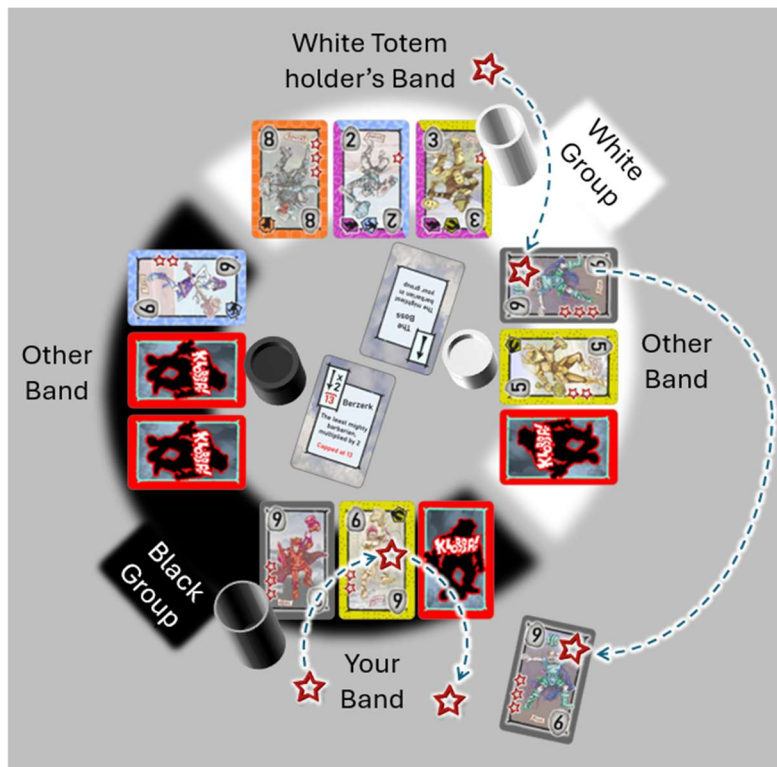


Klobba! Examples and Special Cases

Example of Play



The picture shows an example of Steps 1-4.

Your Band of three Barbarians is shown at the bottom:

- a 9
- a 6
- a Barbarian who is currently face-down and not available.

You hold the Black Totem. The player opposite you holds the White Totem.

This is a 2-player game, so the two other Bands are Free Bands.

Step 1 Form Groups

Holding the Black Totem, you choose which Band to pair with. You place the Black Grouping marker to show you've selected the Band on your left. This leaves the White Totem holder to pair with the only remaining Band, on your right, and they place the White Grouping marker there.

Step 2 Players grouped with Totem holders offer Action cards

It's a 2-player game, so skip Step 2.

Step 3 Lay Action Cards

You and the other player lay your Action cards face down.

Step 4 Clobber time!

The Action cards are revealed. The White Totem holder played 'The Boss', which selects the mightiest Barbarian in their Group. Their highest-value Barbarian is a 9, so they place their Star on that card.

You played 'Berzerk!', which selects the least mighty Barbarian in your Group and doubles their value. Two Barbarians are tied for lowest at 6, so you can choose between them; you decide to use the Barbarian from your own Band and place your Star there.

$6 \times 2 = 12$, which beats 9, so you win!

You take the defeated Barbarian from your opponent's Group. Because this was an outright victory, you also take the Star that was on it. Since your victorious Barbarian was chosen by your Action card, you flip it face down and reclaim the Star you placed on it. In total, you gain four Stars: the three on the defeated Barbarian plus the Star that marked it.

Action cards, with examples and special cases

The examples refer to Groups of Barbarians on page 4.

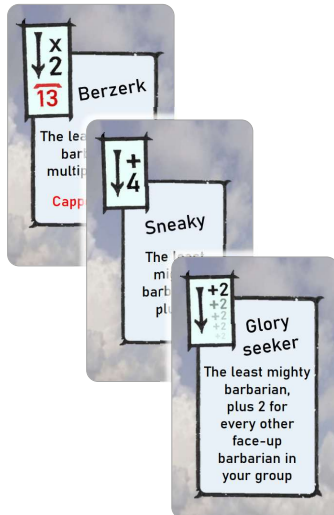


This card selects the available Barbarian with the highest value.

From Group A, that's the 7.

Group B has two available Barbarians with the highest value (9), so whoever played the card chooses one.

Group C has three available Barbarians, all valued 8, so whoever played the card chooses between them.



All these cards select the available Barbarian with the lowest value. From Group A, that's the 2.

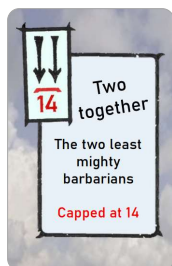
Group B has two Barbarians tied for lowest (2), so the player who used the card chooses between them.

Group C has three Barbarians with the same value (8), so all count as the lowest, and the player chooses among them.

'Berzerk!' has a cap that limits the total to 13. Only Group C can hit the cap, since the least mighty Barbarians in the other Groups are too weak. With Group C, the selected Barbarian's doubled value drops from 16 (8×2) to 13.

'The Glory Seeker's' total depends on how many other face-up Barbarians are in the Group. For Group A, it's $2 + (3 \times 2) = 8$. For Group B, it's $2 + (5 \times 2) = 12$. For Group C, it's $8 + (2 \times 2) = 12$. For Group D, it's $3 + (5 \times 2) = 13$.

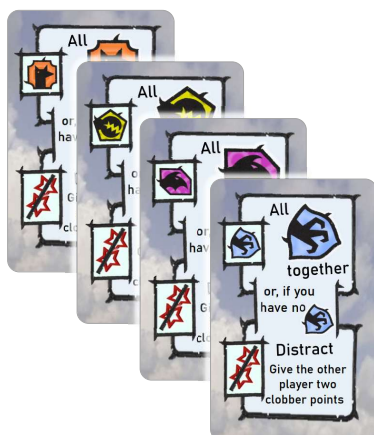
If you play 'The Glory Seeker', you place a Star only on the least mighty Barbarian, *not* on the other face-up Barbarians.



This card selects the two Barbarians with the lowest value. From Group D, that's the 3 and the 4, for a total of 7.

From Group A, it selects the 2 and one of the 6s (total 8); from Group B, it selects the 4 and one of the 2s (total 6). It is up to whoever played the card to choose between the 6s in Group A or the 2s in Group B.

All Barbarians in Group C have the same value, so the player must choose any two. Their combined value is 16 ($8 + 8$), but the card caps this at 14.

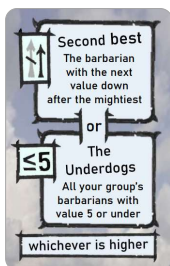


These cards select all available Barbarians from the Clan shown: Orange Fox, Yellow Claw, Purple Raven or Blue Talon.

If the card shows Blue Talon, Group A has one such Barbarian (value 2). Group B has two ($8 + 2 = 10$). Group D has four ($3 + 4 + 5 + 6 = 18$).

If a Group has no Barbarians from that Clan, as in Group C, the card selects nobody. The Barbarian(s) chosen by the opposing Action card are then Distracted: their cards are turned face down and their Stars return to their owners, but no one is clobbered. Distracting an opponent is dishonourable in Klobba! society, so it carries a penalty: you must give the other player two Stars.

If both Action cards cause mutual distraction, no one is clobbered, no cards flip, and no Stars are paid. Proceed to Step 5.



Like the 'All [Clan] together or Distract' cards, this card has two possible effects, depending on your Group. It selects whichever is higher in value: the Group's 'second-best' Barbarian or all Barbarians in the Group with a value of 5 or under.

"Second-best" means the Barbarian whose value is next lower than the highest. In Group A, the value below the 7 is a 6, while the only Underdog is the 2. Since 6 is higher than 2, one of the 6s is selected, and the player decides which.

In Group B, two Barbarians share the top value (9), so the next down is the 8. The Underdogs are 2, 2 and 4, totalling 8. Because both alternatives equal 8, the player chooses between the Second-Best or the Underdogs.

The only time the second-best can equal the mightiest is when all Barbarians match in value. That's Group C, where all are 8s. Since 8 beats the Underdogs' total of zero, one 8 is chosen, and the player decides which.

In Group D, the highest value is 10 and the next down is 6. The Underdogs total 17 (3 + 4 + 5 + 5), so the card selects the Underdogs.



Apply your opponent's Action card to your own Group.

For example, if you have Group A and play 'Mirror & Switch', and your opponent has Group D and plays 'The Boss', the 10 is selected from their Group and the 7 is selected from yours. If they play 'All Orange Fox Together or Distract', their 4 and 5 are selected, but, as you don't have any Orange Fox, you Distract.

If both players play Mirror & Switch, no one is clobbered. Move to Step 5.

If you play Mirror & Switch, you may switch your Barbarians in Step 8.

If both cards are Mirror & Switch, Barbarians are switched one pair at a time, the Totem holders alternating, with the Black Totem holder going first.

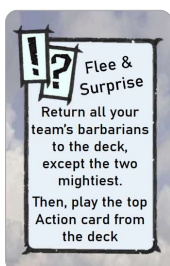
No Barbarian can be switched more than once in the same round.



Return three Action cards to the bottom of the deck and draw three new ones. Play one of the new cards.

Unless your opponent plays 'Swap & Play', 'Mirror & Switch', or 'Flee & Surprise', you see their Action before choosing yours, though you have only three cards to pick from.

If a new card is another 'Swap & Play', you may play it. On the third time, you swap only two cards; on the fourth, you swap one and must play it.



Return all available Barbarians from your Group except the two mightiest to the bottom of the deck; face-down Barbarians stay in place.

For example: Group A loses the 2 and one 4 (chosen by the player), Group B keeps only the two 9s, Group C loses an 8 (player's choice), and Group D keeps the 6 and 10.

Then draw the top card from the Action deck- your 'Surprise' card - and apply it to the two remaining Barbarians.

If you play 'Flee & Surprise' against an opponent's 'Mirror & Switch', both players draw their own 'Surprise' from the Action deck.

If you play 'Flee & Surprise' against an opponent's 'Swap & Play', both players reveal their cards at the same time: your 'Surprise' and their chosen new card.

Example Groups of Barbarians

Group A



Group B



Group C



Group D

