

Rules for Klobba!

Summary

Each player begins with Action cards and a Band of three Barbarians. A Black and a White Totem move from player to player. Whoever holds a Totem joins their Band with another Band to form a Group, then lays an Action card. Players flip their Action cards at the same time, showing which Barbarians come forward from each Group to try and clobber each other. Players add up the values of their chosen Barbarians: whoever has the higher score claims victory, and gains Stars. When Thunder and Lightning strike, the game ends, and whoever has collected the most Stars wins the game.

Objective of the Game

Gain Stars by clobbering other players' Barbarians. Be the player with the most Stars when the Thunder and Lightning cards are revealed.

Components



44 Action cards



40 Barbarian cards



1 Lightning card



1 Thunder card



1 Black Totem, with Grouping Marker (cap)



1 White Totem, with Grouping Marker (cap)



60 Stars:
30 individual +
30 in 6 blocks of 5



1 Turn Order and Clobber Time Reminder card



6 Action Card distribution Reminder cards

What's on a Barbarian card?

The Barbarian's value.

Stars gained by whoever clobbers this Barbarian.



This Barbarian's Clan.

Most Barbarians have one Clan. Some have two, some have three, and some have none.

The Clans



Orange Fox



Purple Raven



Yellow Claw



Blue Talon

Set up

Your first game?

For a simple introduction, you can play a **Basic game**. Before setup, remove the following Action cards:

Glory seeker Swap & Play Mirror & Switch Flee & Surprise Second best or The Underdogs

2 of each of the **All [Clan] together** cards

Stars

Share the 60 Stars equally between the players.

Action cards

Shuffle the Action cards and deal 5 to each player (or 3 if you're playing the **Basic game**). Keep your hand secret.

Place the remaining Action cards face-down to form the Action deck, leaving space for a discard pile.

At any time, if you have 3 identical Action cards, you may discard all 3 and draw 3 new cards from the Action deck.

Barbarian cards

Shuffle the Barbarian deck and deal 3 cards to each player. Players look at the Barbarians they've been dealt and choose which to keep, placing these face up to form their Band, and returning any they reject to the bottom of the deck. If you now have fewer than 3 Barbarians in your Band, draw new ones from the top of the deck to bring your total to 3. Place these new Barbarians *face down* in your Band without looking at them.

Example:

This player rejected one Barbarian but accepted these two, so they're face up.



This is a replacement Barbarian, so it's face down.

Free Bands (2 or 3-player games only)

In a 2-player game, create two Free Bands; in a 3-player game, create one Free Band. To create a Free Band, deal 3 Barbarian cards face-up in a row. These Bands don't belong to any player.

Thunder and Lightning

Take three cards from the Barbarian deck and shuffle in the Lightning card; put all four cards at the bottom of the deck. Next, move three more cards from the top to the bottom of the deck. Finally, take another three cards and shuffle in the Thunder cards; put all four at the bottom of the deck.

The Totems

The player with the lowest total value of face-up Barbarians chooses who receives the Black and the White Totems. A player cannot hold both Totems at the same time.

Play

Step 1 Form Groups

The two Totem holders form opposing Groups.

First, the Black Totem holder forms a Group by choosing a Band to pair with their own. They cannot choose the White Totem holder's Band. Next, the White Totem holder forms a Group by pairing their Band with a Band which is left over.

Totem holders place their Grouping Markers next to the Bands they're pairing with.

Step 2 Offer Action cards

If you are playing the **Basic game** or a 2-player game, skip this step, and go straight to step 3.

If a Totem holder chose your Band to form a group with theirs, you may, if you want, offer them one Action card from your hand. Don't show it to any other player. The Totem holder can either accept it – in which case they give you one Star and must lay the card in Step 3 – or reject it – in which case it goes to the bottom of the Action deck.

Step 3 Lay Action Cards

Totem holders each choose one Action card from their hand and place it face-down.

Step 4 Clobber time!

Both Totem holders flip their Action cards face-up simultaneously.

If an Action card played by a Totem holder is identical to one which they rejected in Step 2, they must give the player who offered it one Star.

Select Barbarians and Place Stars

Each Action card selects one or more face-up Barbarians from the Totem holder's Group (their own Band plus the Band they paired with). Ignore face-down Barbarians. Examples: 'The Boss' selects the face-up Barbarian with the highest value in the Group. 'Sneaky' selects the face-up Barbarian with the lowest value in the Group. The 'All Blue Talon together' card selects all the face-up Barbarians in the Group who belong to the Blue Talon Clan.

If there are two or more Barbarians which fit the description on the Action card (for example, two 'mightiest' Barbarians with the same highest value in the Group), whoever played the Action card decides which Barbarian is selected. You're allowed to consider the other Totem holder's Action card before you make this decision.

Each Totem holder places one of their Stars on each Barbarian selected from their Group. They must put a Star on every Barbarian selected by their Action card, even if they'd prefer not to.

Calculate Values and Determine the Outcome

Some Action cards increase their selected Barbarians' values. Example: 'Berzerk' multiplies a Barbarian's value by 2. Some Action cards have a cap, which puts a limit on the total value. For 'Berzerk', the cap is 13.

If the total value of the selected Barbarian(s) is higher on side than on the other, there is an **outright victory**:

The selected Barbarian(s) in the losing Group are clobbered. The victorious Totem Holder takes these Barbarians and places them in their personal score pile. They also take any Stars that were placed on them.

Turn the selected Barbarian(s) in the victorious Group face down. This shows that they are temporarily unavailable, as they're busy clobbering and recovering from action. Each Star placed on a victorious Barbarian goes to the player whose Band the Barbarian belongs to. If the Barbarian belongs to a Free Band (in a 2 or 3-player game), return its Star to the box.

If the total values on both sides are the same, it's a **draw**, and all the selected Barbarians are clobbered.

Each of the Totem Holders takes the clobbered Barbarians and their Stars from the opposing Group. Exception: if a Star is placed on a Barbarian who is not in a Totem Holder's Band, the Barbarian goes to the opposing Totem Holder, but the Star goes to the player whose Band the Barbarian belonged to, or, if the Barbarian belonged to a Free Band, the Star is returned to the box.

If you're not sure how to resolve matters in this step, see [Klobba! Examples and Special Cases](#).

Finally, place used Action cards on the discard pile. When the Action deck runs out, shuffle the discards to make a new deck.

Step 5 Top up your Action cards

Any player who has fewer than 5 Action cards in their hand (or 3 in the **Basic game**) draws from the Action deck until their hand is full..

Step 6 Top up your Bands

Any Band with fewer than 3 Barbarians is reinforced back to 3, following the same procedure as in Setup: players choose which to keep face-up, and place replacements face-down, without looking at them.

Free Bands (in a 2- or 3-player game) are simply reinforced with new face-up Barbarians.

Step 7 Engage Barbarians

Check all the Bands. If any player's Band now consists entirely of face-down Barbarians, then every player must flip *all* their face-down Barbarians face-up. Otherwise, nothing happens.

Step 8 Switch

If somebody played a 'Mirror & Switch' card, they may now switch as many Barbarians as they like from their Band with Barbarians in other Bands. They cannot switch any Barbarian more than once.

If nobody played a 'Mirror & Switch' card, skip this step.

Step 9 Pass the Totems

Whoever holds the Black Totem passes it to the player on their left.

Whoever holds the White Totem passes it to the player of their choice, including themselves in a 3-player game, but never to the player who now holds the Black Totem.

In a 2-player game, players simply swap Totems.

Return to Step 1 Form Groups.

Running out of Stars

In the unlikely event that a player runs out of Stars completely, they are immediately given Stars by the other players, to keep them in the game: 4 Stars if there are 2 players, 3 if there are 3 players, 2 if there are 4, 1 if there are 5 or 6.

Ending the Game and Determining the Winner

When either the Thunder or the Lightning card is drawn, show it to all players, set it aside, and draw a replacement Barbarian card. The game ends immediately when both the Thunder and Lightning have been revealed from the Barbarian deck.

Count all your Stars, including those on the clobbered Barbarians in your personal score pile. Don't include the Stars on the Barbarians in your Band. The player with the most Stars is the winner.

Progressing from the Basic game

Once you're comfortable with the Basic Action cards, start mixing the other Action cards into the deck in any order you like. After adding two or three new types and one more of each **All [Clan] together** cards, increase each player's hand to four cards. After adding the remaining types, increase each hand to five cards. When ready, you can also begin using Step 2.