

Rules for Klobba!

1-6 players, Age 9+, Approx. 40 minutes, Low-moderate complexity

Components



52 Action cards



40 Barbarian cards



1 Lightning card



1 Thunder card



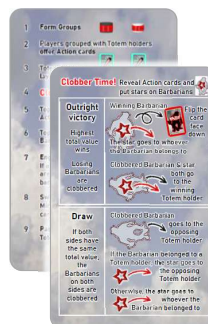
1 Black Totem, with Grouping Marker (cap)



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

2-6 Player Game

Summary

Each player has a hand of Action cards and a Band of three Barbarians.

A Black and a White Totem move from player to player. In each round, there is a contest between the Totem holders, who each form a Group of Barbarians consisting of two Bands. The Totems and their detachable Grouping Markers are placed next to the Bands to show whose Group each Band belongs to.

The Totem holders each lay an Action card face down from their hand. The Action cards are then flipped over, showing which Barbarians come forward from each Group to try and clobber each other. The values of the selected Barbarians are added up: whoever has the higher score claims victory, and gains Stars.

When Thunder and Lightning strike, the game ends. 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.

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 face up on the discard pile, 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 cards

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 card; 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 detach their Grouping Markers and place them 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

Action cards select 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.

Some Action cards make things happen before the Barbarians are selected. Example: playing **'Flee & Surprise'** means you return all but the two highest-value Barbarians in the Group to the bottom of the Barbarian deck, and then play the top card from the Action deck.

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 you're not sure how to resolve matters in this step, see **Klobba! Examples and Special Cases**.

If the total value of the selected Barbarian(s) is higher on one 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 the clobbered Barbarian(s).

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: Stars placed on Barbarians who are not in a Totem Holder's Band go to the player(s) whose Band the Barbarian(s) belonged to, or, if the Barbarian(s) belonged to a Free Band, the Star is returned to the box.

Finally, place used Action cards face up 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 player with fewer than 3 Barbarians in their Band tops it up 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 Reassemble and 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 or turned face up, 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.

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 game 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, if there are three or more of you playing, you can also introduce **Step 2**.

1-Player Game

Summary

There are four Bands, each consisting of three Barbarians. One of these Bands belongs to you; the other three are Free Bands. In each round, there is a contest between a Group representing 'The Foe' (made of two of the Free Bands) and your Group (made of your Band plus the other Free Band). Having the Black Totem means you can choose which Free Band to include in your Group. Black and White Totems and their detachable Grouping Markers are placed next to the Bands to show which Group each Band belongs to.

You play an Action card from your hand, while the Foe plays the top card from the Action deck. The Action cards select which Barbarians come forward from each Group to try and clobber each other. Add up the values of the selected Barbarians: whichever Group has the higher score claims victory, and gains Stars. When Thunder and Lightning strike, the game ends. If you have more Stars than the Foe, you've won.

Objective of the Game

Outscore the Foe in Stars when the Thunder and Lightning cards are revealed.

Set up

Stars

You start with 20 Stars (10 individual Stars and 2 blocks of 5). The Foe has 40.

Action cards

Deal yourself a hand of five Action cards.

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 face up on the discard pile, and draw 3 new cards from the Action deck.

Barbarian cards

Shuffle the Barbarian deck and deal yourself 3 cards. Look at the Barbarians you've been dealt and choose which to keep, placing these face up to form your Band, and returning any you 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

Deal out nine more Barbarian cards to create three Free Bands, each consisting of 3 cards face-up in a row.

Thunder and Lightning cards

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 card; put all four at the bottom of the deck.

The Totems

Your Band starts with the Black Totem.

Throughout the game, you always have either the Black Totem or the White Totem. If you have the Black, the Foe has the White, and vice versa.

Play

Step 1 Form Groups

If your Band has the Black Totem, detach the Black Grouping Marker and place it next to the Free Band of your choice, to form your Group. Place the White Totem next to the first available Free Band to your left. Detach the White Grouping Marker and place it next to the last remaining Free Band, to form the Foe's Group.

If one of the Free Bands has the Black Totem, this means that you have the White Totem. Detach the Black Grouping Marker and place it next to the first available Free Band to the left of the Black Totem, to form the Foe's Group. Detach the White Grouping Marker and place it next to the last remaining Free Band, to form your Group.

Step 2

Skip this step.

Step 3 Play Action Cards

Lay an Action card from your hand. For the Foe, lay the top card from the Action deck.

Step 4 Clobber time!

Flip the Action cards face-up.

Select Barbarians and Place Stars

Your Action card selects one or more face-up Barbarians from your Group, and the Foe's Action card selects one or more from theirs. 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.

Some Action cards make things happen before the Barbarians are selected. Example: playing **'Flee & Surprise'** means you return all but the two highest-value Barbarians in the Group to the bottom of the Barbarian deck, and then play the top card from the Action deck.

If the Foe plays **'Swap & Play'**, discard it, and the Foe plays the next top card from the Action deck instead.

If there are two or more Barbarians which fit the description on an Action card (for example, two 'mightiest' Barbarians with the same highest value in the Group), *you* decide which Barbarian is selected.

Place one Star from your supply on each Barbarian selected from your Group, and one Star from the Foe's supply on each Barbarian selected from the Foe's Group.

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

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

In an outright victory, the winning side (you or the Foe) takes the clobbered Barbarian(s) and the Star(s) 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.

If the victory is yours, take back Stars from victorious Barbarians in *your own* Band, but Stars placed on victorious Barbarians in *other* Bands always go to the Foe, no matter which Group these Barbarians were fighting for. If the Foe is victorious, all the Stars that were placed on Barbarians go to the Foe.

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

In a draw, the Foe takes your clobbered Barbarians and you take theirs, but the Stars placed on *all* clobbered Barbarians go to the Foe.

Finally, place used Action cards face up 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

Top up your hand, so that you have 5 Action cards.

Step 6 Top up your Bands

If you have fewer than 3 Barbarians in your Band, bring it up to 3, following the same procedure as in Setup: choose which to keep face-up, and place replacements face-down, without looking at them.

If any of the Free Bands has fewer than 3 Barbarians, bring it up to 3 with new face-up Barbarians from the Barbarian deck.

Step 7 Engage Barbarians

Check all the Bands. If any Band now consists entirely of face-down Barbarians, then *all* the Bands' face-down Barbarians are turned face-up.

Step 8 Switch

If you played '**Mirror & Switch**', you may switch as many Barbarians as you like from your Band with Barbarians in other Bands. No Barbarian may be switched more than once.

If the Foe played a '**Mirror & Switch**' card, they switch once: the lowest-value face-up Barbarian from the Foe's Band that holds a Totem, for your Band's highest-value face-up Barbarian.

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

Step 9 Reassemble and Pass the Totems

Reassemble the Totems and pass the Black Totem clockwise.

Return to Step 1 Form Groups.

Running out of Stars

If you run out of Stars, you immediately lose. If the Foe runs out of Stars, you immediately win.

Ending the Game and Determining Success

When either the Thunder or the Lightning card is drawn or turned face up, set it aside, and draw a replacement Barbarian card. The game ends immediately when both the Thunder and Lightning have been revealed.

Count all your Stars, and all the Foe's. include Stars on the Barbarians that each of you have clobbered, but don't include the Stars on the Barbarians in your Band or in the Free Bands.

If you have more Stars than the Foe, you've won. The more Stars you have, the greater your success.