

Goblins vs Zombies

A tower defense card game for 1-3 Players
with 5 Modes of Play: solo, competitive and cooperative

1. OVERVIEW

Prepare the Goblins! The Zombies have arrived!
Fighter Zombie, Thief Zombie, Wizard Zombie, oh my....

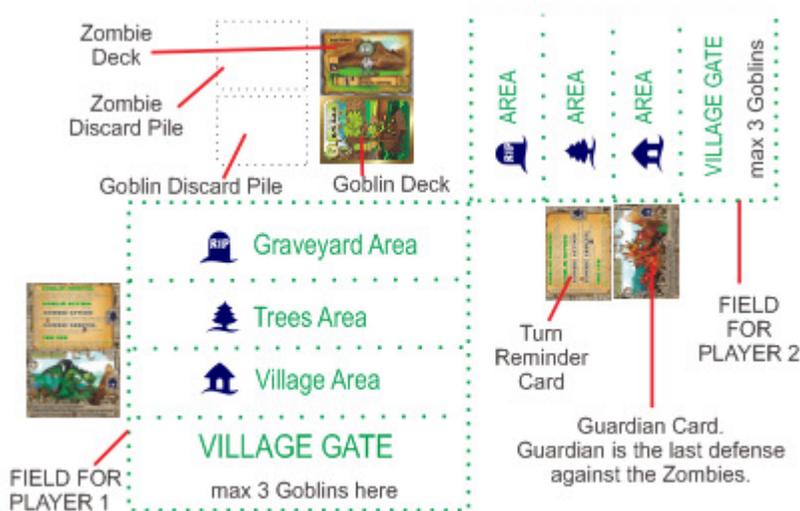
The Zombies will move towards your Village. If a Zombie passes through the Village Gate, you lose! You must coordinate the Goblins to defend your beloved Village. The Village Gate has space for only 3 Goblins at a time, so choose your Goblins carefully!

2. COMPONENTS (106 cards)

A Goblin Deck (54 cards), a Zombie Deck (36 cards),
3 Guardian Cards, 3 Turn Reminder Cards, 2 Token Cards,
and 8 red bordered cards (2 Event: The Boss!! Cards and 6 Boss Cards).

2.1. COMPONENTS: Guardian Cards and Turn Reminder Cards

Each Player will have a Field and will be defending his/her own Village. At the beginning of a game each Player will get one Guardian Card and one Turn Reminder Card to make his/her Field.



2 Player SETUP DIAGRAM for Mode A: The Training

Each Field consists of 3 Areas (Graveyard , Trees  and Village  Area) and the Village Gate. The Zombies will appear on  then move towards the Village Gate on the same Field. Each Area in a Field can contain any number of Zombies.

To fight the Zombies, you can place up to 3 Goblins on the Village Gate in your Field. If you want to place more Goblins, you must destroy one or more of your Goblins first. You may destroy any of your Goblins anytime (destroy = put the Goblin Card from your Field face up on the Goblin Discard Pile).

2.2. COMPONENTS: Goblin Deck

The Goblin Deck consists of 54 face down Goblin Cards (**Flag-bearer** side up). There are 24 kinds of Goblins you can place on your Village Gate to help you fight the Zombies.

All Goblins, except **Wall**, have 1 HP (Hit Points) so 1 damage is enough to destroy a Goblin. **Wall** is the only Goblin with 3 HP.

A discarded or destroyed Goblin Card shall be placed face up on the Goblin Discard Pile. No Player may check the contents of the Goblin Discard Pile.

If you are about to draw a card from the Goblin Deck and the Goblin Deck is empty, shuffle the Goblin Discard Pile to make the new Goblin Deck.

This is the Goblin's cost.
To play **Slingshot** you must discard 2 other Goblin Cards from your hand.
Meanwhile, **Flag-bearer** is free!

There are four **Slingshots** in the Goblin Deck.

This is the Goblin's name



This is the Goblin's Action (> symbol)

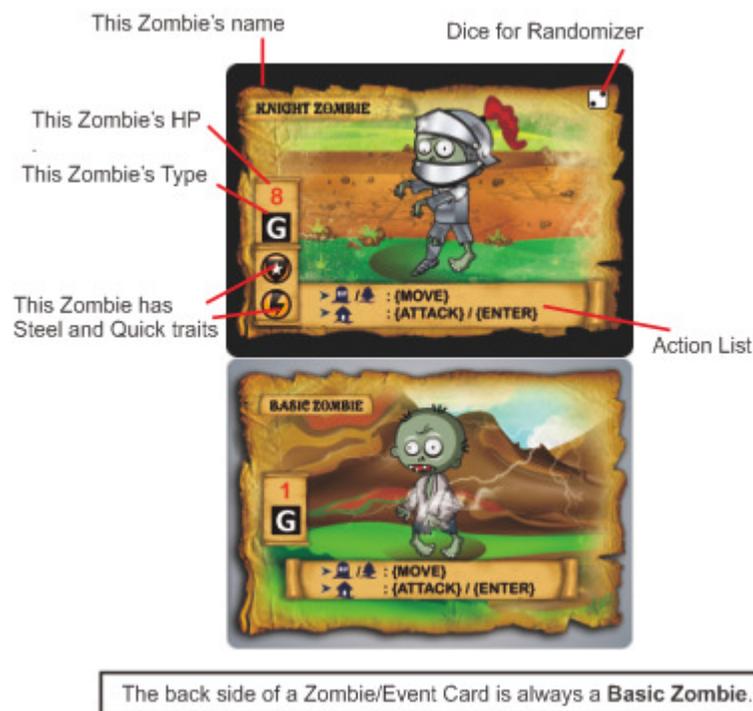
The back side of a Goblin Card is always a **Flag-bearer**.
This means that with this card, you can play a **Slingshot** or a **Flag-bearer**.

2.3. COMPONENTS: Zombie Deck

The Zombie Deck consists of 36 face down cards (**Basic Zombie** side up). The Zombie Deck consists of 5 Event Cards and 31 Zombie Cards. There are 17 kinds of Zombies in 3 types: **G** Ground, **F** Flying and **I** Invisible. Some Zombies have traits: Quick, Steel, Leaf, and/or Boss.

When a Zombie is dealt any damage, put **Damage Token(s)** on that Zombie card. If a Zombie's HP = 0 or less, that Zombie is destroyed, discard all Tokens on that Zombie and put that Zombie face up on the Zombie Discard Pile. No Players may check the contents of the Zombie Discard Pile.

If a Player is about to draw a card from the Zombie Deck and the Zombie Deck is empty, shuffle the Zombie Discard Pile to make the new Zombie Deck.



2.4. COMPONENTS: Token Cards and red bordered cards

Cut the Token Cards to make 3 **Slow Tokens** and 15 **Damage Tokens**. The **Damage Tokens** are used to mark the damage on Zombie/Goblin Cards.

Some Goblins (**Iceshot** and **Icethrower**) can slow down a quick Zombie. So if a Zombie with is dealt damage by one of those Goblins, put a **Slow Token** on that Zombie. That Zombie loses its trait permanently.

Set aside the red bordered cards (Boss Cards and Event: The Boss!! Cards), they will only be used in certain Modes of Play.

3. MODE A: TRAINING

A co-op introduction game for 1-3 Players to learn how to play the game. All Players must work together to win the game!

If there are one or more new Players, it is recommended to try Mode A: Training first before trying other Modes of Play (see 5. MODES OF PLAY for other Modes of Play).

Play the game as normal (see 4. SETUP & GAMEPLAY) but at the beginning of Setup remove all Black Goblin Cards from the Goblin Deck. These 16 Black Goblin Cards will not be used in Mode A: Training (these cards will be used as normal in other Modes of Play).

How to win: At the end of a Player's Turn (after THE SUN PHASE) if there are at least [1/2/3 Players = 8/16/24] cards in the Zombie Discard Pile, all Players have survived the Training and won the game! *Example:* in a 2 Players game, if the Zombie Discard Pile has 16 or more cards, all the Players win the game!

How to lose: If a Zombie ENTERS a Player's Village and that Player doesn't have a Guardian anymore, all Players lose the game!

TIP: On your first Turn, it is recommended to play some **Flag-bearers**.

4. SETUP & GAMEPLAY

4.1. SETUP

1. Give each Player one Guardian Card and one Turn Reminder Card. Each Player makes their own Field, please see SETUP DIAGRAM example on page 1 in this Manual.
2. Shuffle the Goblin Deck then give 4 Goblin Cards to each Player as their starting hands. During the game each Player may not show his hand to other Players, but all Players may discuss their hands freely with each other.
3. Shuffle the Zombie Deck and place it face down near the Goblin Deck.
4. The Player who can say "Zombiiiiiiiiiiiiiiiiies!!!" the longest in a single breath plays first. Or just determine the first Player at random.

4.2. GAMEPLAY

On each Player's Turn follow these 5 Phases in order (see the Turn Reminder Card). After that play continues clockwise to the next player.

- I. GOBLIN ARRIVAL
- II. GOBLIN ACTION
- III. ZOMBIE ACTION
- IV. ZOMBIE ARRIVAL
- V. THE SUN

4.2.1. GAMEPLAY: I. GOBLIN ARRIVAL

In this Phase you may place any number of Goblin Cards from your hand on your Village Gate, then you must pay the cost by discarding cards from your hand equal to the cost of each Goblin. You can have up to 3 (three) Goblins on your Village Gate. If you want to play more, you must destroy one or more of your Goblins first.

Example: To play **Bomb** put that card from your hand on your Village Gate, then you must discard 6 cards from your hand to the Goblin Discard Pile to pay the cost.

When you play Black Goblins (**Screamer, Slinger, Shaman, Assassin, Ball & Chain**), after you pay the cost they will immediately *sleep* (turn the card up side down). *Sleeping* Black Goblins can do nothing until you discard a **Pepper** Card from your hand to *wake up* all *sleeping* Black Goblins in your Field. *Wake up* = turn the card 180 degrees so the Black Goblin is ready for Action!

About **Shield**: Since this Goblin is placed below another Goblin, this Goblin doesn't count against the '3 Goblins max on your Village Gate' limit. This means on a given time you may have 3 Goblins and any number of **Shields** in your Field!



In this example you have **Ball & Chain**, a sleeping **Shaman** with **Shield**, and **Flag-bearer** with **Shield**.

In this Phase you may discard 2 Goblin Cards from your hand (place in the Goblin Discard Pile) to do one of the following: give 1 Goblin Card from your hand to another Player, or make a Player of your choice draw 1 card from the Goblin Deck. You may repeat this process as long as you have enough cards to do that.

4.2.2. GAMEPLAY: II. GOBLIN ACTION

Each Goblin on your Village Gate may take one Action each (an Action has a '>' symbol). The Player chooses which Goblin will act first. *Remember:* A *sleeping* Black Goblin can not take any Action.

Some Goblins (**Slingshot, Iceshot, Bigshot, Archer, Twin Xbows, Slinger**) have the *nearest* keyword: choose the nearest Area that contains the said Zombie. If there are two or more valid targets, you can choose the target.

Example: in : Zombie A (Ground);
in : Zombie B (Ground), Zombie C (Ground);
in : Zombie D (Invisible), Zombie E (Flying)

Slingshot (deals 1 damage to a *nearest* Ground Zombie) can shoot Zombie B or C, but cannot shoot Zombie A, D or E.

4.2.3. GAMEPLAY: III. ZOMBIE ACTION

Each Zombie in your Field will take one Action. It's your choice which Zombie will act first. If a Zombie has then you must give that Zombie two Actions in a row. Zombies that appear in your Field this Turn (because of BACKUP or other effect) will take no Action at all this Turn.

For each Action, check the Action List on that Zombie Card from top to bottom. If the requirement for that Action is fulfilled then the Zombie performs that Action.

A Zombie Action is written between curly brackets { }, and sometimes connected with another Zombie Action with ' + ' (means 'then') or ' / ' (means 'if cannot then').

Example: / : {AMBUSH + FLEE} / {WAIT} means this is the Zombie Action if this Zombie is on or Area. It will AMBUSH then FLEE, but if this Zombie cannot AMBUSH because there is no Goblin on the Village Gate then this Zombie will WAIT.

These are keywords for Zombie Action:

ATTACK: This Zombie deals 1 damage to one of your Goblins. You choose which Goblin will take the damage (you may target **Shield** if you have it in your Field). All Goblins, except **Wall**, have 1 HP each and will be destroyed with one **ATTACK** from a Zombie. **Wall** is the only Goblin with 3HP.

If there's no Goblins in your Field then this Zombie cannot **ATTACK**.

ATTACK WALL: This Zombie deals 1 damage to **Wall** (and only to **Wall**) in your Field. If you have no **Wall** in your Field then this Zombie cannot **ATTACK WALL**.

AMBUSH: The same as **ATTACK**, but this Zombie attacks your Goblin with the highest cost. If there is a tie, you decide which Goblin this Zombie will attack. If you have no Goblin in your Field then this Zombie cannot **AMBUSH**.

Example: you have **Slinger** (cost=0), **Flag-bearer** (0) and **Shot Idol** (1) with **Shield** (1). If **Knight Zombie** **ATTACKS**, you can choose to destroy any Goblin. But if **Ninja Zombie** **AMBUSH**, you must choose to destroy **Shot Idol** or **Shield** (if you choose **Shot Idol**, **Shield** will be destroyed too).

BACKUP (X): Take the top X cards from the Zombie Discard Pile and put them face down (**Basic Zombie** side up) on the same Area in the same Field as the card that calls for backup. If there are not enough cards in the Zombie Discard Pile to satisfy X, use all the cards in the Zombie Discard Pile. If there's no card on the Zombie Discard Pile, no **Basic Zombies** will appear.

BACKUP (1 on each Field): The same as **BACKUP (1)** but the backup is on each Field. If there are not enough cards in the Zombie Discard Pile, the Active Player may choose where to put the **Basic Zombies**.

Example: There are 3 Players: AA, BB, CC. **Warlock Zombie** is on 🌳 in AA's Field and gets an Action: {**BACKUP (1 on each Field) + MOVE**}. There are only 2 cards in the Zombie Discard Pile, then the active Player (AA) chooses to put the **Basic Zombies** on BB's 🌳 and CC's 🌳 Area. Then **Warlock Zombie** moves to 🏠.

ENTER: This Zombie enters your Village! If you still have the Guardian, activate it now (see the Guardian card). If not, too bad, it's Game Over for you!

EXPLODE: Destroy all Goblins in your Field and the **Wrestler Zombie**. If you have no no Goblin in your Field then this Zombie cannot **EXPLODE**.

FLEE: Put this Zombie face up on the Zombie Discard Pile, discard any Tokens on it.

FLIP: Discard any tokens on this Zombie then flip the Zombie Card so the card shows the **Basic Zombie** side. From now on, this Zombie becomes a **Basic Zombie**.

MOVE: This Zombie moves one Area closer to your Village (from 🏠 to 🌳, or from 🌳 to 🏠). *Remember:* An Area may contain any number of Zombies.

REINFORCEMENT: Draw 1 card from the Zombie Deck, put it face up on 🏠 in this Field. If it is an Event, resolve it and then destroy it.

WAIT: Lucky you, this Zombie does nothing at all this Turn.



Example: You have 1 **Slingshot** in your Field and these Zombies are on 🌳. You still have the Guardian. It's the beginning of **ZOMBIE ACTION PHASE**.

Two of the possible results are:

A) Give Action to **Zombie Squad** first, it will bring 4 **Basic Zombies** on 🌳 then **FLEE**.

The **Basic Zombies** will not have any Action this Turn because they appear in your Field this Turn. **Wrestler Zombie** will **MOVE** then **EXPLODE**, destroying itself & **Slingshot**.

B) Destroy your **Slingshot**, then give Action to **Wrestler Zombie** first, it will **MOVE** then **ENTER**. Your Guardian will destroy it and then destroy **Zombie Squad**.

4.2.4. GAMEPLAY: IV. ZOMBIE ARRIVAL

Take the top card of the Zombie Deck and place it face up on 🏠 in your Field. If it's **Ninja Zombie** or **Pirate Zombie**, resolve its 'Comes into play' ability. If it's an Event, resolve it then destroy it (put face up on Zombie Discard Pile).

Explanation for 'What's that smell?' and 'Wait, what?' Event Cards: if there's only one Player in play, the Player to the right is you.

4.2.5. GAMEPLAY: V. THE SUN

Draw 1 card from the Goblin Deck.

Then draw 1 card from Goblin Deck for each **Flag-bearer** you have in your Field.

If you have more than 9 Goblin Cards in hand, discard the excess cards.

Example: You have 8 cards in hand. **Flag-bearer**, **Rockthrower**, and **Slingshot** are in your Field. In **THE SUN PHASE** you draw 2 cards from the Goblin Deck, so you have 10 cards. Then you must then discard 1 card.

4.3. WINNING AND LOSING

You lose the game if a Zombie **ENTERS** your Village and you have no Guardian. You win the game if you satisfy the victory condition of the chosen Mode of Play.

5. MODES OF PLAY

There are 5 Modes of Play you can play in this game:

Mode A: Training (a co-op intro game for 1-3 Players, see 3. MODE A: TRAINING)

Mode B: Last Stand (a struggling solo game)

Mode C: Survival (a competitive game for 2-3 Players)

Mode D: The Boss (a co-op game for 1-3 Players)

Mode E: Goblins vs Zombies (a head to head game for 2 Players)

5.1. Mode B: Last Stand

A struggling solo game. Double the Zombies, double the fun!

Play the game as normal (see 4. SETUP & GAMEPLAY) with these exceptions:

- At SETUP you draw not 4, but 9 Goblin Cards as your starting hand.
- Each Turn execute ZOMBIE ARRIVAL PHASE twice in a row.

If you lose the game (a Zombie ENTERS and you don't have a Guardian) count the number of cards on the Zombie Discard Pile, that's your final score. Your Rank: Score 0-8: SLINGER; 9-16: SLINGSHOT; 17-24: ICESHOT; 25+: BIGSHOT.

You win the game immediately when the Zombie Deck is empty, then get the CHAMPION rank!

5.2. Mode C: Survival

A competitive game for 2 or 3 Players. Do your best to send the Zombies in your Field to the other Players Fields, and be the last Player standing to win the game!

Play the game as normal (see 4. SETUP & GAMEPLAY) but when a Zombie is about to be put on the Zombie Discard Pile from a Field, that Zombie immediately comes to play again: put it on  in the Field of the Player to the right. *Note:* an Event is not a Zombie, so put an Event on the Zombie Discard Pile as usual.

Example: in clockwise order AA, BB and CC are playing the game.

Case 1: AA uses **Shaman** to FLIP **Knight Zombie** (becomes **Basic Zombie**) then uses **Slingshot** to destroy that Zombie, then AA puts that **Basic Zombie** on  in CC's Field.

Case 2: This is CC's GOBLIN ACTION PHASE. CC uses **Wind Mage** to destroy **Wizard Zombie** in her Field, then she puts that Zombie on  in BB's Field. But AA has **Sorcerer Zombie** in his Field and **Wind Mage** affects all Fields, so AA puts **Sorcerer Zombie** on  in CC's Field. Note that the new **Sorcerer Zombie** in CC's Field will not take any Action in CC's ZOMBIE ACTION PHASE this Turn because it has just appeared in CC's Field this Turn.

When a Zombie successfully ENTERS a Player's Village, that Player loses the game. The last Player still in the game wins!

In a 3 Player game: when a Player loses the game, put all Zombies in that Players' Field on the Zombie Discard Pile (this is the only time Zombie Cards are placed on the Zombie Discard Pile in this Mode of Play). Continue the game with the remaining two Players, play continues clockwise to the next player.

5.3. Mode D: The Boss

A co-op game for 1-3 Players. All Players must work together to destroy the Boss!

Play the game as normal (see 4. SETUP & GAMEPLAY) with these exceptions:

- Prepare one red bordered 'Event:The Boss!!' Card. You can use normal level or Expert Level (for a harder game).
- At the end of SETUP you must adjust the Zombie Deck: Take [1/2/3 Players = 8/16/24] face down cards from the Zombie Deck, this is Pack I. Take another 4 face down cards, add 'Event: The Boss!!' Card of your choice then shuffle to make Pack II. The rest of the Zombie Deck is Pack III. The Zombie Deck is Pack I (top) + II + III (bottom). This means if there are two Players, the 'Event: The Boss!!' Card will be somewhere on the 17th-21st cards in the Zombie Deck.
- When 'The Boss!!' Event Card is put on  in a Field, look at the top of the Zombie Discard Deck to determine which Boss you meet this time (normal mode will bring normal Boss, Expert Level will bring Expert Level Boss). All Bosses are red bordered and have the  trait. You can read the explanation for each Boss below.

5.3.1. Boss: Paladin Zombie

Paladin Zombie gathers more and more Power over time. You must destroy the Paladin Zombie before it's too late!

Replace 'The Boss!!' Event Card with **Paladin Zombie** Card, remove 'The Boss!!' Event Card from the game, then continue playing. Now it's THE SUN PHASE.

Treat **Paladin Zombie** as a regular Zombie, but **Bomb/Rocket** cannot damage **Paladin Zombie**.

When **Paladin Zombie** gets an Action, put the top card from the Goblin Deck under it. If **Paladin Zombie** has 9 cards under it or a Zombie ENTERS a Player's Village (and that Player has no Guardian), all Players immediately lose the game!

If **Paladin Zombie** is destroyed, all the Players win the game!

5.3.2. Boss: Elf Hero Zombie

Elf Hero Zombie has a strong attack, but drains it's own HP. All you have to do is stay alive for a while and then it will destroy itself!

Replace 'The Boss!!' Event Card with **Elf Hero Zombie** Card, remove 'The Boss!!' Event Card from the game, then continue playing (now it's THE SUN PHASE).

Treat **Elf Hero Zombie** as a regular Zombie, but it has a strong defensive aura so no Goblin can damage **Elf Hero Zombie**. When **Elf Hero Zombie** takes Action ('>'), it deals 1 damage to itself, then **Elf Hero Zombie** will unleash its attack (read the card).

AMBUSH on each Field: Each Player who has any Goblin in his/her Field must deal 1 damage to the Goblin with the highest cost in his/her Field.

If **Elf Hero Zombie** is destroyed, all the Players win the game!

If a Zombie ENTERS a Player's Village (and that Player has no Guardian) all Players immediately lose the game!

5.3.3. Dwarf Hero Zombie

A Dwarf Hero Zombie enters each Field. Destroy them all!

Remove 'The Boss!!' Event Card from the game, then put 1 **Dwarf Hero Zombie** Card on  in each Player's Field. If any Fields still has a Guardian, FLIP it, no Guardians now! Continue playing after that. Now it's THE SUN PHASE.

Dwarf Hero Zombie is the stronger version of **Dwarf Zombie**.

DESTROY **WALL**: If there are one or more **Walls** in this Field, destroy one of them. If there's no **Wall** in this Field, **Dwarf Hero Zombie** cannot DESTROY **WALL**.

If a **Dwarf Hero Zombie** is destroyed, all Players continue the game until all **Dwarf Hero Zombies** in play are destroyed. When the last **Dwarf Hero Zombie** in play is destroyed, all Players win the game!

If a Zombie ENTERS a Player's Village then all Players immediately lose the game!

5.4. Mode E: Goblins vs Zombies

A head to head game for 2 Players. Who will win, Goblins or Zombies?

At the beginning of the game determine who will be the Goblin Player and the Zombie Player. In this Manual and cards, the Goblin Player is referred to as just 'Player', and the Zombie Player is always referred to as 'Zombie Player'.

Play the game as normal (see 4. SETUP & GAMEPLAY) with these exceptions:

- The Zombie Player will have no Field, so there's only one Field in play.
- At the end of SETUP the Zombie Player puts the red bordered **Victor, the Zombie King** on , then draws 3 cards from the Zombie Deck as his/her starting hands.
- Change the ZOMBIE ARRIVAL PHASE to: the Zombie Player chooses between {DRAW 2} or {PLAY 1 + DRAW 1} or {PLAY 2}.

Treat **Victor the Zombie King** as a regular Zombie although it will do nothing in the ZOMBIE ACTION PHASE because it has no Action ('>'). When **Victor, the Zombie King** is hit by **Bomb/Rocket**: reduce the damage from **Bomb/Rocket** to **Victor, Zombie King** to 0 then the Zombie Player discards all cards in hand and places them in the Zombie Discard Pile.

Keywords on **Victor, the Zombie King**:

DRAW X: The Zombie Player draws up to X cards from the Zombie Deck and add it to his/her hand.

PLAY X: The Zombie Player puts up to X cards from his/her hand face down or face up on .

In this Mode of Play the Zombie Player only makes decisions during the ZOMBIE ARRIVAL PHASE. All other decisions (which Zombies to move first in ZOMBIE ACTION PHASE, which Goblin to take a damage if a Zombie ATTACK, etc) are chosen by the (Goblin) Player as usual.

The (Goblin) Player wins immediately if **Victor, the Zombie King** is destroyed.

The Zombie Player wins immediately when a Zombie can ENTER the Village successfully or the Zombie Deck is empty or the Goblin Deck is empty.

6. FAQ

1. *Can I use **Potapult** to move a Zombie on  to  in my Field?*
Yes. You may put that Zombie on  in any Field, including yours.
2. ***Shaman** is 'reusable', right?*
You need to *wake up* him to give him an Action. After you give him an Action, he will *sleep*. If you use another **Pepper**, **Shaman** will *wake up* again.
3. *Can I use **Twin Xbows** to shoot no Zombies in my Field and a Ground Zombie in another Field?* Yes.
4. ***Ninja Zombie** AMBUSH+FLIP on . After FLIP, will this **Basic Zombie** take an Action again?* No. It's still the same **Ninja Zombie** Card. After AMBUSH+FLIP it will become a **Basic Zombie** and will do nothing again this Turn.

Goblins vs Zombies

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