matches equals the ship's size. Choose the group's preferred option in the case of ties.



(**CRASH!** CONTINUED)

Example: All Goblins roll dice, and after matching the same numbers they have four 5s, two 8s, one 2, and one 7. The number with the most matches is 5, so they crash into a Corporate ship. With four matches, the Corporate ship is Ambassador-sized.

Once you determine the ship, you must now determine which Goblin will stay on your Junk Ship to take care of it by rolling on the Chores Table. Whichever Goblin you feel wouldn't have done the task rolled stays on the Junk Ship and acts as the BOARD! Phase's Referee.

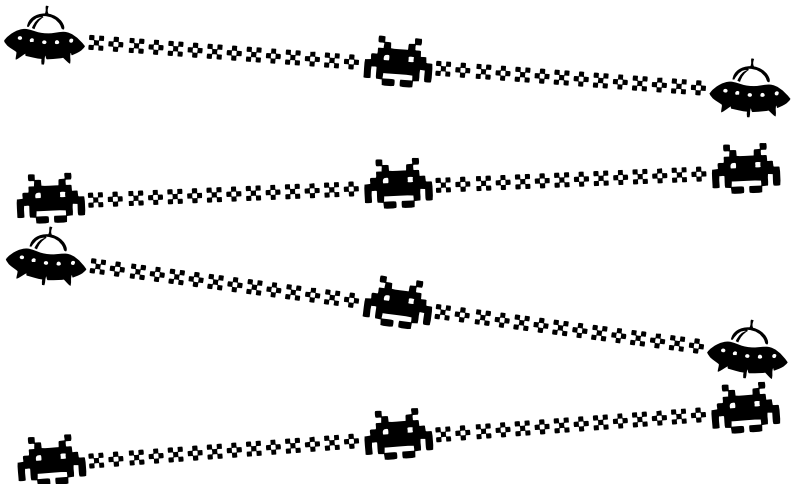
ONCE THE APPROPRIATE GOBLIN HAS BEEN SCOLDED, MOVE ON TO THE BOARD! PHASE.



All Goblins except the Referee board the other ship! The Referee describes where the Goblins are going, what's stopping them from Junking a Room, and what the Difficulty Scores are for obstacles. Follow these guidelines when boarding:

1. The Referee rolls on the Rooms Table to determine what the next door leads to.
2. The Referee comes up with an obstacle appropriate for the Room they are in and sets an appropriate DS for the obstacle that must be overcome before the Room can be Junked. Obstacles should be fun and zany, keeping with the tone of the game! Referee advice can be found later!

3. Once a Room has been cleared, each Goblin gets a Junk Die equal to the Rarity of the Room, determined by the die-size category it is in on the Rooms table. They hold on to this until the end of the Phase.
4. **Between Rooms**, the Goblins boarding the ship will take a moment to act as a Referee as well, describing a consequence of their actions that could potentially harm their Junk Ship. They determine the consequence's DS and the Goblin on the Junk Ship decides how they will try to save the vessel before rolling the appropriate Ship Stat. This roll happens once—either the Junk Ship succeeds or it loses Junk as described in Opposition.
5. **Boarding Goblins** then continue to the next Room rolled on the Rooms Table, rerolling duplicates. They continue to explore until the boarding party has either been to every Room, chooses to head back, or the party's Teethiness Score is reduced to 0.
6. Lastly, all Goblins who boarded roll their Junk Dice and add the total to the Junk Horde!



REFEREE:

ADVICE

The graphic features the words 'REFEREE:' and 'ADVICE' in a bold, stylized font. 'REFEREE:' is in a solid black, distressed font, while 'ADVICE' is in a white, outlined font. To the right of the text are several starburst symbols. Below the text, there are three black silhouettes of satellite dishes on stands, and a large, faint target symbol in the background.

When creating a room, think about a story that's being told here! The Goblins are going to be interrupting the goings on in this ship, and it's your job to make the ship feel alive, weird, and exciting!

A good place to start is to give every room a clear objective, something the Goblins desperately want for their ship! This is a good way to bring in the positive Goblin Principles!

When creating a DS for the room you can start by making 1 single DS that starts as one problem (the shift workers won't leave their cubicles for you to junk) that as the Goblins lower it by rolling over turn into new problems (they successfully get the shift workers to unionize, but Union Buster Bots storm in), until it is done and they can finish the room. I'd recommend this for new referees.

Otherwise, you can make a few DS that the Goblins have to tackle at once or one after another, but remember to keep each room interesting but not bog down the momentum, as well as more to keep track of.

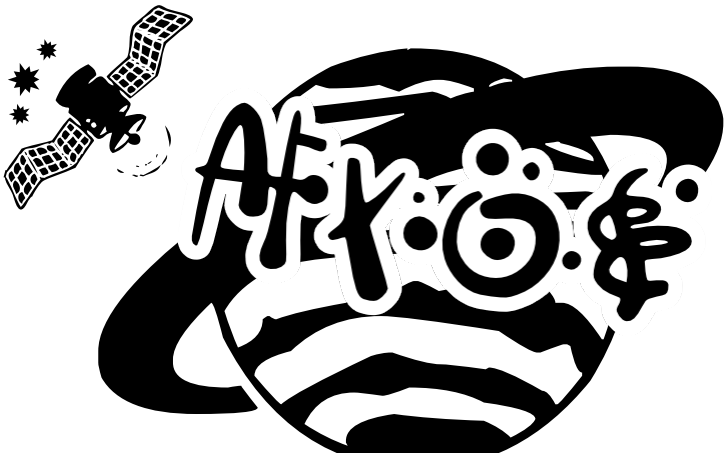
A good mindset for Space Goblins! is the referee never rolls dice, but always pushes the story to get Goblins to roll dice.

As long as a DS is still on the table, something is stopping the Goblins from collecting junk, but never undermine the Goblins' actions. When they succeed, something happens in response to get them to roll again.

Don't be afraid to lean towards getting the Goblins to roll with a specific stat, but also reward players for creatively working to their strengths! And most importantly, never forget your Space Goblin Principles!

Between Phases, all Goblins work together to build a new addition to the Junk Ship with some of their findings. Each Goblin who brought in Junk writes a Room that is added to the Junk Ship in the next blank of the Junk Ship Table!

Keep adding Rooms after every successful BOARD! Phase as long as you obtained some amount of Junk while boarding. This Table will be used during the final Crash Landing on Junktopia Phase of the game. If you run out of space on the Table, feel free to replace, remodel, or expand an existing Room!



FINDING JUNKTOPIA

Repeat the JUMP!/CRASH!/BOARD! cycle 3 times for a Short Game, 5 times for a Medium Game, or 8 times for a Long Game. At the end of the game, your Goblin crew reaches Junktopia. And there's only one way to "land" a Junk Ship...

CRASH LANDING ON JUNKTOPIA!

The Goblin's arrival at Junktopia initiates the Final Phase of the game. This Phase acts similarly to the BOARD! Phase, except all Goblins go through the ship instead of one being left behind.

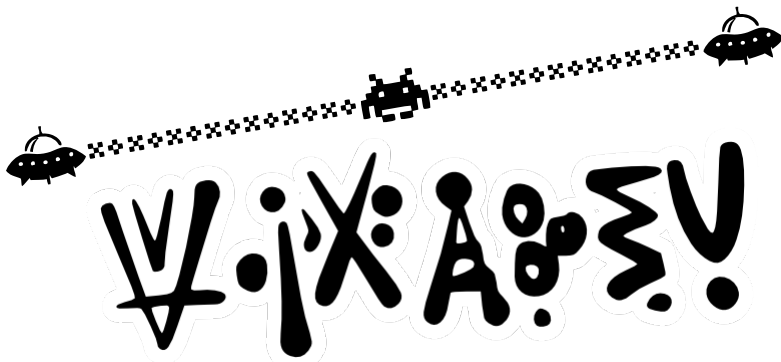
Using the Junk Ship Table you've been filling with expansions, it's a race to get through each Room and out of the Ship with as many Treasures as possible! Whether it's turbulence entering the atmosphere, collections going haywire, or even Junktopia's core bringing Junk to life, they'll encounter Obstacles with Difficulty Scores the same way they would in a BOARD! Phase. Take turns being the Referee for Rooms (your Goblin must course correct, has been taken hostage, etc.) or collaboratively come up with a DS and take turns coming up with reactions to the other player's rolls.


After every Room, a Goblin describes what Treasures they've grabbed from it to take with them on another journey! The Ship still has to fly to the perfect spot on Junktopia, so between Rooms the Goblins also have to roll a DS using the Ship stats, same as in the Board Phase.

If the Goblins run out of Teethiness during this last Phase, they're forcefully ejected out of their Ship, unable to salvage those last Treasures!

CONGRATS! YOU'VE MADE IT TO JUNKTOPIA, YOUR CRASHED SHIP A GLORIOUS MONUMENT TO YOUR ACHIEVEMENT FOR ALL GOBLINKIND TO ENJOY!

AS YOU GAZE UPON THE GORGEOUS WRECKAGE, TAKE TURNS DESCRIBING AN ASPECT OF THE MONUMENT YOU'VE BUILT AND HOW IT INSPIRES THE GOBLINS OF JUNKTOPIA!





SPACE GOBLINS! ...SEQUELS?!

Junktopia could always use more piles of Junk! Or maybe next time your crew isn't on their way to Junktopia, but instead some mythical Treasure? They could also go on a more traditional space adventure or CRASH THROUGH TIME AND SPACE to visit an entirely different genre setting!

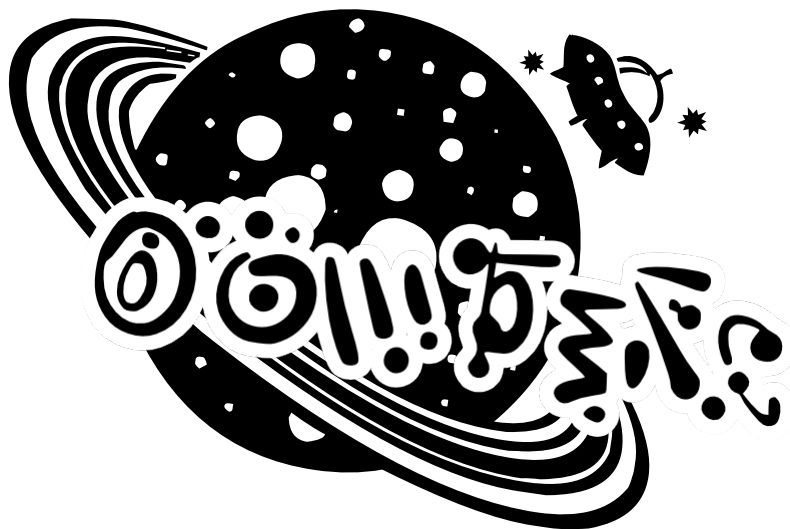
Space Goblins! is easy to pair with other RPG modules and supplements, and the game works especially well with those that would be classified as a dungeon-, point-, or hex-crawl! Instead of XP, Money, or Items, have the Goblins gather Junk and spend it like they normally would. Instead of a Junk Ship, perhaps your crew has a Junk Cart or a POCKET JUNK DIMENSION where players can still use the building blocks to represent their growing stash. Just make sure you always bring your Space Goblin Principles with you!



ROOMS!

When rolling for what Room they are in, use the appropriate die for which Size ship they are on. The Junk Die for the room is equal to the die size next to the room.

Example: The Goblins are in a Luxury Cruiser, the Referee will roll a d8 to determine the Room. If they cleared the Absurd Kitchen, each Goblin gets a d6 Junk Die. If they had cleared the Engine Room, a d8. If the Super-Mega-Fusion Reactor, a d10.



TOUCHSTONES

GAMES: Tunnel Goons, Troika!, Void Bastards, Nuclear Throne, Safety Toolkit by Kienna Shaw and Lauren Bryant-Monk

MEDIA: TMNT, Star Wars (Ewoks), Pathfinder (Goblins), Muppets (Animal)

MISC: Playing with LEGO, wanting to be a trash child, having lots of energy with nowhere to channel it

CREDITS

Written by Viditya Voleti

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THANK YOU!

All my playtesters and people who proofread elements of the game

The Brain Trust

Korben Dennis, for helping write most of the Ship Tables during crunch time for the original game jam

Will Jobst, for very helpful advice before and during the Kickstarter

Michael T Lombardi and Theo Lombardi, the greatest Space Goblins! fans ever

All my backers, every single one of you is a Space Goblin!

MOST NUMBER OF DICE



NUMBER OF MATCHES

	1-2	3-4	5+
1 - 2	LUXURY YACHT	LUXURY CRUISER	LUXURY LINER
3 - 4	SECURITY PATROL	SECURITY VANGUARD	SECURITY BATTLESHIP
5 - 6	CORPORATE SCOUT	CORPORATE AMBASSADOR	CORPORATE CAPITAL
7 - 8	PIRATE SCOOP	PIRATE CORVETTE	PIRATE FRIGATE



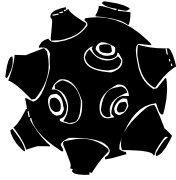
LUXURY ROOMS

YACHT = D6

CRUISER = D8

LINER = D10

D6	1	LAVISH HALLWAY
	2	ALL-YOU-CAN-EAT BUFFET
	3	BEDROOM SUITE
	4	ABSURD KITCHEN
	5	INTOXICANT DISPENSER
	6	UNREASONABLE SPORTS COMPLEX WITH POOL
D8	7	UNNECESSARILY-EXPENSIVE ENGINE ROOM
	8	WASTE-FLAK CANNON
D10	9	B.U.T.L.E.R. AI CORE
	10	SUPER-MEGA-FUSION REACTOR



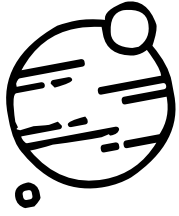
SECURITY ROOMS

PATROL = D6

VANGUARD = D8

BATTLESHIP = D10

D6	1	GARBAGE AIRLOCK
	2	WEAPON LOCKER ROOM
	3	DEADLY TRAINING AREA
	4	CLONING BAY
	5	RADAR/COMMUNICATIONS OFFICE
	6	BRIG
D8	7	ANTIQUE ARMS ROOM
	8	HYDROGEN FURNACE
D10	9	SMALL WEAPON GARAGE
	10	MAC CANNON/BFG TURRET



CORPORATE ROOMS

SCOUT = D6

AMBASSADOR = D8

CAPITAL = D10

D6	1	PAPERWORK ROOM
	2	WIFI BREAK ROOM/LOUNGE WITH WATER COOLER
	3	ADRENALINE AIR FILTRATION DISPENSER
	4	CRYOGENICS CHAMBER
	5	LIBRARY
	6	MEETING ROOM
D8	7	INTIMACY OFFICE
	8	HOLOGRAM ROOM/HOLODECK
D10	9	SHINY LIMO-LAND-SPEEDER
	10	EXPENSIVE HALLUCINOGENIC CHAMBER



PIRATE ROOMS

SCOOP = D6

CORVETTE = D8

FRIGATE = D10

D6	1	GREENHOUSE/FARM ROOM
	2	SACRED ALTAR
	3	CLOSET OF CLOTHES AND TRINKETS
	4	LIBRARY OF FORBIDDEN TOMES
	5	TREASURE VAULT
	6	TODDLER'S PLAYROOM
D8	7	ART GALLERY
	8	HUMBLE GALLERY
D10	9	HAUNTED BILGES
	10	SECRET WEAPON



JUNK SHIP

D6	1	
	2	
	3	
	4	
	5	
	6	
D8	7	
	8	