

Goblin Toboggan PnP version assembly instructions
Game Design by Patrick Marino

The Board

Pages 1-9 create the playing surface for the game and should be assembled in the following order (by page number).

1	2	3
4	5	6
7	8	9

For page 1 leave the excess on the right and bottom sides

For page 2 leave the excess only on the bottom side

For page 3 leave the excess on the left and bottom sides

For page 4 leave the excess on the right and bottom sides

For page 5 leave the excess on the bottom side

For page 6 leave the excess on the left and bottom sides

For page 7 leave the excess on the right side

For page 8 leave no excess

For page 9 leave the excess on the left side.

By doing so you will leave the necessary over lap to tuck behind adjacent pages so that you can lay the board out and tape it together.

The Hexagon Tiles

Cut the hexagon pages along the vertical straight lines first to separate them into strips of 5. These cuts will go faster and make it easier to then cut the strips of 5 apart into individual hexagons. This is by far the hardest part – sorry!

The Tokens

Cut out the square instigator token

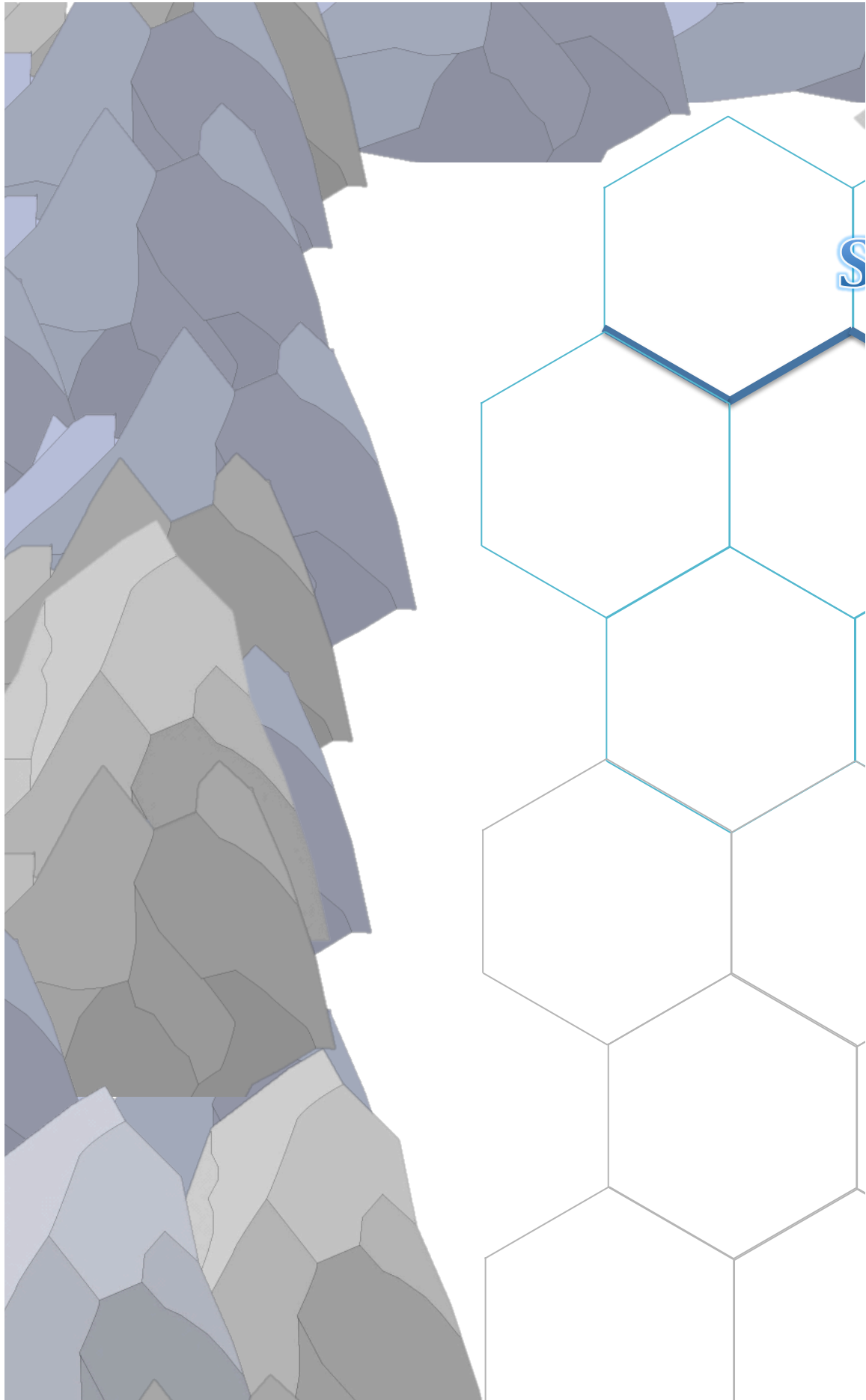
There are two options for player pawns – goblin faces or meeple type pawns.

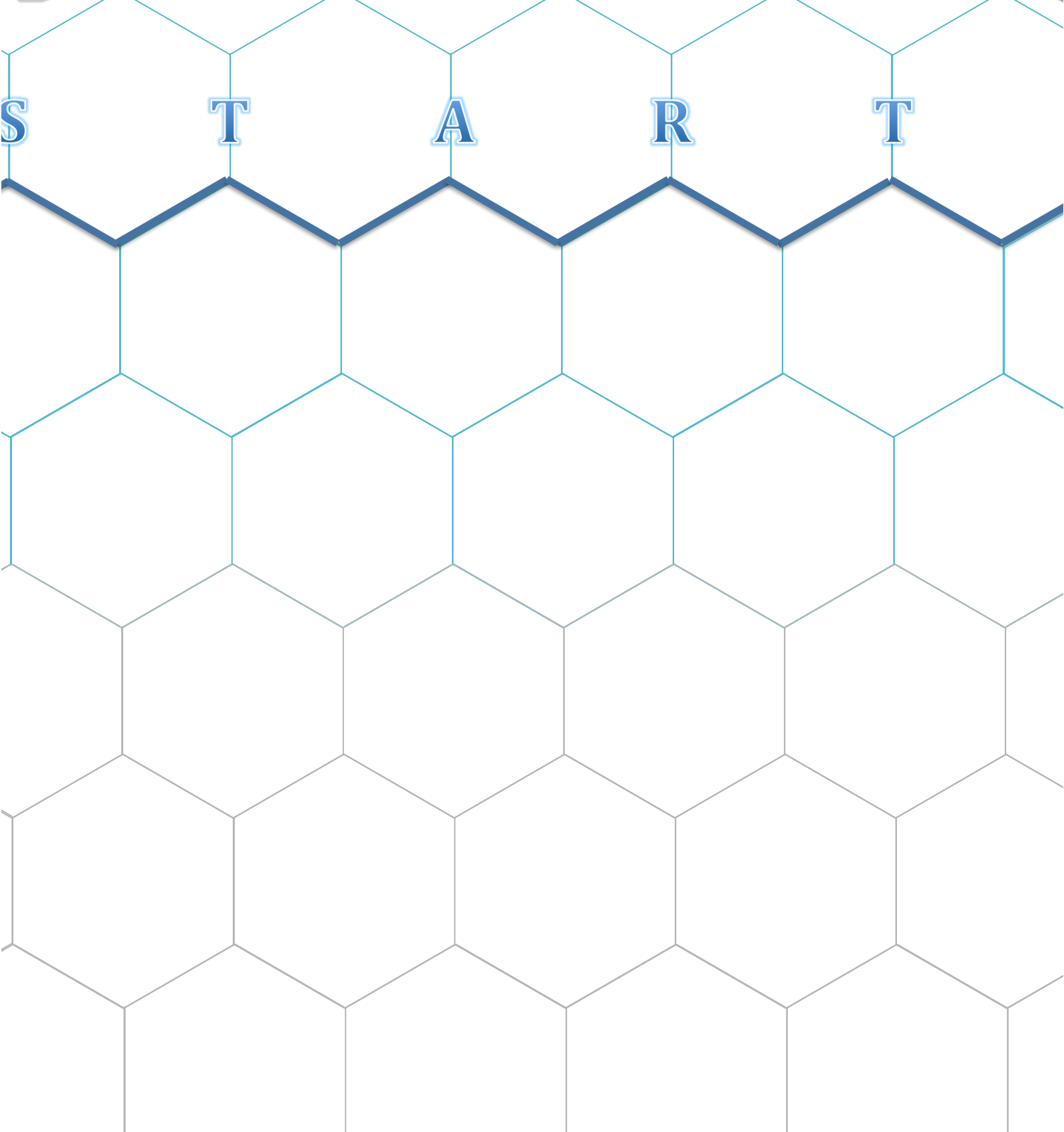
Choose the one you prefer and cut out them out so that you have a set of six separate hexagons.

Cut out the avalanche token, leaving it as one solid piece, including the hexagon background and the snow graphic portions.

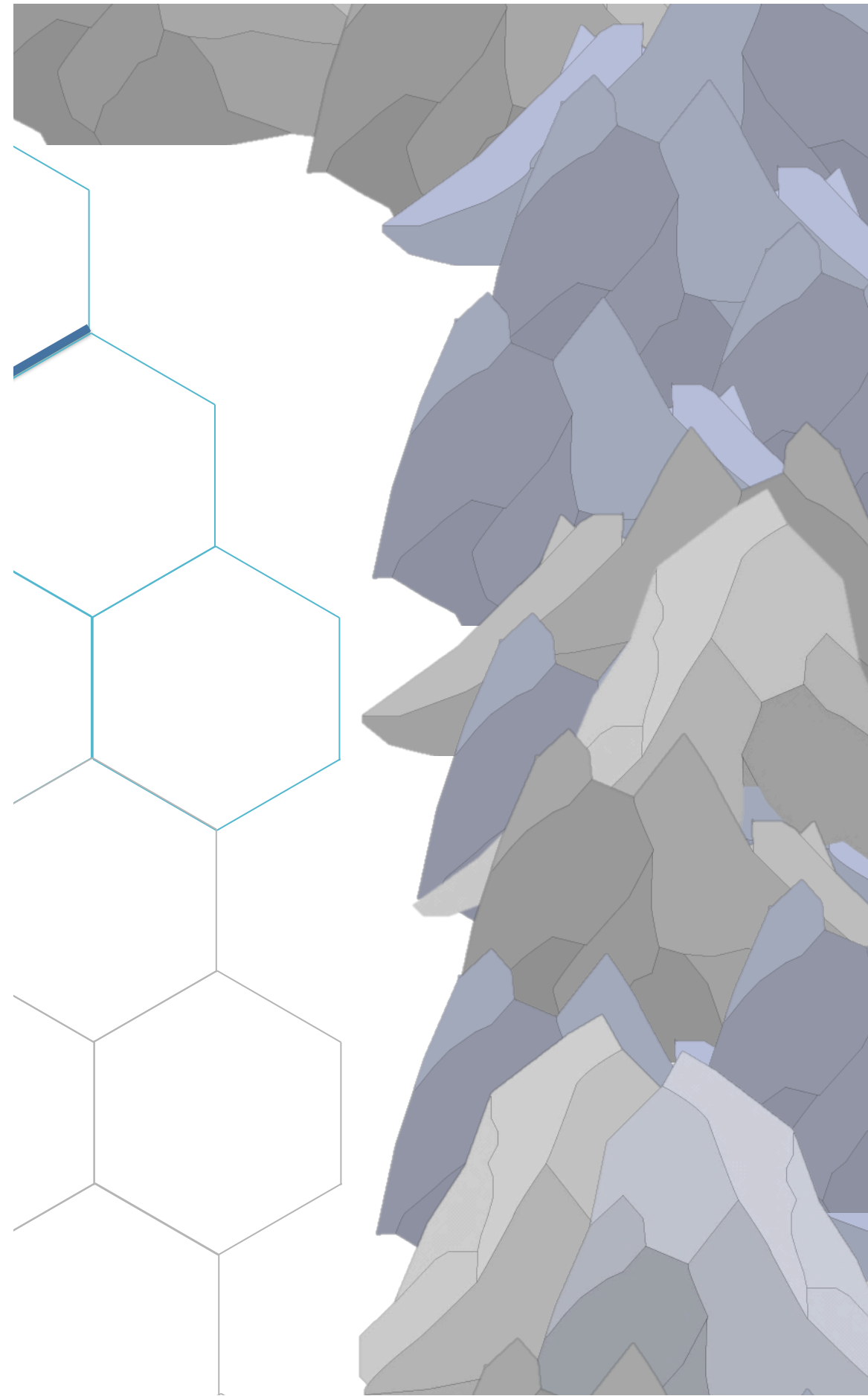
The Cards

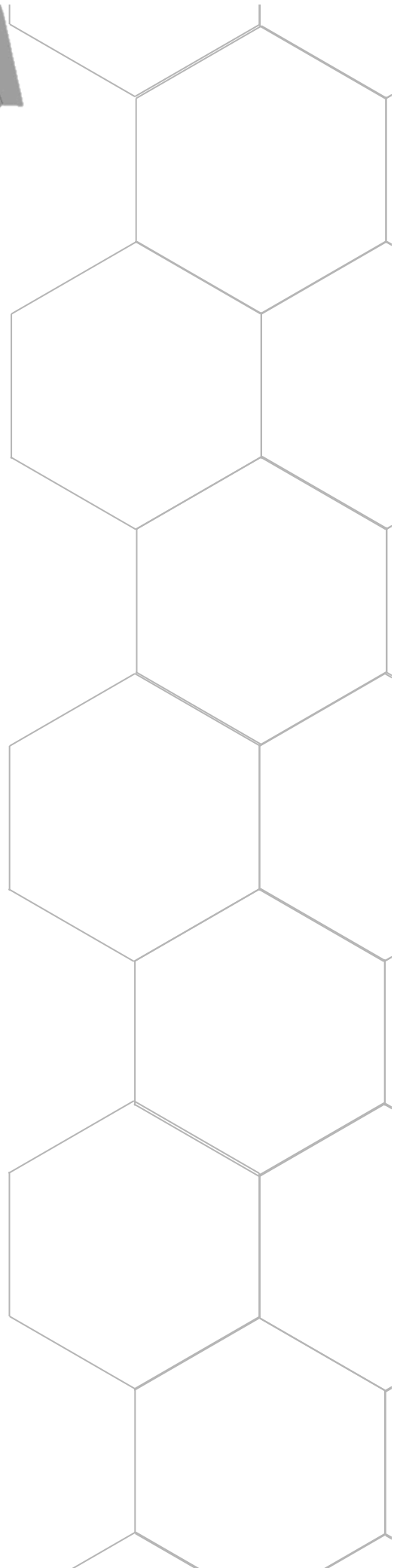
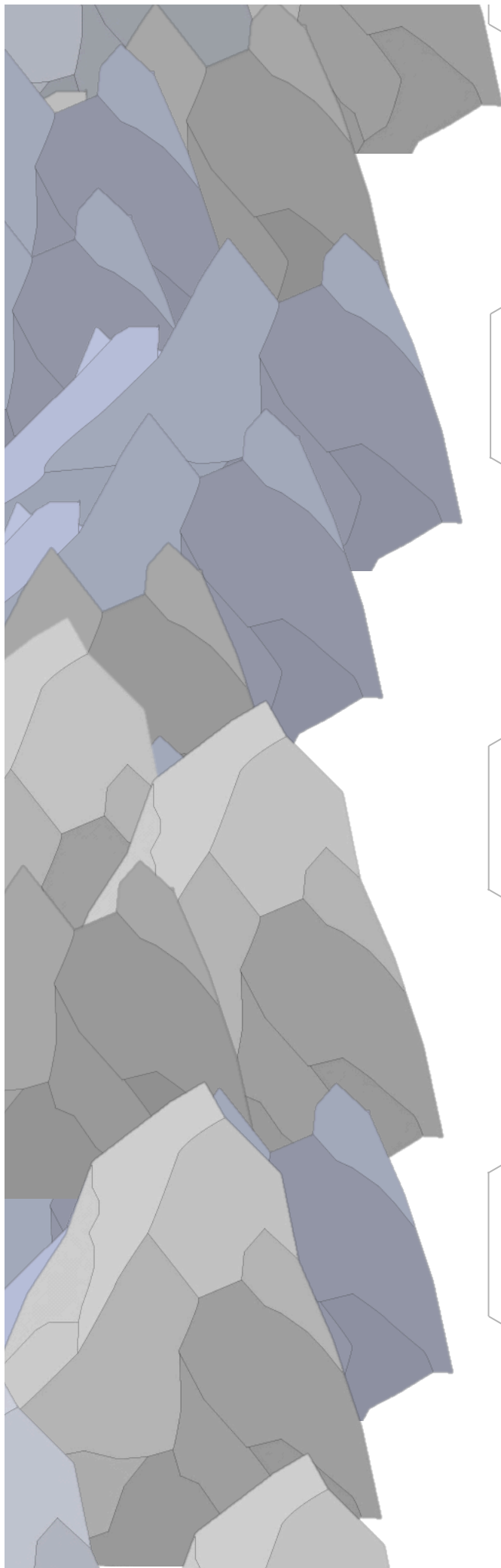
The cards are the simplest portion to assemble; cut out the individual cards and discard the strips in between.





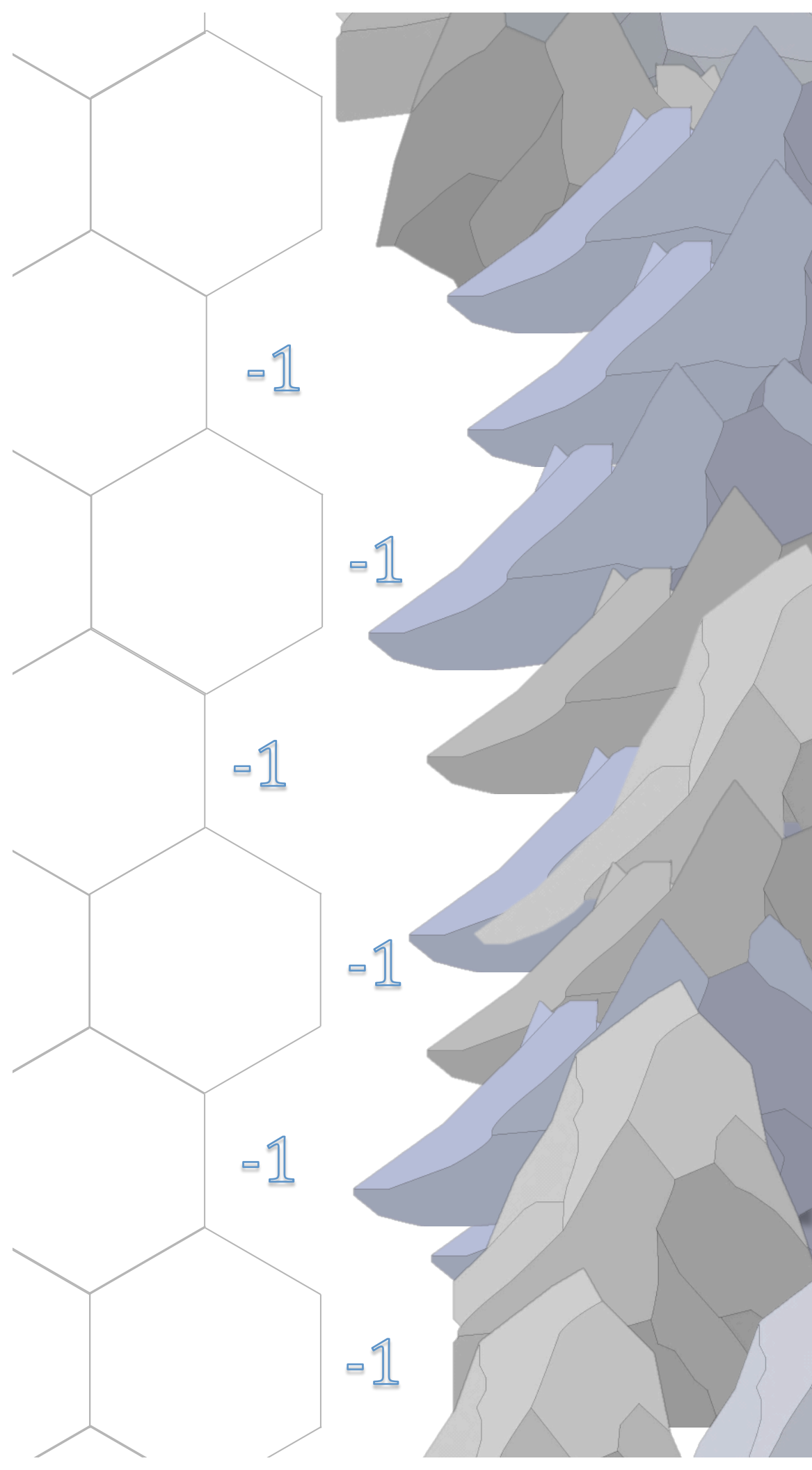
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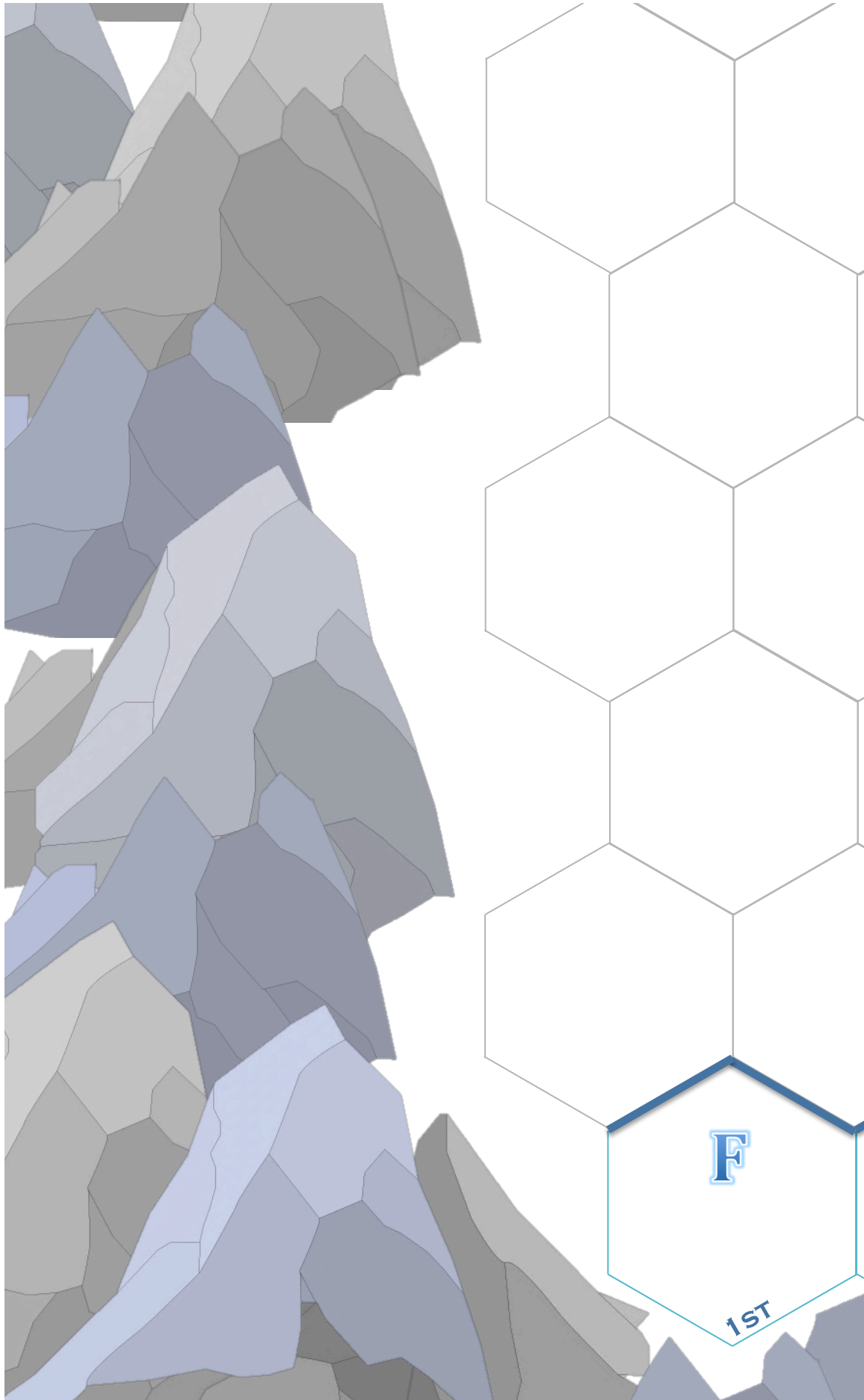


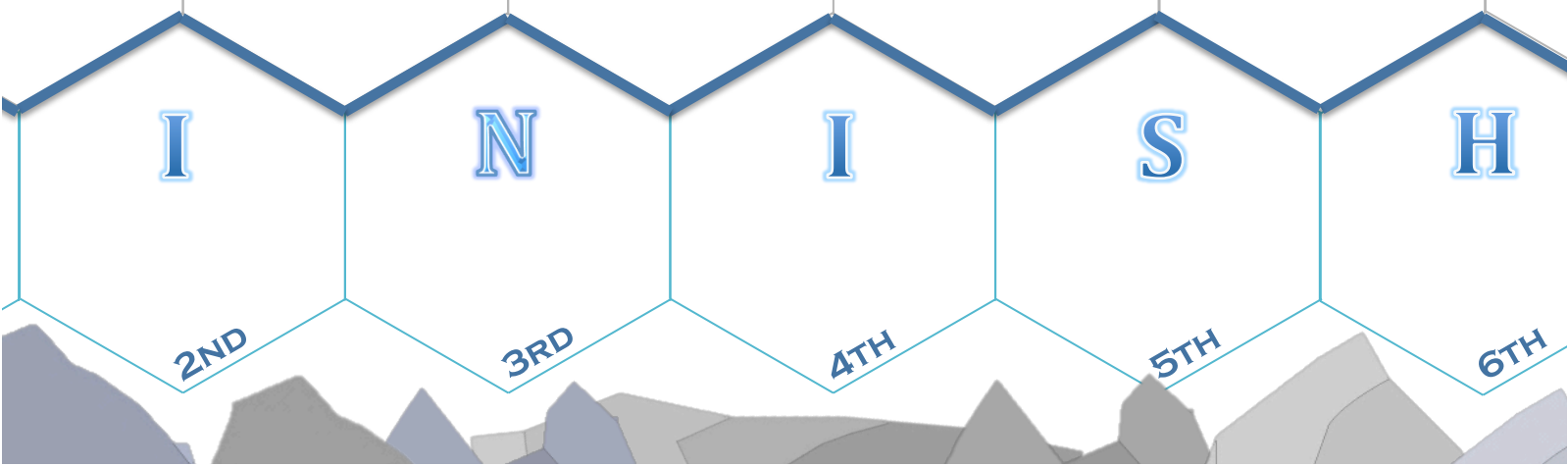
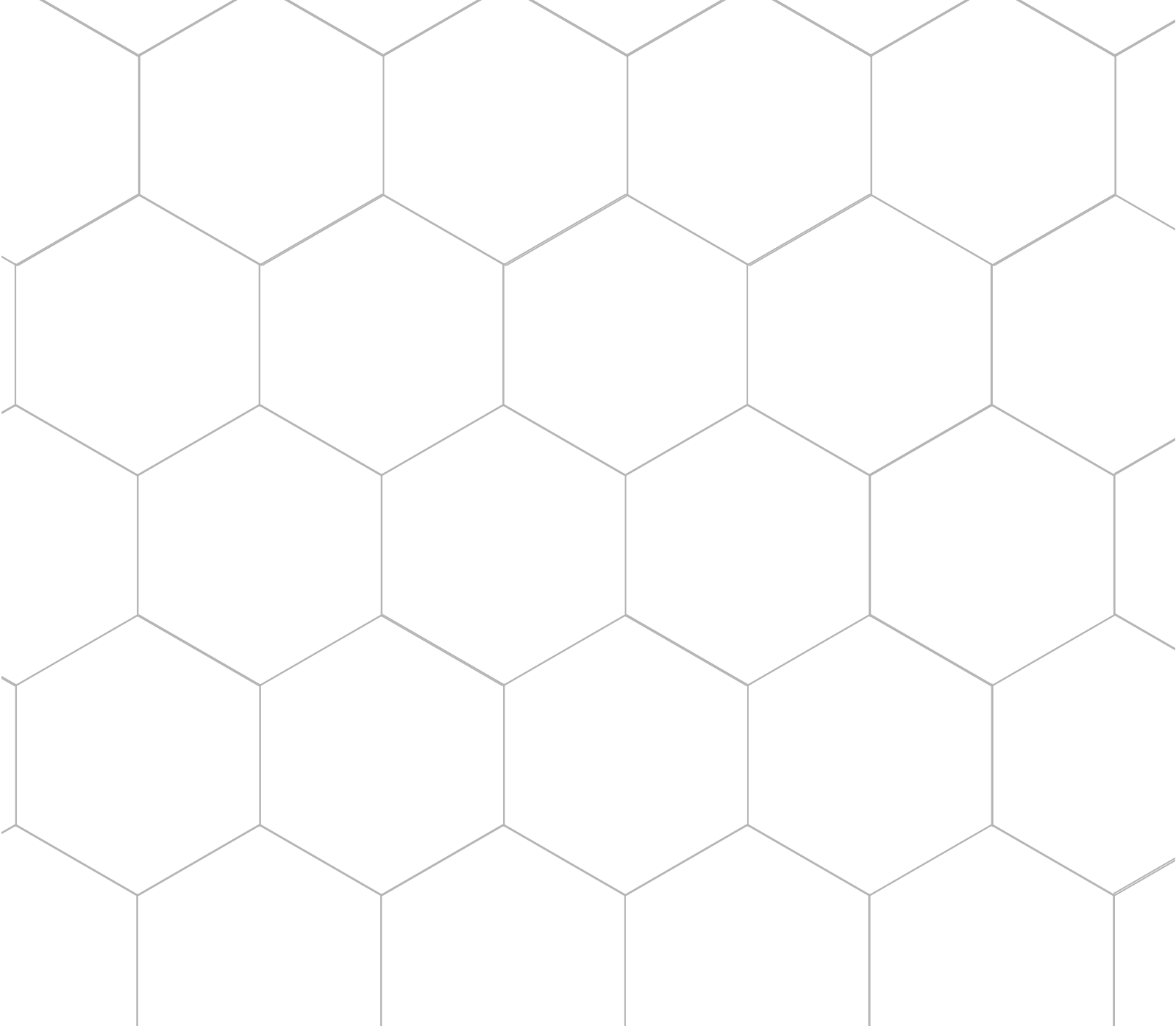




Goblin
Toboggan







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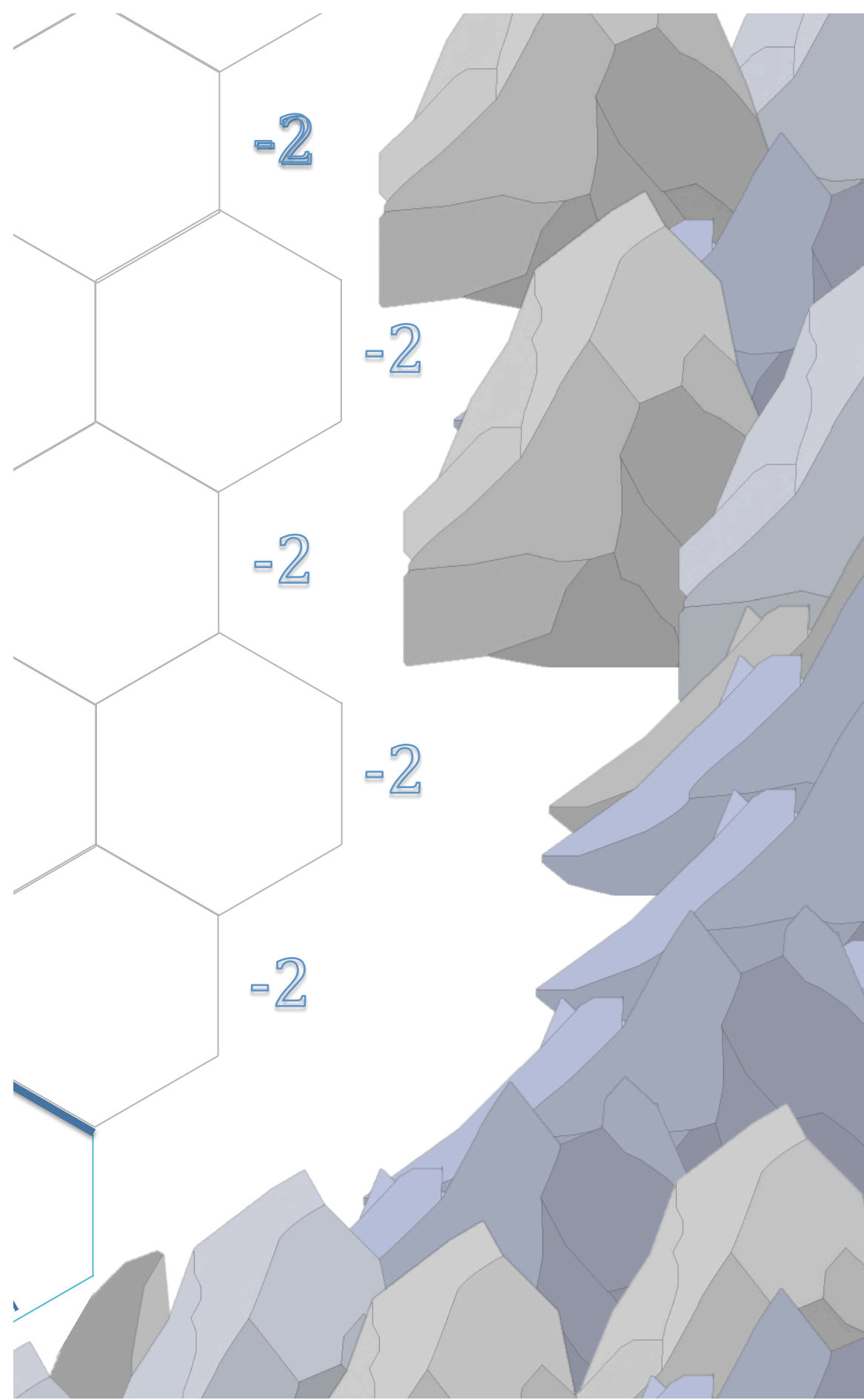
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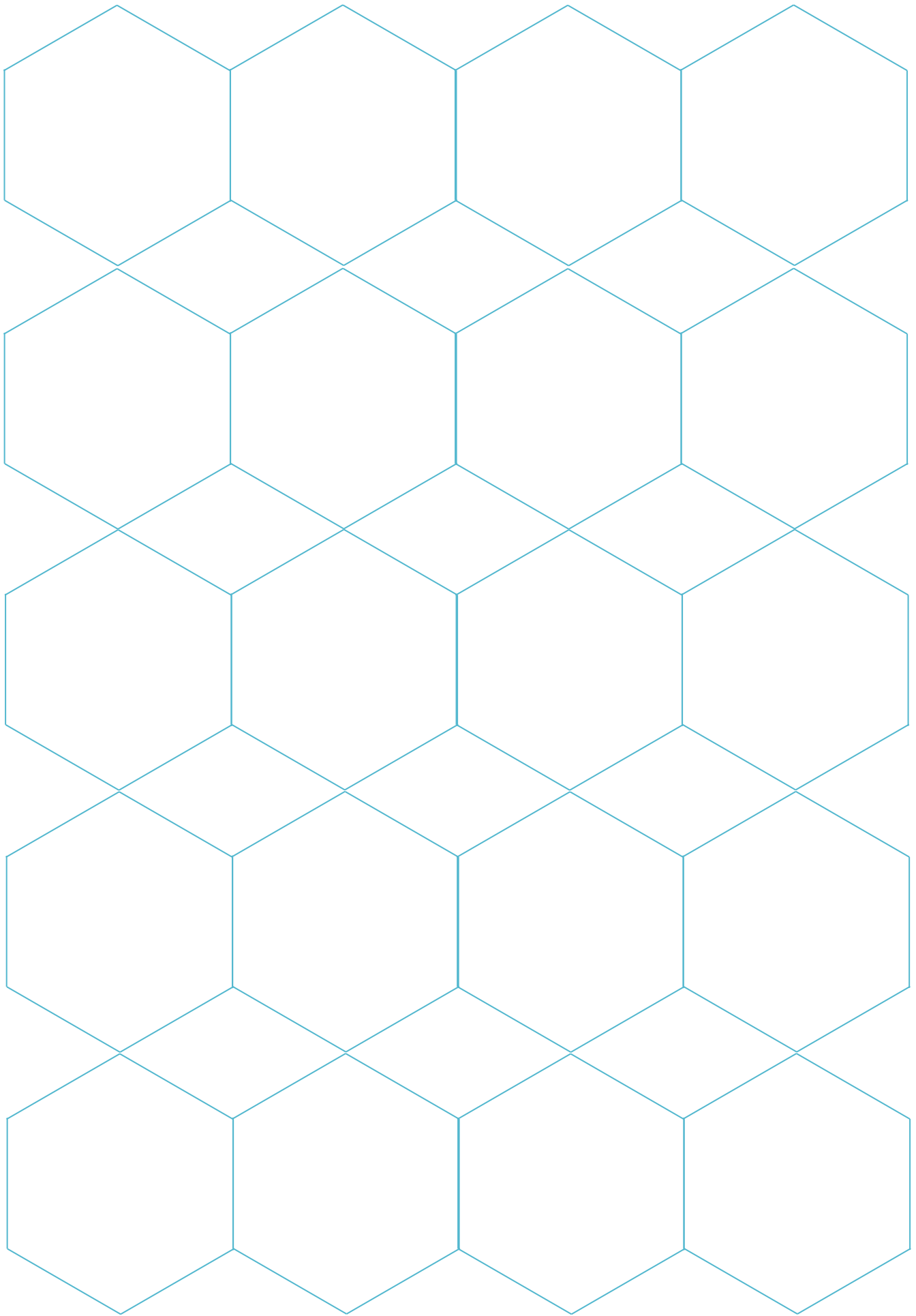
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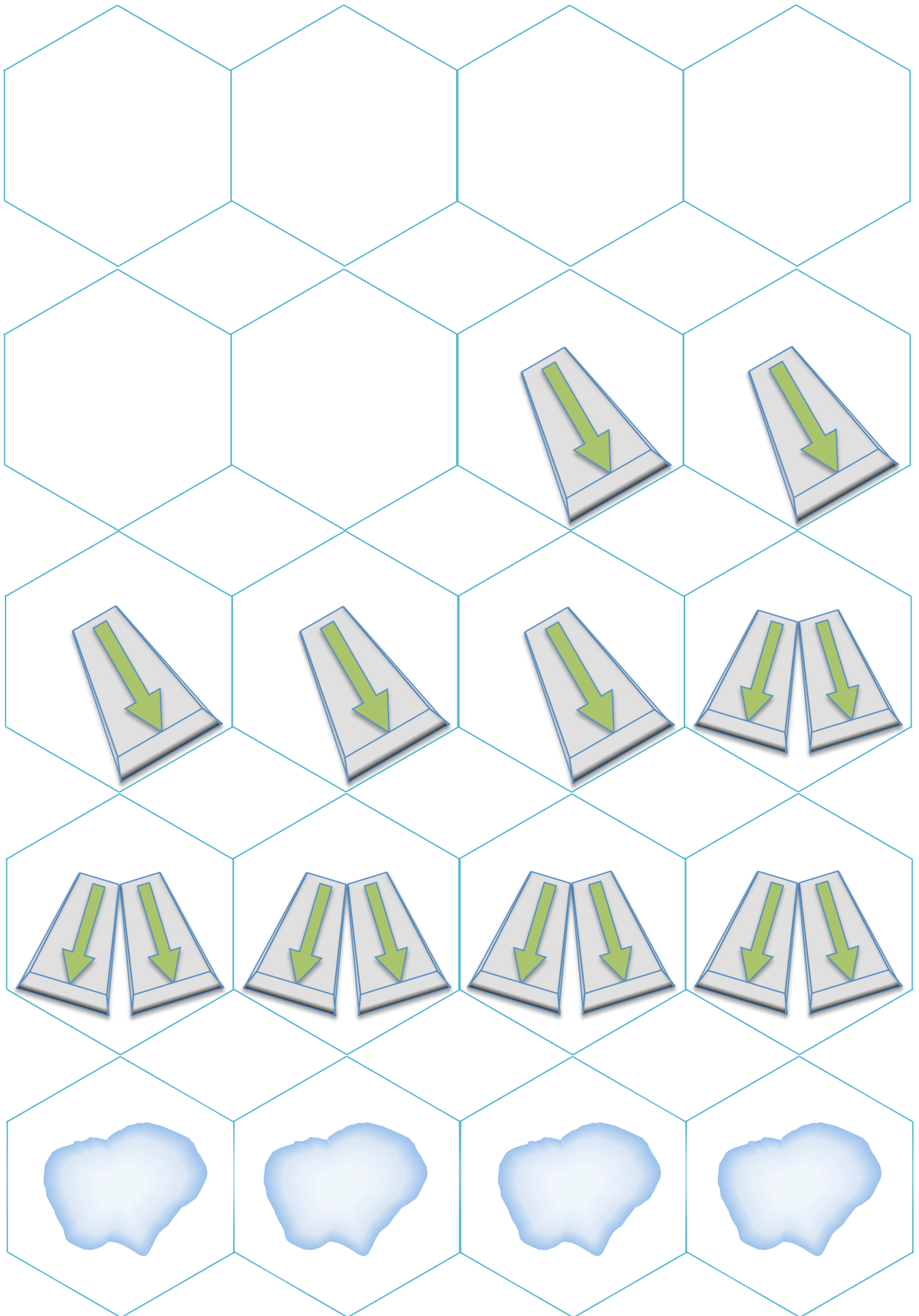
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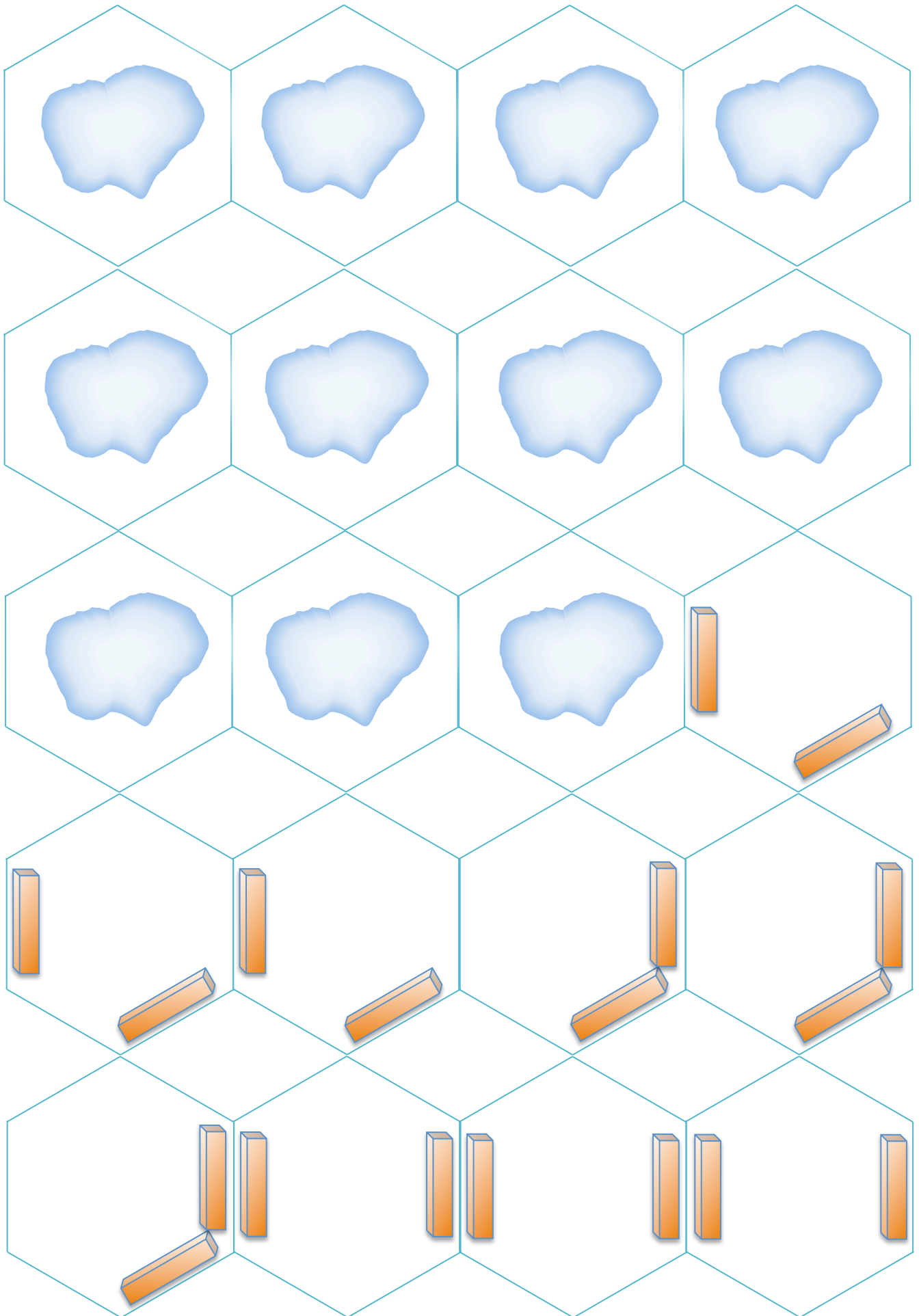
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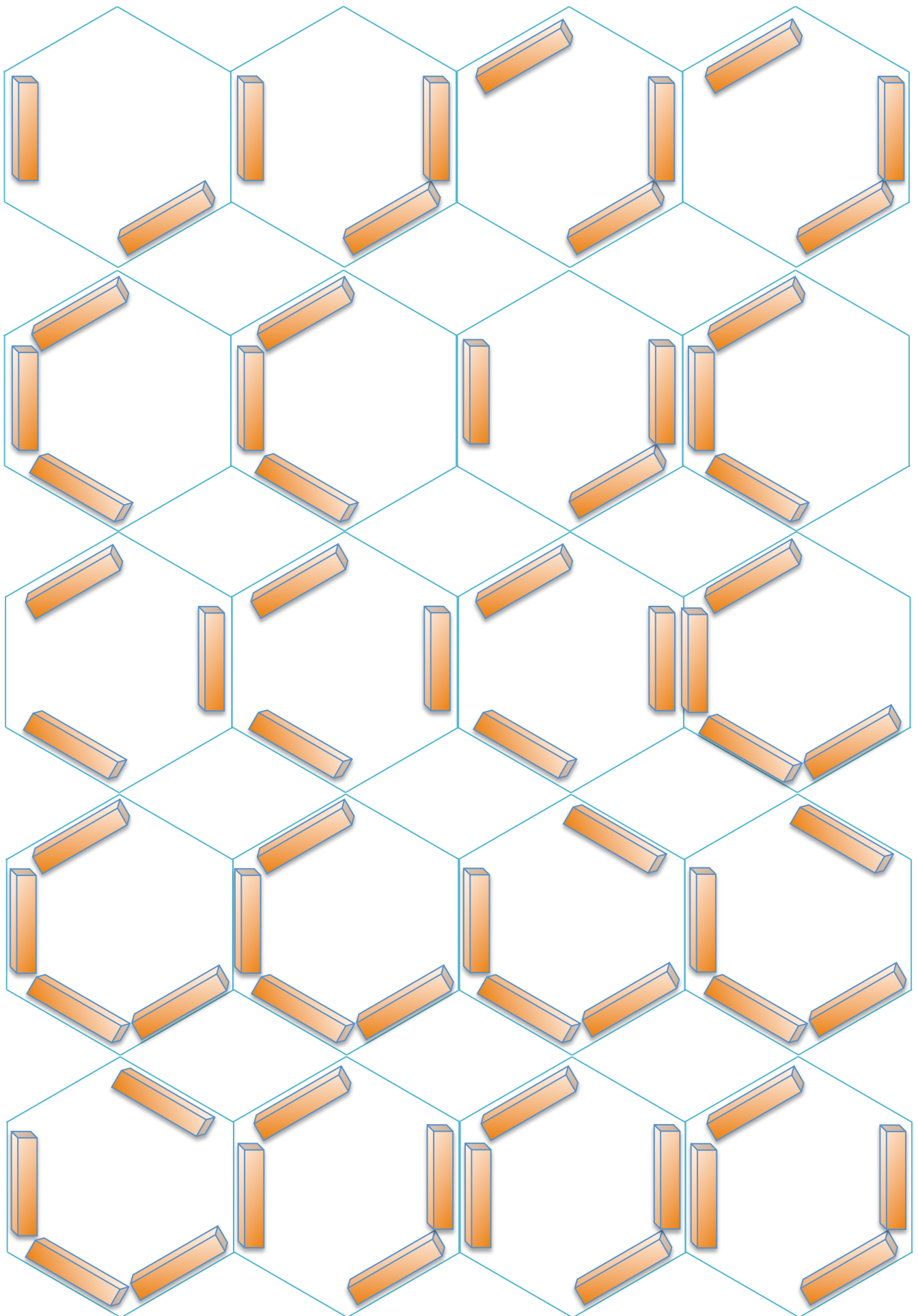
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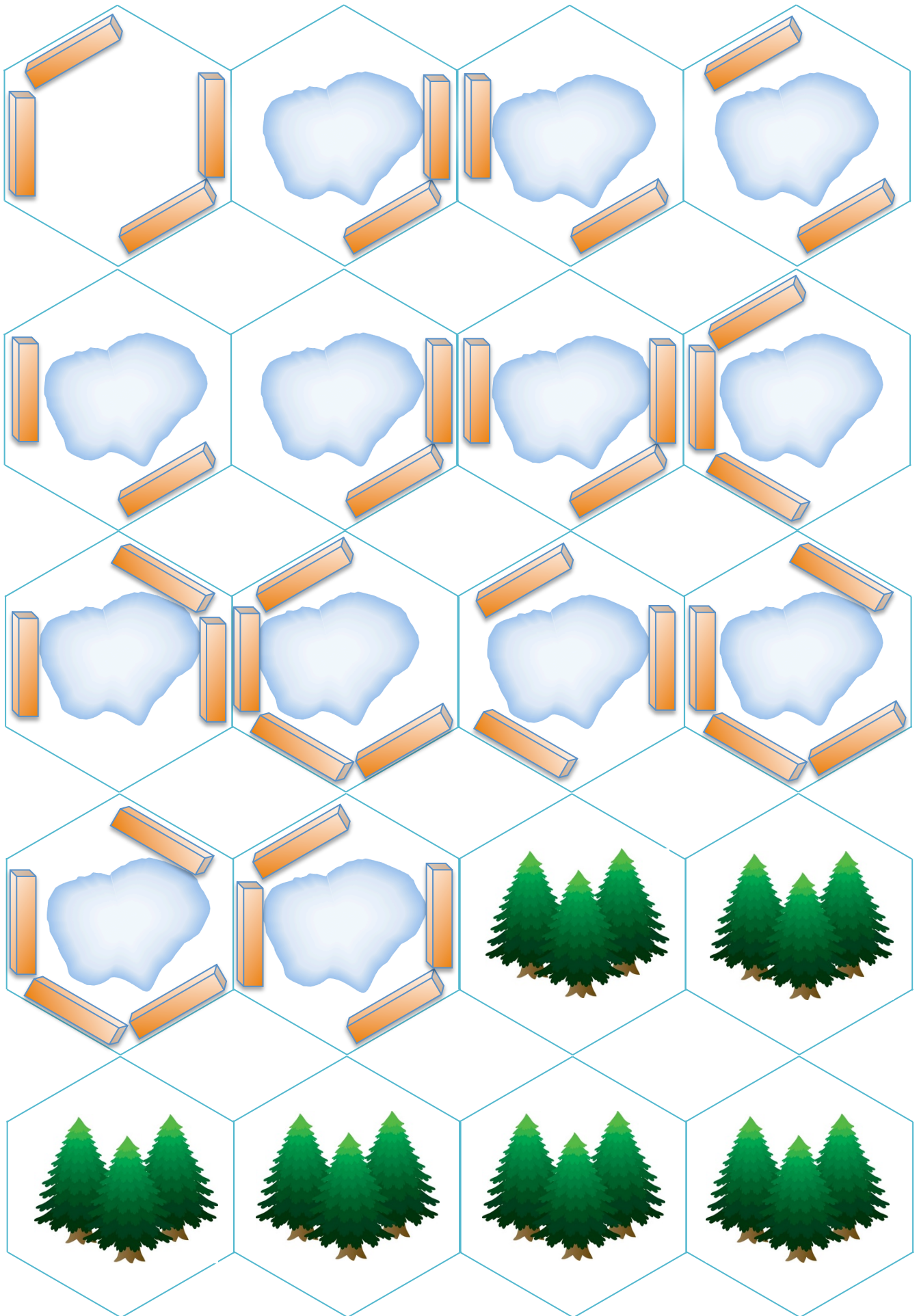


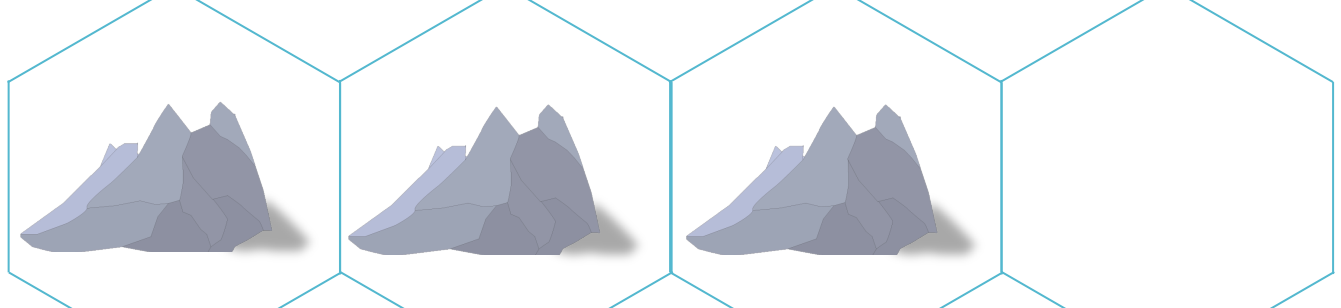
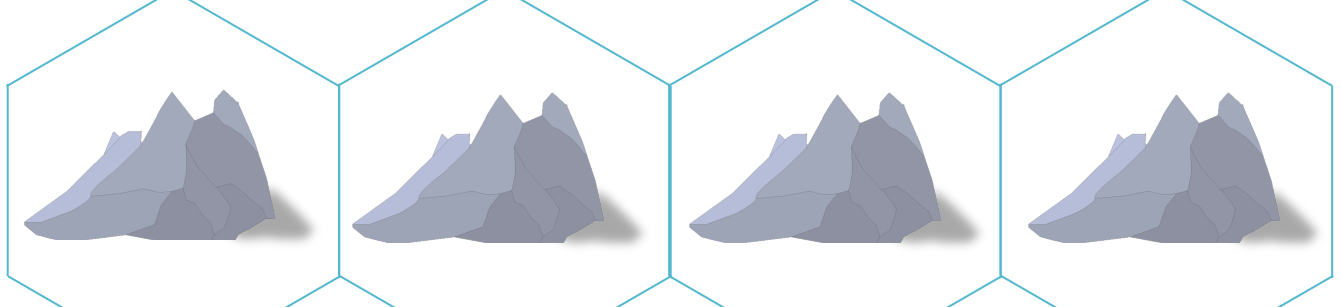
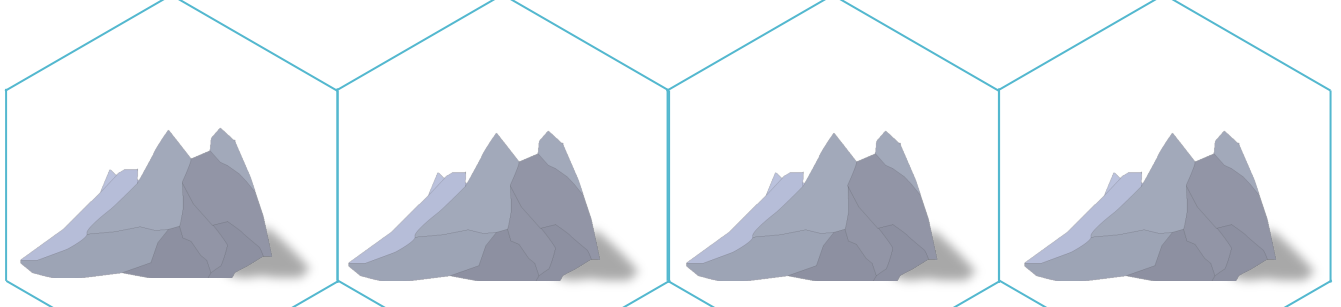
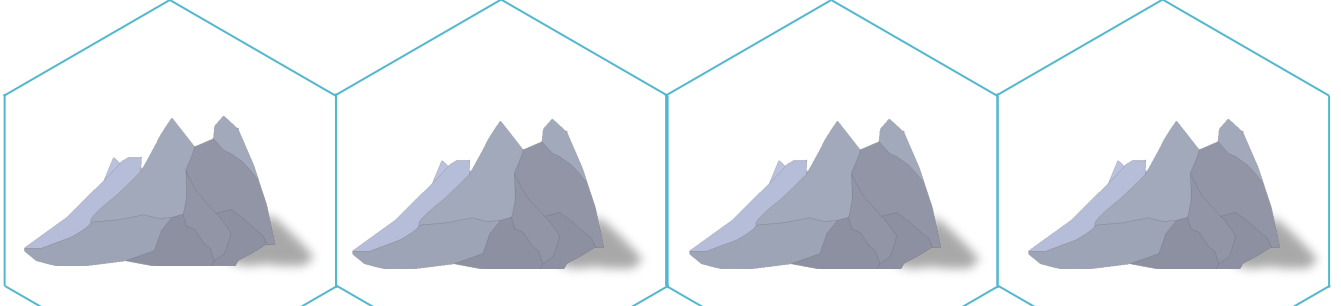
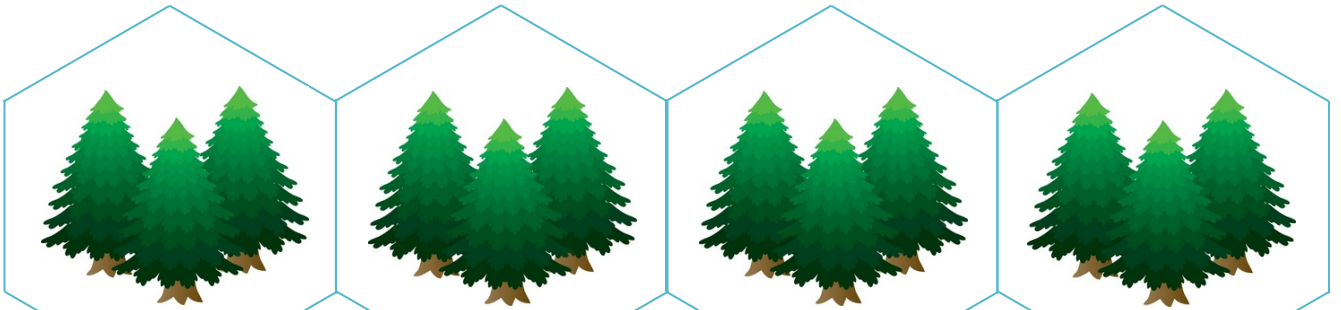


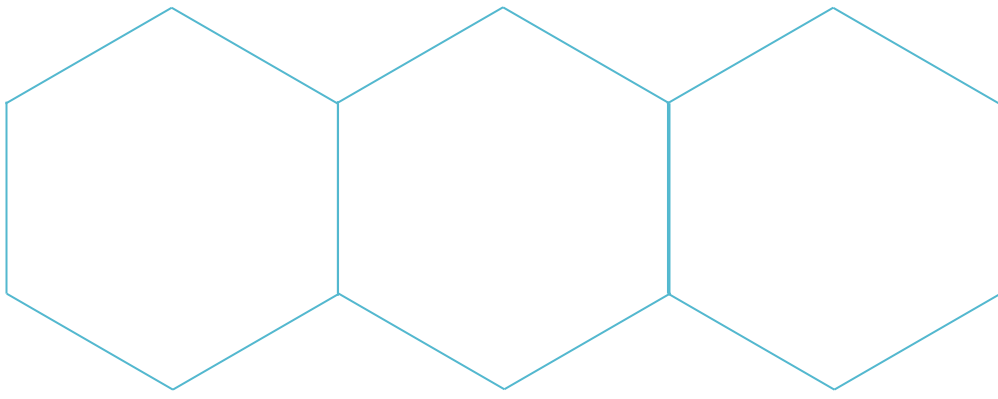




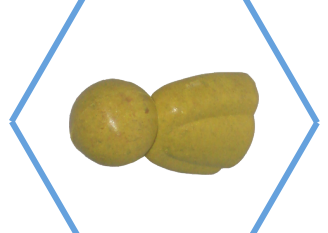
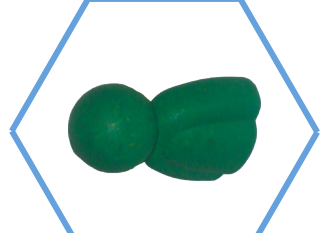
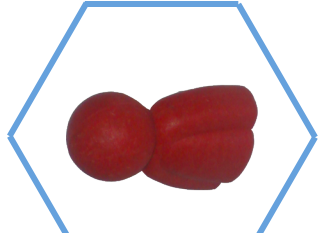
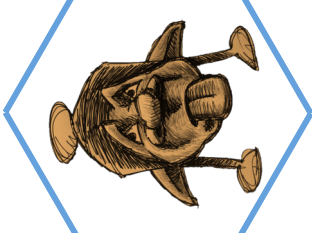
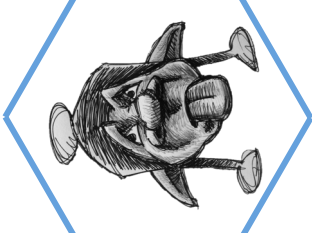
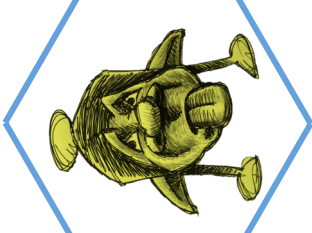
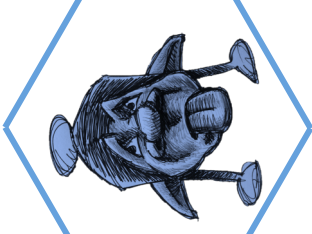
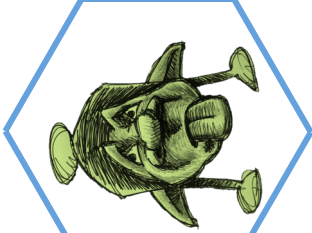
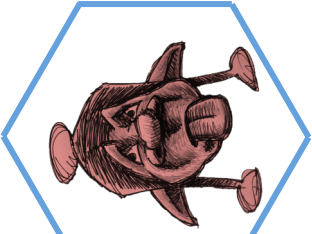


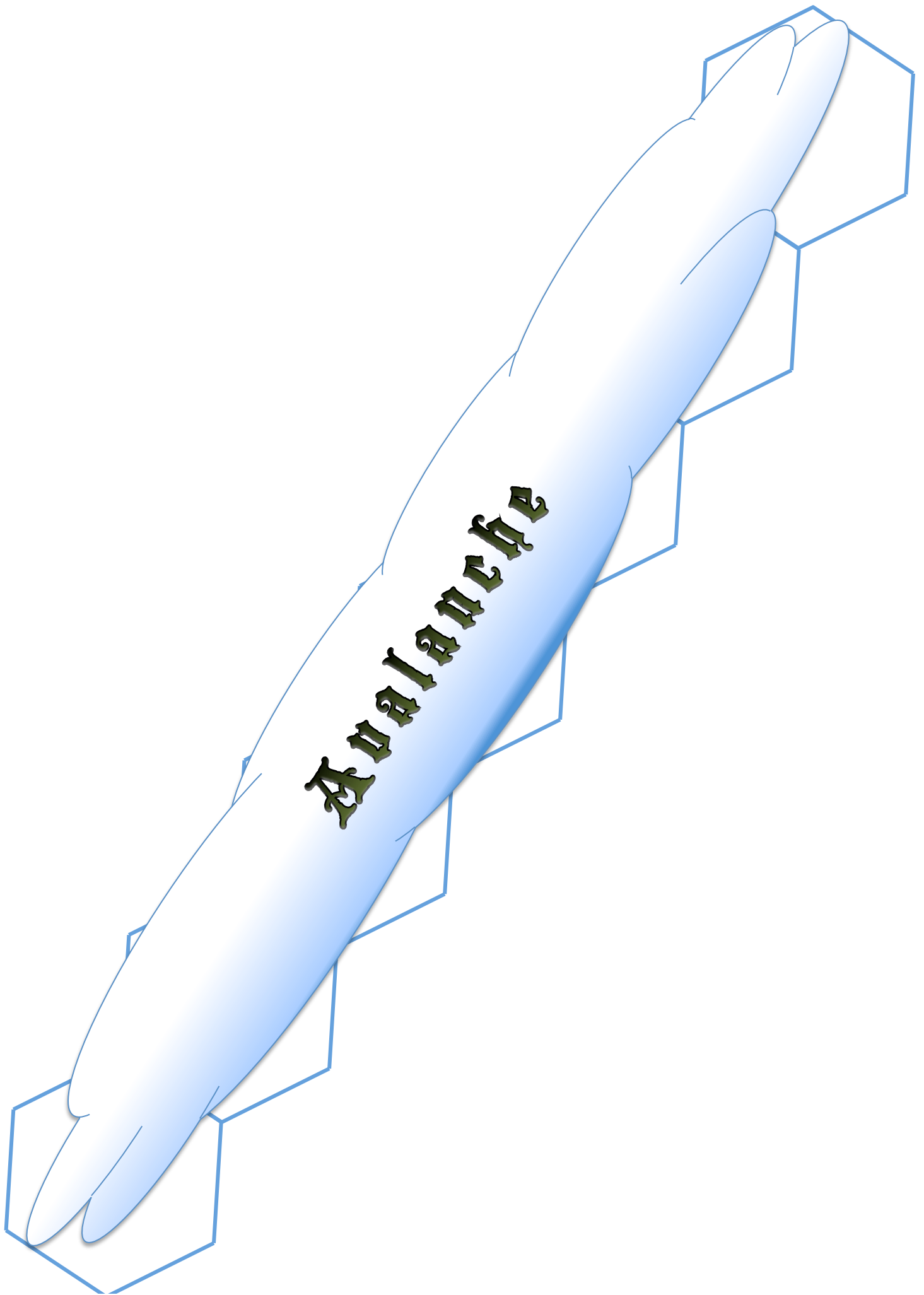






Instigator





<p>Player 2 Spell Card</p> <h2>Snowball</h2> <p>Casting the snowball spell allows a player to knockdown any toboggan on the board. This card may be played at any time.</p>	<p>Player 1 Spell Card</p> <h2>Tree Hugger</h2> <p>Casting this spell allows a player to move a toboggan onto a tree tile as if it were a plain tile. This spell applies only to the toboggan it is cast upon, other toboggans may not move onto the same tree tile without the use of a tree hugger spell.</p>	<p>Player 1 Spell Card</p> <h2>Recovery</h2> <p>Casting recovery allows a player to turn any knocked down toboggan upright as a free movement. This card may be played at any time.</p>	<p>Player 1 Spell Card</p> <h2>Switch</h2> <p>Casting the Switch Spell allows a player to swap any two unoccupied tiles already on the board. This card may be played at any time.</p>
<p>Player 2 Spell Card</p> <h2>Recovery</h2> <p>Casting recovery allows a player to turn any knocked down toboggan upright as a free movement. This card may be played at any time.</p>	<p>Player 2 Spell Card</p> <h2>Switch</h2> <p>Casting the Switch Spell allows a player to swap any two unoccupied tiles already on the board. This card may be played at any time.</p>	<p>Player 1 Spell Card</p> <h2>Speed Burst</h2> <p>Casting speed burst allows a player to move a toboggan that has already used its movement for this turn. More than one player may cast this spell on the same toboggan in the same turn, but players cannot cast speed burst to reverse a movement made by a toboggan this turn. Speed burst spells cannot be used to turn a knocked down sled upright. This card can be played at any time on a sled that has already moved.</p>	<p>Player 1 Spell Card</p> <h2>Snowball</h2> <p>Casting the snowball spell allows a player to knockdown any toboggan on the board. This card may be played at any time.</p>

Player 3
Spell Card

Tree Hugger

Casting this spell allows a player to move a toboggan onto a tree tile as if it were a plain tile. This spell applies only to the toboggan it is cast upon, other toboggans may not move onto the same tree tile without the use of a tree hugger spell.

Player 3
Spell Card

Recovery

Casting recovery allows a player to turn any knocked down toboggan upright as a free movement. This card may be played at any time.

Player 3
Spell Card

Switch

Casting the Switch Spell allows a player to swap any two unoccupied tiles already on the board. This card may be played at any time.

Player 2
Spell Card

Speed Burst

Casting speed burst allows a player to move a toboggan that has already used its movement for this turn. More than one player may cast this spell on the same toboggan in the same turn, but players cannot cast speed burst to reverse a movement made by a toboggan this turn. Speed burst spells cannot be used to turn a knocked down sled upright. This card can be played at any time on a sled that has already moved

Player 3
Spell Card

Speed Burst

Casting speed burst allows a player to move a toboggan that has already used its movement for this turn. More than one player may cast this spell on the same toboggan in the same turn, but players cannot cast speed burst to reverse a movement made by a toboggan this turn. Speed burst spells cannot be used to turn a knocked down sled upright. This card can be played at any time on a sled that has already moved

Player 4
Spell Card

Switch

Casting the Switch Spell allows a player to swap any two unoccupied tiles already on the board. This card may be played at any time.

Player 3
Spell Card

Snowball

Casting the snowball spell allows a player to knockdown any toboggan on the board. This card may be played at any time.

Player 2
Spell Card

Tree Hugger

Casting this spell allows a player to move a toboggan onto a tree tile as if it were a plain tile. This spell applies only to the toboggan it is cast upon, other toboggans may not move onto the same tree tile without the use of a tree hugger spell.

<p>Player 5 Spell Card</p> <h2>Recovery</h2> <p>Casting recovery allows a player to turn any knocked down toboggan upright as a free movement. This card may be played at any time.</p>	<p>Player 5 Spell Card</p> <h2>Switch</h2> <p>Casting the Switch Spell allows a player to swap any two unoccupied tiles already on the board. This card may be played at any time.</p>	<p>Player 4 Spell Card</p> <h2>Speed Burst</h2> <p>Casting speed burst allows a player to move a toboggan that has already used its movement for this turn. More than one player may cast this spell on the same toboggan in the same turn, but players cannot cast speed burst to reverse a movement made by a toboggan this turn. Speed burst spells cannot be used to turn a knocked down sled upright. This card can be played at any time on a sled that has already moved</p>	<p>Player 4 Spell Card</p> <h2>Snowball</h2> <p>Casting the snowball spell allows a player to knockdown any toboggan on the board. This card may be played at any time.</p>
<p>Player 5 Spell Card</p> <h2>Speed Burst</h2> <p>Casting speed burst allows a player to move a toboggan that has already used its movement for this turn. More than one playemay cast this spell on the same toboggan in the same turn, but players cannot cast speed burst to reverse a movement made by a toboggan this turn. Speed burst spells cannot be used to turn a knocked down sled upright. This card can be played at any time on a sled that has already moved</p>	<p>Player 5 Spell Card</p> <h2>Snowball</h2> <p>Casting the snowball spell allows a player to knockdown any toboggan on the board. This card may be played at any time.</p>	<p>Player 4 Spell Card</p> <h2>Tree Hugger</h2> <p>Casting this spell allows a player to move a toboggan onto a tree tile as if it were a plain tile. This spell applies only to the toboggan it is cast upon, other toboggans may not move onto the same tree tile without the use of a tree hugger spell.</p>	<p>Player 4 Spell Card</p> <h2>Recovery</h2> <p>Casting recovery allows a player to turn any knocked down toboggan upright as a free movement. This card may be played at any time.</p>

<p>Your Wager is on RED</p>	<p>Player 6 Spell Card</p> <p>Speed Burst</p> <p>Casting speed burst allows a player to move a toboggan that has already used its movement for this turn. More than one player may cast this spell on the same toboggan in the same turn, but players cannot cast speed burst to reverse a movement made by a toboggan this turn. Speed burst spells cannot be used to turn a knocked down sled upright. This card can be played at any time on a sled that has already moved</p>	<p>Player 6 Spell Card</p> <p>Snowball</p> <p>Casting the snowball spell allows a player to knockdown any toboggan on the board. This card may be played at any time.</p>	<p>Player 5 Spell Card</p> <p>Tree Hugger</p> <p>Casting this spell allows a player to move a toboggan onto a tree tile as if it were a plain tile. This spell applies only to the toboggan it is cast upon, other toboggans may not move onto the same tree tile without the use of a tree hugger spell.</p>
<p>Your Wager is on BLUE</p>	<p>Player 6 Spell Card</p> <p>Tree Hugger</p> <p>Casting this spell allows a player to move a toboggan onto a tree tile as if it were a plain tile. This spell applies only to the toboggan it is cast upon, other toboggans may not move onto the same tree tile without the use of a tree hugger spell.</p>	<p>Player 6 Spell Card</p> <p>Recovery</p> <p>Casting recovery allows a player to turn any knocked down toboggan upright as a free movement. This card may be played at any time.</p>	<p>Player 6 Spell Card</p> <p>Switch</p> <p>Casting the Switch Spell allows a player to swap any two unoccupied tiles already on the board. This card may be played at any time.</p>

Player

Player

Your Wager is on

ORANGE

Your Wager is on

WHITE

Player

Player

Your Wager is on

GREEN

Your Wager is on

YELLOW