

GOBLIN NITRO RUN!

Token Terrors goblin Solo Adventure

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Skirmish the Goblin War Boss needs nitro brewed in the belly of the Messa Mountain caves transported to the surface in one week in preparation for war. You are a Goblin Overseer with six goblins, 3 Schemers, and 3 Grunts that, under your expert management, are charged with designing and constructing a minecart track that will quickly and SAFELY transport the volatile Goblin Nitro to the Battlegrounds.

Components

- 6 Goblin Token Terrors miniatures
- 2 double-sided Chasm hex grid cards
- 1 double-sided Production/Minecart card
- 7 Nitro/day tracker circular chit tokens
- 2 Minecart wheel hex chit tokens
- 21 plan/track/Hazard hex chit tokens
- 1 Goblin Minecart chit Token

Setup:

1. Lay both Chasm Cards vertically using either side of the Top and Bottom to create a 6 x 3 grid with one entrance at the top and one exit at the bottom.
Chasm Cards must be laid with a matching top and bottom Chasm card
2. Place 3 Goblins at the top of the Chasm in the half-spaces. These are your Schemers.
3. Place the Production/minecart card within reach, with the production side face up.
4. Place 3 Goblins above the Production card. These are your Grunts.
5. Set all 7 of the Nitro tokens angry face up near the production card.
6. For now, set the wheel tokens aside, these will be used later.
7. Take all track tiles and place them on the table with the "Plans" side face up. Scramble and randomize these then create a single stack to draw from
- 8.

"Don't fail me, Overseer! You have 7 days to complete the track and deliver the Nitro or I'll have the exploded bits of you and your team added to the pile!" - Skirmish the Goblin War Boss

SCHEMER PHASE

In this phase of the game, your goal is to complete a continuous track for the nitro-loaded minecart to travel over, but be careful, if the track is too crazy it may agitate the nitro resulting in a cataclysmic explosion! Delegate tasks to Grunts, complete designs, gather supplies, construct sections of track, and use nitro to blow stuff up and build your way to the exit!

Schemer Actions - Each Goblin Schemer on the map may use up to **2 actions per day and may do any of these actions multiple times. There are 5 different actions- Plan, Delegate, Move, Demolish and Build**

- **PLAN** - draw 2 hex track specs from the Stack (bag). Place these in front of you, specs side up, without looking at the facedown side to create a pool of specs to choose from and draft.
- **DELEGATE** - Shout a task to one of your 3 Grunts. Spend 1 Action to place a Grunt on the Production card and have it complete the desired task. When you Delegate Grunts there are 4 tasks they can complete, each requiring a different number of Goblin Grunts.
 - **DRAFT SPECS** - Place a Grunt on the Blue/red space, facing towards blue. If a goblin occupies this space and is set to Draft Specs, you may place a hex from your pool of specs drawn using the PLAN action into the Draft space. Whenever you send a spec to be Drafted, before placing the Spec Hex onto the Design specs space, take a peek at the other side of the hex tile. There are different effects based on what's revealed.
 - **COMPLETED TRACK SECTION** - What a great plan! Send this spec into production! Keep it spec side up!
 - **BLANK** - This plan is not viable you donks! Sadly you wasted this Draft action, try again!
 - **RUBBLE** - Watch out! The Schemer activity has disturbed the Chasm stalactites above. Immediately place this rubble in a hex adjacent to any Schemer in the Chasm. If the only available spaces contain completed track sections, cover one of them. If the rubble is placed on a space occupied by a goblin schemer that goblin loses its actions this turn.
- **DEMOLISH** - Sacrifice 1 happy Nitro to Demolish any obstruction in the Chasm. When you complete this action flip over all specs drawn using the PLAN action that have yet to go into production. Place any revealed Rubble onto a space adjacent to any Schemer in the Chasm. There are 3 Types of Obstructions you can demolish.
 - **CRAGS** (*printed on the Chasm card*) - Chasm Craggs cannot be passed through, built on, or occupied by Schemers. Once destroyed place the nitro token on top of it to indicate this. Once destroyed these spaces can be built on and moved through.
 - **FINISHED TRACKS** - Sometimes you make mistakes, we got nitro for those!
 - **RUBBLE** - Rocks Fallen from above. To build on these spaces you must either clean them up or demolish them. Schemers can move over and occupy Rubble spaces.

CLEAN UP OR BLOW UP!

Rubble hexes remain in the Chasm until a schemer begins and ends a day (one full round) on top of the rubble and cleans it up. If the rubble is placed on a space occupied by a goblin schemer that goblin loses its actions this turn. If, at the end of a day a Schemer is on top of rubble, the rubble is cleared from the Chasm. The other way to clear Rubble is to Demolish it.

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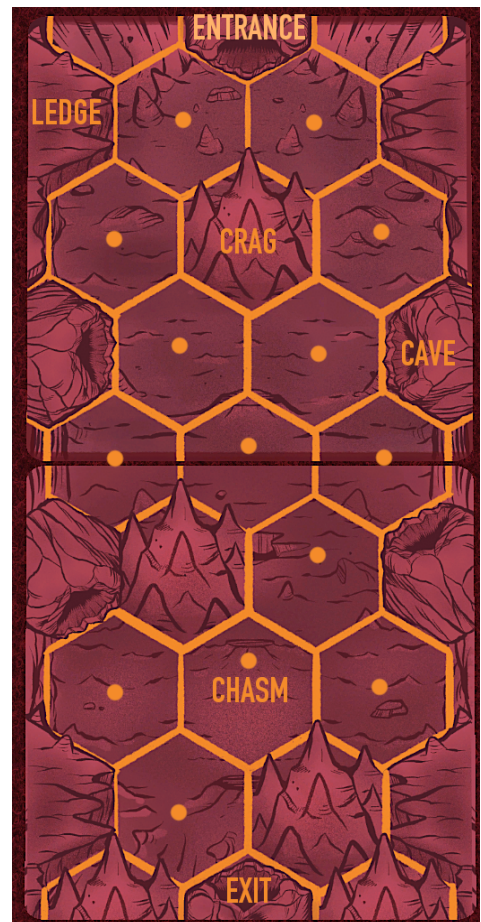
- **GATHER SUPPLIES** - Place or rotate a Grunt on a red/yellow/black space, facing towards Yellow. If 2 Grunts are set to Gather you may move the Hex from the Draft Specs space to a Gather Supplies Space.

It takes time to gather supplies and stage them for Fabrication. Design Specs have numbers on their edges. When the Specs enter the Gather space, rotate the Spec hex so the 1 is aligned with the black arrow in the top left corner of the Gather Supplies Space. At the end of each day, all hexes in the Gather Spaces are rotated to the next value up. Once The arrow is aligned with the highest value, that spec is ready to be moved to a Build this Section space.

- **RUSH** - Place or, rotate a Grunt on a red/yellow/black space, facing towards black. If a goblin occupies this space and is set to Rush, you may rotate a Spec Hex on a gather space up one value.
- **FABRICATE** - Place or, rotate 3 Grunts on all three Production Spaces on the Production Card facing towards red. If 3 Grunts are set to fabricate you may move any Spec Hexes that have reached their highest value in production rotation to a Build this Section Space.

TEAM ACTION! Once Grunts are in Production you can TEAM ACTION grunts together at a cost of 1 action and assign grunts to complete the Gather, Rush and Fabricate Task additional times provided all the grunts doing this task are doing the same task. Ex - *You previously spent 3 actions and placed all three grunts on the production card where they have already completed a task. 2 were placed on the card to Gather using 2 actions. A third was placed to draft using 1 action. Since all 3 are already in production, you spend 1 action to set all 3 to Fabricate, then another action to set 2 to the rush task.*

- **MOVE** - Move a Goblin Schemer onto an adjacent Chasm Hex Space. There are different rules for each type of space.
 - **CHASM** - You may build on, move through, and occupy these spaces freely.
 - **CRAG SPACE** - You may NOT build on, move through, or occupy these spaces.
 - **CAVE SPACE** - You may move through and occupy these spaces freely and if you move off one cave space you may choose to move to the other cave space on the same card if it's not occupied. You cannot build on these spaces and Caves cannot be demolished.
 - **LEDGE SPACE** - You can move through and occupy these freely but cannot build on them. Ledge spaces are safe from possible falling Rubble.



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- **BUILD** - Select a completed track hex on a Build this Section space on the Production card and place it on the space the chosen Schemer occupies or an adjacent unoccupied chasm space with the specs side up. If you build a track and it leads into a cave, you may continue the track starting from a space adjacent to the other cave **on this card** provided it's not occupied. This creates a tunnel!

WORKFLOW - If a Schemer completes two build actions in the same turn and a third completed track section is staged in a Build this Section space, you may place that section onto the Chasm map provided it's linked to the last section of the track most recently placed at no action cost!

END OF SHIFT!

You and your team have had a grueling day of using up all 6 actions and working hard goblin style. This marks the end of one day. To note this, flip over one of the seven circular nitro Tokens from Angry to Happy. (*The Angry nitro icon kind of looks like a sun so as you finish each day you will flip them over*). When all the Nitro tokens are flipped to happy, the nitro brewing process is over and your one-week window to build this track has lapsed and Skirmish the Goblin War boss is likely coming soon to eat your head.

WORKING OVERTIME If you have run out of days and flipped all Nitro Tokens from Angry to happy, starting with the first Nitro Token flip it back to angry. This Nitro can never be happy again, then take another day's (round of 6 actions) worth of actions.

ON YOUR TURN -

1. Choose a Goblin Schemer on the Chasm map and use its 2 actions. When done (if it helps), rotate the Goblin away from you to show that its actions have been used.
2. Repeat Step one x 2.
3. The day has ended!
 - a. Rotate all Specs in the gather spaces on the production card one value up
 - b. Rotate all schemers back to face towards you.
 - c. Remove all Grunts from the production card.
 - d. Flip over a Nitro token from Angry to happy to officially mark the end of the day and indicate how many days you have left to complete the track.

- **If you Run out of track** - Game over. This is nearly impossible to do though.
- **If you run out of Days** - you may WORK OVERTIME, flip a happy Nitro to angry to grant you another round.

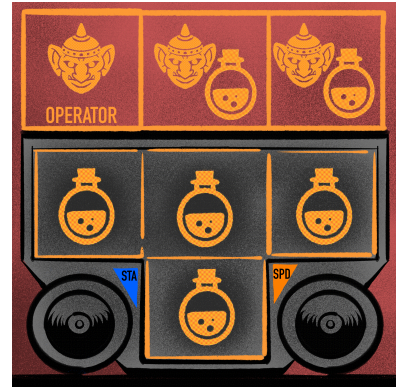
Continue doing this until you either run out of track, run out of days, or anger all the nitro and get exploded.

If you manage to build a continuous track from the entrance to the exit CONGRATS! You now move onto the Nitro Run Phase!

NITRO RUN PHASE!

SETUP -

1. Clear all Goblins from the Chasm map and Production cards.
2. Remove all remaining hexes on the Production card and set it aside.
3. Flip over the Production card to reveal the Minecart Card.
4. Load the minecart with all the happy Nitro (6 slots max, any Nitro used to Demolish or is already angry is gone forever) with the happy side face up.
5. Place Goblins on the Goblin spaces with one operator and two passengers.
6. Place the Wheel hexes onto the two bottom corner spaces with the blue **STABILITY** marker flush with the number 5 on your Stability wheel in front (you want your stability to be high!) and the orange **SPEED** marker flush with the number 1 on your Speed wheel in the back (you want your speed to be low!)
7. Place a Goblin not in the Minecart on the Cave opening at the top of the Chasm.



NITRO RUN TIME!

Before you move your mine cart token onto the first section of the track at the top of the Chasm map, flip it over and reveal the finished section. As you hurtle down the track you will reveal each hex just before you move onto it. The revealed side features two numbers highlighted in Blue and Orange, these numbers denote what effects this section of track will have on your explosive minecart.

Ex - *The First track you reveal and move onto is a curved track with a -1 Stability (blue) and +1 Speed (orange), you would decrease your stability wheel hex to indicate you have 4 Stability and your speed would increase to 2 speed. The next section is a straight section with +1 Stability and +2 Speed. Now your Stability is increased back up to 5 (max) but your Speed has increased to 4!*

Track hexes that have no blue or orange highlighted values can be traveled over with no effect towards stability and speed and you MAY flip 1 nitro in the minecart from angry to happy.



EXPLOSIVE MINE CART ACTION!!!

Each time your speed would raise past 6, decrease your Stability by 1. If your stability lowers to nothing, each time you move, flip over a Nitro from happy to angry, starting at the bottom-most Nitro in the Minecart. If all the Nitro is angry, you explode and the game ends. Luckily your Grunts are skilled mine cart operators and riders and can mitigate this.

HIT THE BRAKES: +1 Stability and -1 Speed. You hit the brakes, to regain some Stability and slow down a bit. This jostles the cart agitating the nitro. Flip over 2 Nitro from happy to angry.

TUNNEL OF LOVE: Choose one: +2 Stability, -2 speed, or +1 Stability AND -1 speed. If you build your track in such a way that a minecart enters and exits a Tunnel when the mine cart exits you may choose which of the three options will be most helpful.

LIGHTEN THE LOAD: +2 to stability. If you're next to a ledge space Command one of your Goblin passengers in the back to jump cart with a nitro to lighten the weight of the cart and get it Stabilized. The Grunt grabs a Nitro and leaps screaming to their doom. Remove both the goblin and Nitro from the game. They do not count towards your final score.

When flipping over Nitro, start at the bottom of the cart and work your way up. If the nitro in the top of the cart that is riding with a Goblin Grunt is angry the Grunt will be too preoccupied to attempt to lighten the load and you're stuck with him and the angry nitro. **Remember, hitting the brakes and going too fast while totally unstable, agitates, and angers the Nitro. If all the Nitro becomes angry the cart explodes and the game is over, you lose.**

WIN CONDITION

Build and complete a track from start to finish and transport the Nitro without blowing up, or killing a bunch of goblins. The number of nitro and goblins that successfully make the trip will determine how much Skirmish will or will not murder you and your crew.

All surviving goblins, both Schemers and grunts are worth 1 point each
Happy Nitro that makes the trip to the Battlegrounds is worth 2 points each.
Angry Nitro that makes the trip to the Battlegrounds is worth 1 point each.

18 Points

Perfect Nitro Run! There are rumblings among the other goblin war parties that you're the new big boss.

15 to 17 points

Skirmish thinks you're due for a promotion! Who's ready to join Goblin middle management!!

11 to 14 points

Skirmish gives you a crooked look, a kick in the pants, and mutters, "back to your post Overseer."

5 to 10 points

Skirmish beats you nearly to death in front of all the other Goblins as an example of what happens when you fail him.

3 to 4 points

Skirmish kills your entire crew in front of you, you see them beg not to be crushed by his mighty club before they are each brained to the delight of the other onlooking goblins. He gestures back to the Chasm exit and growls "this time you better deliver or it's *YOUR* head getting crushed Grunt"

0 to 3 Points

You have failed. The corpses of you and your crew are buried under a huge pile of rubble. Your final moments were likely spent getting exploded.

If you ace your Nitro Run, mix and match different combinations of the Chasm map cards to provide different challenges. There are 4 different combinations to take on, ace them all to be the grand Goblin Overseer! Thanks for playing!!!