



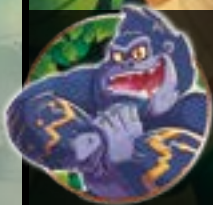
# INTRODUCTION

## The chain food of Gobbit !



### Welcome on Gobbit island !

On the Gobbit island, snakes, chameleons and mosquitoes are fighting merciless. Sometimes prey, sometimes predator, you will have to get used to the law of the jungle ! So be quick and keep a cool head, otherwise you'll end up eaten !



## Aim of the game

Protect your own cards and attack your opponents to **steal all the cards in the game**. The last player with cards remaining wins the game.

## How to play

Use your **hands** to attack and to defend yourself. To **attack**, race to place your hand on your opponent's animal. To **defend**, be the fastest to place your hand on your own animal.



# BASIC RULES

## Principles of attack and defense

Whenever you make a successful attack or successfully defend yourself, **collect the pile** that you slapped and add it to the bottom of your deck.

## Color

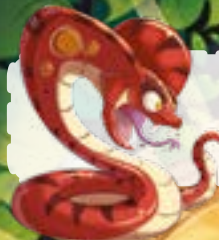
Animals never attack each other when they are **different colors**. This is a basic rule in Gobbit.



## The chain food

### Snakes

Snakes never attack mostikos, even if they are the same color.



### Chamelons

They have to defend themselves again snakes and attack moskitoes.



### Mostikos

Mostikos don't attack anyone. Additionally, they appear in pairs, and may be attacked by chameleons of the corresponding colors.





# START

## FIRST PLAY

If it is your first play, follow the rule points from 0 to 7 and remove the three Gorilla cards.

0



7

## NORMAL MODE

To play with the classical rules, follow the rule points from 0 to 9 (keep the three Gorilla cards).

0



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## EXPERT MODE

If you are now really strong and that you want more challenge, follow the rule points from 0 to 10.

0



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## End of play

As soon as only **one player left has cards**, the play ends. This player wins.

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## Setup & game round

### Never watch your cards before playing !

Deal the cards **equally** among the players and choose the first player

### Play in turn

In Gobb'it, play proceeds clockwise, with each player playing in turn. When it is your turn to play, flip the top card in your deck (**without looking at it**) and place it **face up** in front of you. As play continues, a pile will form in front of you.

### Only the most recently played card counts.

It is always the last card you've played that counts. This card remains **active** until the next one, so watch out for surprise attacks!

**Note:** Once started, the gameplay never stops. If you are not sure whose turn it is, remember that play always passes to the player on the left of whoever played last.

1

Let's go!

J1

J2

J3

Player 1 (P1) and Player 2 (P2) have flipped their top card **one after the other**. Nothing special has happened. Now player 3 (P3) plays and reveals a blue chameleon.

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Conflict

J1

J2

J3

The blue snake can **eat** the blue chameleon, as they are the same color. P2 can **attack** P3's chameleon by placing his hand on it. To **defend**, P3 must quickly slap his own chameleon. P1 is not concerned by the conflict and must therefore not interfere.

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## Attack

J1

J2

J3

If P2 slaps the card **first**, the chameleon is **eaten**. P2 collects the chameleon (and any other cards underneath it) and places it face down on the bottom of his own deck.

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## Defense

J1

J2

J3

If P3 slaps the card **first**, the chameleon is **protected**. P3 picks up his chameleon (and any other cards underneath it) and places it face down on the bottom of his own deck.

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## Foul

J3

J1

J2

It is P1's turn to play again: she places a red chameleon on top of her previous card. P2 then attacks P1. But attacking a **different color** is a foul. As a result, P2 loses his snake (and any cards underneath it).

Note that **defending without a valid reason is a foul**. If P1 had slapped her red chameleon first, she would also have committed a foul.

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## Graveyard

J1

J3

J2

Whenever a player commits a **foul**, all cards that he/she had already played (face up in front of him/her) are moved face down to the middle of the table. In this example, P2's blue snake is moved, face down, to the graveyard. **Nobody can ever collect cards** from the graveyard.



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## Poltergeist



Any players who have **no more cards** (in either their deck or their pile) become Poltergeists. Such players may then **attack** any cards that form a **pair**. In our example, P1 may attack P2 and/or P3. Attacked players who do not successfully defend themselves must discard their card (and any others underneath it) to the graveyard.

Note : Every player that losts all his cards becomes a Poltergeist. So they will be several Poltergeist during the play.

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## The « Gabbit » rule



If – and only if – a **graveyard** has been created, when all **three mostikos** (yellow, blue and red) are visible on the table, as is the case in this example, played by P1 and P3, all players may call «Gabbit» and **race to slap the graveyard**.

The first player to correctly slap the graveyard collects the pile in front of another player **of his/her choice** as well as his/her own pile. Unaffected players also collect their respective piles; the player who slapped the graveyard then restarts play.



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## Gorilla

A player who reveals a gorilla may **immediately** attack the piles of face up cards in front of **all the other players**, regardless which animal or color they are. The targeted players must defend themselves. For each successful attack by the gorilla, the slapped pile is sent to the **graveyard**. The player who revealed the gorilla then **restarts** the game by playing a card on top of the gorilla.



Attention : when your only cards left in hands are Gorilla cards, you lose.

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## Expert variant

**Oh the card backs are different ?!**

In Expert mode, you must take the illustration on the back of the **top card in the graveyard** into consideration. This card indicates an additional requirement that must be satisfied while it remains visible.

The additional requirement changes **whenever** cards are added to the graveyard. It is therefore important to pay attention, as **infringing** the current requirement is treated as a **foul**!



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## Expert variant



Snakes attack mostikos in the same way as chameleons.



Conflicts now take place not between animals of the same color but between animals of different colors only.



Mostikos can explode. Don't touch them under any circumstances.

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## Expert variant



The order of the food chain is reversed. Mostikos now attack chameleons, which in turn attack snakes (if the color matches).



Snakes only attack other snakes, chameleons only attack other chameleons, and mosquitoes only attack other mosquitoes. According to this color rule : blue attacks red, red attacks yellow, and yellow attacks blue.



All players may attack pairs, as if they were also poltergeists. Attacked piles that are not successfully defended are sent to the graveyard.

## FAQ – NOTES & EXPLANATIONS

### Game turn – Cards played

- 1) When it's my turn, must I still play even if I already have a card face up in front of me? Yes, continue playing, placing your new card on top of those already played.
- 2) What happens to my cards located underneath my most recently-played card? These cards are no longer active but are still in danger of being lost if you are attacked or if you commit a foul.
- 3) What happens if players look at their card before playing? That would be cheating! Ask them to always draw cards in a forward motion, so that they are the last to see the revealed card.
- 4) What if I draw a card when it's not my turn to play? Place the card in the graveyard (unless it has already been attacked, in which case you lose your pile to the attacker).
- 5) What happens if it is my turn to play but my deck is empty? Skip your turn, leaving any cards already played on the table, and wait to see if any action occurs.
- 6) Can I slap multiple piles simultaneously? For sure! Sometimes you may even have to attack and defend at the same time. Feel free to use both hands.
- 7) Must I wait until all players have played before attacking? No - attack as soon as the opportunity arises, even if some players do not have any cards in front of them or have not yet played.

### Attack, defense and fouls

- 8) What happens to my cards when I attack ? Successful or not, your own cards stay on the table.
- 9) What happens if I commit a foul, and then attack successfully? After a foul, you cannot attack with your cards. Discard them.
- 10) What happens if I commit a foul, but am attacked in the same time by a player that has my predator? If he's successful, then you have to give your cards to him instead of discarding them into the graveyard. However, if you do defend yourself after the foul, you have to discard your cards into the graveyard.
- 11) What happens if I'm being attacked by my predator, and then attack successfully? Give your cards to the payer who attacked you, and take the cards of the players you attacked.
- 12) What happens if I touch the graveyard without good reason? It's a foul, and your pile of cards is sent to the graveyard.
- 13) What happens if I commit a foul but have no cards visible in front of me? Discard the top card in your deck to the graveyard.
- 14) What happens when a poltergeist makes a mistake? The tar-geted player(s) may place their card(s) on the bottom of their deck.



### « Gobbit »

15) When applying the «Gobbit» additional rule, who is allowed to slap the graveyard? Everyone except poltergeists.

16) When applying the «Gobbit» additional rule, am I allowed to attack other players? No, you may not attack or defend. Race to slap the graveyard, as the «Gobbit» rule is the only one that counts.

17) When applying the «Gobbit» additional rule, what happens if I commit a foul? Nothing – fouls don't count while the «Gobbit» rule is active.

18) When the «Gobbit» additional rule ends, whose turn is it to play? The winner restarts play (after the other players have placed all their played cards face down on the bottom of their decks).

### End of play

19) What happens if I am the last player still able to reveal cards? Keep revealing your cards, the game will end when you have no more cards. If an opponent successfully attacks you before then, the game continues. However, if you make even one successful defense, the game ends immediately.

20) What happens when the game ends? If you are the only player who still has cards, you are the winner. If multiple players still have cards, the one with the most cards wins. (A tie is possible).

## Who will be the King of the Jungle?

[www.oldchap.games](http://www.oldchap.games)

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