






Game rules draft:

Objective and stats

Number of players: 1-3

You can pick between three playable goblins who each have a different amount of  Health and  Stamina but the same base amount of loot:

Resources:  Health /  Stamina /  Loot

Happy Goblin  5 |  5 |  5

Curious Goblin  4 |  8 |  5 **Con:** Cannot skip cards

Beefy goblin  7 |  4 |  5

You will be taking turns diving deeper into a gelatinous cube to gather loot.

The cube is composed of a deck of square cards each with a silhouette on the back.

The larger the silhouette is, the bigger the risk but also the bigger the chance of getting a large reward. The opposite is true meaning small silhouettes are low-risk but will have low returns as well.




Goal: The character who gets their hands on 10 loot first wins.




Going through the cube

A round lasts as long as a goblin is in the cube, when all goblins have left the cube the round ends.

Players can draw one card from the deck on their turn. They may also decide based on the current status of their resources to skip the card if they wish to:

A) If the player decides to draw the card:

Some cards will have immediate effects which are indicated on the front of the card with + or - affecting  Stamina and either  Health or  Loot.

Others will give the players two options to choose from, one at the top of the card, the other at the bottom of the card. Players then have to pick an option and adjust their resources ( Health,  Stamina,  Loot) accordingly after which their turn ends. The

drawn card is then placed in the discard pile for the duration of the round.

B) If the player decides to skip the item: This will also consume 1 ⚡ Stamina and end their turn leaving the next player to start theirs. When playing alone, this discards the top card from the deck. A player can't skip more than 3 cards per round.

Exiting the cube

Rappel: The players can rappel out (exit) at any point after they have drawn a minimum of 3 cards, skipping does not count towards this count. After exiting, players will no longer be able to draw cards until the end of the round (all goblins have left the cube). Players who have rappelled out keep their current loot but their stamina and health gets reset before they can dive again on the next round.

Out of stamina: If players run out of stamina, they have to roll a D4 to see how many loot points they lose. Their health and stamina gets reset.

Out of health: If players run out of health, they lose all the loot that they currently have. Their health and stamina gets reset.

End of round: If no one has reached the goal of 10 loot and a round ends (all players have exited the cube by either rappelling out, running out of stamina or running out of health), the deck and discard pile are then shuffled together and make a new cube to dive into.