

THREE KOBOLDS IN A TRENCH COAT

THE RULEBOOK



BOX CONTENTS



KOBOLD DECK
(24 CARDS)



ITEM DECK
(28 CARDS)



EVENT DECK
(53 CARDS)



4 PLAYER SCREENS
(1 PER PLAYER)



108 GOLD TOKENS
(DOUBLE-SIDED)



4 SIX-SIDED DICE



1 TOKEN TRAY
(BANK)



1 RULEBOOK

GAME OVERVIEW

After spending too long in the dark, the Kobolds are ready to see what life is like in the village of Crumblebatch. But there's a problem: the villagers aren't exactly welcoming to monsters. To blend in, the Kobolds have come up with a cunning plan - to dress up in a trench coat and pretend to be a regular person.

HOW TO WIN

Now, as a “citizen”, players must avoid suspicion. Each player must keep their Kobolds hidden by completing Quests, collecting Gold, and defeating opponents in Challenges.

Pay the Guards to redirect attention toward others and use Items to protect themselves or expose their rivals' Kobolds one by one. The last player with hidden Kobolds wins the game.



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GAME SETUP



1. Each player takes a Player Screen and places it in front of them.
2. Shuffle the Kobold deck and deal 3 cards to each player. These are kept behind each player's Player Screen.

Place the remaining Kobold deck in the centre of the play area, leaving space beside it for a discard pile.

3. Shuffle the Item deck and deal 1  Item card to each player. These are kept behind each player's Player Screen. Reveal the top 2 cards of the Item deck and place them face-up next to the deck - these become the *Shopkeeper's Choice* cards.

Place the remaining Item deck in the centre of the play area, leaving space beside it for a discard pile.

4. Shuffle the Event deck and place it in the centre of the play area, leaving space beside it for a discard pile.
5. Deal 10  Gold to each player.
6. Place the remaining  Gold in the token tray (known as the Bank), and put the Bank and dice to the side of the play area. Players will collect  Gold throughout the game. All  Gold spent during the game is returned to the Bank.

ICON KEY

A complete list of game icons and what they represent are displayed on this page. Players may refer to this page or the Icon Key at the bottom of their player screen as needed.



STRENGTH



DEXTERITY



CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA



GOLD



**LOSE A
KOBOLD**



ITEM CARD

KOBOLD CARDS

Each Kobold has a value for each of their six skills. A value of 1 is low, while a value of 6 means the Kobold is very skilled. Higher numbers are always better!

APPEARANCE: Shows how this Kobold looks when not in disguise.

NAME: The identity this Kobold uses.

STRENGTH: Measures how physically powerful and tough this Kobold is.

DEXTERITY: Reflects how agile, quick, and precise they are.

CONSTITUTION: Shows their health, stamina, and ability to resist harm.

INTELLIGENCE: Represents their ability to think critically, learn, and solve problems.

WISDOM: Describes their perception, intuition, and practical judgment.

CHARISMA: Determines how well they can influence, charm, or lead others.







PLAY



To start the game, each player rolls one six-sided dice. The player that rolls the highest number takes a turn first. Each player's turn consists of two phases: The Item Phase (optional), and the Event Phase.

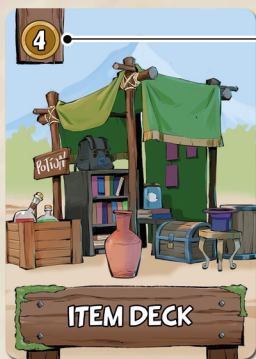
If any deck runs out of cards, shuffle the discarded cards and place them face-down to form a new deck.


ITEM PHASE (OPTIONAL)

At the start of the game, each player is dealt one  Item card. These can be used immediately if the effect allows it.

At the start of their turn, the active player may discard any number of  Item cards from their hand, and gain 3  Gold for each card discarded this way. Next, the active player may purchase one  Item card per turn. To do so, they may either:

- Pay 4  Gold to draw the top card of the Item deck.
- Pay the  Gold cost shown on one of the face-up *Shopkeeper's Choice* cards to gain that specific card. Afterwards, flip the top card of the Item deck to replace it.









COST: Shows how much  Gold it costs to purchase this Item.



CARD NAME



CARD ABILITY


Important:  Item cards gained as rewards from Quest Events are drawn directly from the top of the Item deck and are not taken from the Shopkeeper's Choice cards. These rewarded  Item cards may be used immediately if the effect allows it.

Each player can hold a **maximum of 3**  Item cards (unless using a **Satchel of Storage**) stored behind their player screen at any time. If a player gains an  Item card while already at their limit (e.g. via Quest reward, or  Item card effect), they must immediately use or discard  Item cards until they have reduced down to their Item limit.

PLAY

PLAYING ITEM CARDS

Players may play **as many**  **Item cards as they are able** during any player's turn or when a card's conditions are met. To play an  Item card, a player must reveal the card, read the effect printed at the bottom, and immediately apply the result. Once resolved, place the card in the discard pile.

Some  Item cards are situational and may only be used during specific conditions or Events, while others may be played at any time.

Refer to the Items reference on pages 20–26 for full details on each card's usage.

EVENT PHASE


The active player reveals and reads out the top card of the Event deck, then resolves its effect. Once resolved, the active player ends their turn, passing play clockwise to the next player.

There are four types of Event cards: Quest, Challenge, Tax, and Guard.



QUEST



CARD TYPE

STORY

SKILL NEEDED: The skill and number required to successfully pass this Quest. In this case, the player will need a 4 or more on one of their Kobold's  Charisma stats.

REWARD: Represents the reward a player will gain if successful.

Rewards can be  Gold or sometimes an  Item card.

PENALTY: Represents the penalty a player will lose if unsuccessful. The penalty can be a  Gold cost to be placed in to the bank, or sometimes a  **Lose a Kobold** penalty.




To resolve a Quest Event, the active player must read the "Skill Needed" section on the Quest Event. Next, they must choose one of their Kobolds and place it face-down on the table. Other players will not know if the chosen Kobold has the skill required to pass the Quest Event and may decide to challenge the active player's claim by **Calling a Bluff**.

PLAY

- **No players call a bluff:**
 - o The active player returns the chosen Kobold to their hand without revealing it.
 - o They immediately gain the Quest reward shown on the card.
- **One or more players call a bluff:**
 - o Confirm who is Calling a Bluff.
 - o The active player then reveals the chosen Kobold card.

If the Kobold meets or exceeds the required Skill:

- o The active player gains the Quest reward.
- o Each challenger (those who *Called a Bluff*) suffers the Quest penalty.
- o The revealed Kobold is discarded, and the active player draws a new one from the top of the Kobold deck.
- o **Players who did not Call a Bluff** take no action. They neither gain a reward nor suffer a penalty.

- **If the Kobold does not meet the required Skill:**
 - Each challenger gains the *Quest reward*.
 - The active player suffers the *Quest penalty*. If the penalty is to  **Lose a Kobold**, it must be the Kobold used for this Quest. Otherwise, the revealed Kobold is discarded, and active player draws a new one from the top of the Kobold deck.
 - **Players who did not Call a Bluff** take no action. They neither gain a reward nor suffer a penalty.

CHALLENGE

Challenge Events are always a player vs. player event, in which the active player chooses another player to be their opponent, competing against them in mini-games. The active player will read the challenge and reward section before choosing a player to challenge.

At the bottom of each Challenge card is a reward section, which will explain the consequences of winning or losing the Challenge.

PLAY

CARD TYPE

CHALLENGE TYPE: States which Challenge the two players will be competing in.

REWARD: States what the penalty is for losing the Challenge. Some Challenges have a 🟡 Gold penalty, and some have a 🏰 Lose a Kobold penalty.




In the event of a tie, the Challenge is repeated until a winner is determined.

If either involved player feels uncomfortable participating in a Challenge, they can decline a revealed Challenge card. In this case, the active player reveals a new Event card from the top of the Event deck, and play continues.

Refer to the Challenges reference on pages 27–33 for full details on each card's rules.

TAX

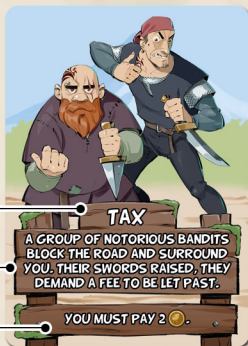
When a Tax Event is revealed on a player's turn, that player must pay the penalty stated on the Tax card. This penalty is an amount of  Gold to be paid to the Bank.

NOTE: Tax penalties are only paid by the player who drew the Tax Event.

CARD TYPE




STORY




PENALTY: Represents the penalty that a player will lose.





PLAY



GUARD

When a Guard Event is revealed on a player's turn, all players must secretly conceal an amount of their  Gold in their fist. Players may choose to conceal any amount of  Gold from 0 up to the total they currently possess. Each player then presents their fist, and players together reveal the amount of  Gold concealed in their fists.

The player (or players if they are tied) who reveals the lowest amount of  Gold will now  **Lose a Kobold**. All players then return all  Gold used during this Guard Event into the bank.



NOTE:  Gold hidden behind a player's screen is not considered **concealed**. Only  Gold hidden in a player's fist is considered **concealed**.

CARD TYPE




RULES: The player(s) that reveals the least amount of  Gold must  **Lose a Kobold**.



LOSE A KOBOLD



Any time an  Item card, Event, or rule states that a player is required to  **Lose a Kobold**, they must discard one of their Kobolds.

RUNNING OUT OF GOLD

Each time a player must pay an amount of  Gold greater than the amount they have, they must pay all of their remaining  Gold, and also  **Lose a Kobold**.

DETERMINING THE WINNER

If a player loses all 3 of their Kobold cards, they lose and are out of the game. The game carries on for all remaining players. The last remaining player holding one or more hidden Kobold card(s) is declared the winner of the game.

In the event of a tie, each player adds together the cost values of all remaining  Item cards they hold and any unspent  Gold. The player with the highest value is declared the winner of the game.

CHALLENGE LITE (OPTIONAL GAME MODE)

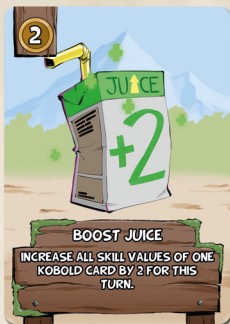
For a less competitive game, players can remove all Challenge Events from the Event Deck.

ITEMS REFERENCE

BOOST JUICE

Can be used during a **Quest Event** or a **"Trumps" Challenge** to increase the Skill value of a single Kobold.

- Can be played **before or after** a Kobold is revealed (including after a **Call a Bluff**).
- Can target any player's Kobold.
- This Item can stack with another **Boost Juice** or **Reduce Juice**.



CLAIRVOYANCE



Can be used **at any time** during any player's turn.

- Works best when played at the **start of a player's turn**, allowing you to make better decisions and disrupt other players' plans.



CLOAK OF INVISIBILITY

Can **only** be used during a **Guard Event**.

- The user does not conceal any  Gold when using this card.
- Can be played **before or after** other players reveal their concealed  Gold.



GHOST IN A JAR

Can be used during a Challenge Event, even if the user is not participating.

- Allows the user to **decide the winner** of the Challenge, overriding the original outcome.
- Can be used even if the user is out of the game.



ITEMS REFERENCE

INHERITED DEBT


Can **only** be used during a **Tax Event** that targets the user.

- Doubles the tax penalty and passes it to the next player in turn order.
- This Item can stack with another *Inherited Debt*, in which case, the amount doubles again and is passed on.




MAGIC HAT




Can be used **at any time** during any player's turn.

- The user must draw from the top of the **Item deck**. If their effects allow, they may be used immediately.
- If this effect places the user above their current Item limit, they must immediately use or discard  Item cards until they have reduced down to their Item limit.



MAGIC SHIELD




Can be used **any time** the user would  **Lose a Kobold**, including:

- Paying a  **Lose a Kobold** penalty during a **Quest Event**.
- Being targeted by a **Wanted Poster**.
- Revealing the lowest  Gold total during a **Guard Event**.
- Running out of  Gold.



PET BANDITS

Can be used at **any time** during any player's turn.

- The chosen player cannot use any  Item cards until this card's effect is resolved.
- The card must be **chosen at random**. The user cannot name or target a specific  Item Card, even if they know another player has it.
- The taken card can be used immediately, if its effect allows it.
- If the chosen player has no  Item cards, this card must be **discarded with no effect**.



ITEMS REFERENCE

REDUCE JUICE

Can be used during a **Quest Event** or a **"Trumps" Challenge** to decrease the Skill value of a single Kobold.

- Can be played **before or after** a Kobold is revealed (including after a **Call a Bluff**).
- Can target any player's Kobold.
- This Item can stack with another **Boost Juice** or **Reduce Juice**.



RESURRECTION POTION

Can be used **at any time** during any player's turn, if the user has less than 3 Kobolds.

- The user must draw a new Kobold card from the top of the **Kobold deck**.
- Can be played immediately after the user loses their last Kobold.



SATCHEL OF STORAGE



Can be used at **any time** during any player's turn.

- This card is played face-up adjacent to the user's player screen.
- Increases the user's Item limit to **5 cards** instead of 3.
- This effect does not stack with other **Satchel of Storage**.
- Once played, this card is not considered a held Item, does not count towards the user's Item limit, and cannot be taken by a **Pet Bandits** card.



SPARE CHANGE

Can be used at **any time** during any player's turn.

- If used at the **start of the user's turn**, the  Gold gained may be used to purchase an  Item card (as long as the user hasn't already bought one this turn).



ITEMS REFERENCE

TRUTH SERUM


Can be used before **Calling a Bluff** during another player's **Quest Event**.

- The target player must truthfully answer, **without revealing their card**:
 - Yes. Their Kobold can successfully complete the Quest.
 - No. Their Kobold cannot.
- The user may then decide whether to **Call a Bluff**.
- In a 3 or 4 player game, all other players must decide whether to **Call a Bluff** before this card is resolved.



WANTED POSTER

Can be used **at any time** during any player's turn.

- Target a player to  **Lose a Kobold**.



CHALLENGES REFERENCE

7S

Choose an opponent. Starting with the player who revealed this Challenge, players take turns to roll **two six-sided dice**. If the rolls of both dice combine to make a total of 7, that player is the winner of this Challenge, and the Challenge ends.



If the two dice combine to make any amount other than 7, the turn is passed to the next player to attempt the roll.

ARM WRESTLE

Choose an opponent. You and your opponent place your right elbows on the table, and each of you grabs the other player's right hand with your own. Adjust your elbows so that the angle of each player's right arm mirrors the other player's.



CHALLENGES REFERENCE

Once in position, both players say "Ready, set, go!", and upon announcing "go" the Challenge begins.

A player wins this Challenge if they can force the other player's arm or hand to touch the table, or if their opponent's elbow moves from the starting position.

Warning: Stop the Challenge immediately if either player experiences any pain.

COIN FLIP

Choose an opponent and call "🪙 heads" or "🪙 tails". Then you flip a 🪙 Gold from the bank.

If you call the result of the coin flip correctly, you win this Challenge. Otherwise, your opponent wins.



The 🪙 Gold used for this Challenge is then returned to the Bank.

DOUBLES

Choose an opponent.

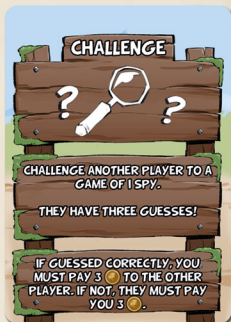
Starting with the player who revealed this Challenge, players take turns to roll **two six-sided dice**. Players continue until a player rolls the same result on both dice, at which point they win this Challenge.



I SPY

Choose an opponent. Then you select an object within view of all players and announce *"I spy with my little eye, something beginning with"* and follow this by stating the first letter of the name of your selected object.

For example a "T" for Tree, or a "B" for Bird.



Your opponent has **three guesses** to name the chosen object. You can only respond to each guess with "yes" or "no".

CHALLENGES REFERENCE

You win if your opponent does not correctly guess the object's name within three guesses. Otherwise, your opponent wins the Challenge.

ODDS OR EVENS

Choose an opponent and call "odds" or "evens". Then roll **one six-sided dice**.

You win this Challenge if you correctly call whether the rolled result would be "odd" or "even". Otherwise, your opponent wins the Challenge.



ROCK, PAPER, SCISSORS

Choose an opponent. You and your opponent will together extend one hand toward each other and announce "Rock, Paper, Scissors, Shoot". Upon announcing "Shoot", both you and your opponent must form one of three shapes with your extended hand.



These shapes will determine who wins the Challenge.

These shapes are;

- **Rock**, by forming a fist. Rock wins against Scissors, smashing them!
- **Paper**, by forming a flat open hand with no gaps between your fingers. Paper wins against Rock, engulfing it!
- **Scissors**, by forming a fist, then extending your pointer and middle finger to form a “V”. Scissors wins against Paper, cutting it to pieces!

If both players form the same shape, repeat the Challenge until a winner is determined.

ROLLIES

Choose an opponent. Both you and your opponent roll **one six-sided die**.

The player that rolls the highest result is the winner of this Challenge. If both players roll the same result, repeat the Challenge until a winner is determined.



CHALLENGES REFERENCE

STARING CONTEST

Choose an opponent. Ensure that you sit facing each other. Count down from 3, and on 0, the Challenge begins. Look directly into each other's eyes and remain in this position until the Challenge ends. A player wins this Challenge as soon as the other player blinks, laughs, or looks away.



THUMB WARS

Choose an opponent. Ensure that you sit facing each other and extend your right hands, claspng fingers so each player traps the other's, with both thumbs pointing upwards. Remain in this position until the Challenge ends.



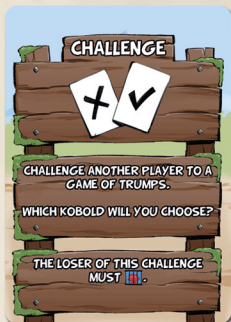
Both players then announce "One, two, three, four, I declare a thumb war!" Upon finishing this announcement, the Challenge begins. The player who can first pin down the other player's thumb for a **consecutive 3 seconds** without it escaping wins this Challenge.

Warning: Stop the Challenge immediately if either player experiences any pain.

TRUMPS

Choose an opponent and then roll **one six-sided dice** to determine which Skill is measured for this Challenge;

	=		Strength
	=		Dexterity
	=		Constitution
	=		Intelligence
	=		Wisdom
	=		Charisma




Both players select one of their Kobolds and reveal them simultaneously. The player who reveals the Kobold with the highest value for the chosen Skill wins this Challenge. The winner then discards the Kobold used for this Challenge and draws a new Kobold.

If the revealed Kobolds have the same value for the rolled Skill, both players discard their Kobold, draw a new Kobold and the Challenge is repeated.



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QUESTIONS?

If you need a rule clarifying, please submit your question to our BoardGameGeek page using the web address below:

<https://boardgamegeek.com/thread/3589086/rules-clarifications-ask-here>

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