# GOBLIN VAULTS

# Overview

In the dark corners of Kulbak Prison, away from the prying eyes of the guards, you're likely to find inmates huddled together in secret, playing a game of Goblin Vaults.

With their gold confiscated by Warden Mercy, the inmates found a new form of currency: small metal gears stolen from the smithy. Originally intended as spare parts for the prison's Construct guards, they now serve as a symbol of the inmates' contempt for their oppressors.

Invented by Glavrun, the Dragul's greatest wartime strategist, Goblin Vaults is a game born of madness. She developed the rules of the game while confined to solitary for ninety days.

Betray your friends, the former general instructed her fellow inmates. Crack the vault. To the victor go the spoils.

# Objective

In **Goblin Vaults**, you earn gears — which is the only currency that matters in the cell block — by stashing loot in your vault.

With cunning and clever scheming, make your bid to be feared amongst your peers! You'll need wits and luck to play your cards right as you fill your vault and influence the warden in your favor.

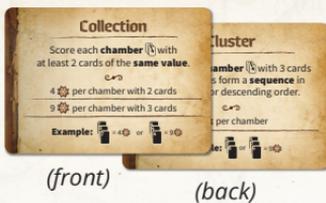After nine rounds, whoever has the most gears wins the game!
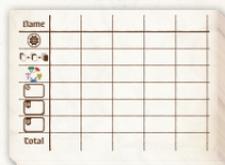
# Components

## 60 Loot Cards



*(front)*
*(back)*

## 1 Basic Goal Card



### Collection

Score each **chamber** 🔖 with at least 2 cards of the **same value**.

4 ⚙ per chamber with 2 cards
9 ⚙ per chamber with 3 cards

**Example:** 

### Cluster

...chamber 🔖 with 3 cards ...s form a **sequence** in ...r descending order.

...per chamber

*(front)*
*(back)*

## 5 Reference Cards



### Final Scoring

1 ⚙ per 🔖 icon in **tier 1**.
2 ⚙ per 🔖 icon in **tier 2**.
3 ⚙ per 🔖 icon in **tier 3**.

2 ⚙ per icon that matches your **faction card**.

⚙ Based on the chosen **goal cards**.

### Order of Play

...e Phase
...e turn order:
...bid, add 1 gear to winning bid.
...bid, collects any gears on it, and
...matches the faction icon of
...u may take a warden action.

...ch card in the block:
...Add 1 gear to the card.
...ble bidder adds the card to their
...ult, collects any gears on it, and
...es to the block.
...Winning bidder adds the card to their
...ult, collects any gears on it, and
...heir bid to the block. All other
...add their bids to their vaults.

...en Phase
...first player may swap the
...d with any card in the block.
Pass the first player marker clockwise.

*(front)*
*(back)*

## 5 Faction Cards



*(front)*
*(back)*

## 6 Suit Goal Cards



### Tome Library

Score each **chamber** 🔖 with at least 2 📖 cards.

5 ⚙ per chamber with 2 📖 cards
9 ⚙ per chamber with 3 📖 cards

### ...cient Volumes

...th **tier** 🔖 in which ...**ost** and **rightmost** ...s are 📖 cards.

⚙ for 1 tier
⚙ for 2 tiers
24 ⚙ for 3 tiers

*(front)*
*(back)*

## 1 Scorepad
*(50 sheets)*





### 26 Gear Tokens



### 5 Faction Markers



### 1 First Player Marker

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## LOOT CARD ANATOMY

❶ Suit Icon
❷ Card Value
❸ Faction Icon
❹ Tier Icon
❺ Suit Illustration
❻ Block Icon



## GOAL CARD ANATOMY

❶ Suit Icon
❷ Card Name
❸ Requirement
❹ Reward
❺ Example



### Beggar King

Score each **tier** 🔖 in which the **highest value** card is a 👑 card.

4 ⚙ per tier

**Example:**

# Game Setup

**1** Place the **basic goal card** on the table, choosing a side at random.
**FIRST GAME RECOMMENDATION:** *Use the Cluster goal.*

**2** Choose two **suit goal cards** at random. Return the four unused suit goal cards to the game box. Place the two chosen suit goal cards on the table near the basic goal card, choosing a side for each card at random.
**FIRST GAME RECOMENDATION:** *Use the Tome Library (tome suit) and Gimnax's Reign (crown suit) goals.*

**3** Choose a number of **suits** based on the number of players. Two of the chosen suits must match the chosen suit goal cards. Create the **loot deck** by shuffling the loot cards from the chosen suits together. Return all loot cards of unused suits to the game box.

| Player Count | Number of Suits |
|---|---|
| 2–3 Players | 4 Suits |
| 4 Players | 5 Suits |
| 5 Players | 6 Suits |

**4** Deal each player a **hand** of 10 cards from the loot deck, face down, and give each player a **reference card**. **GAMES WITH TWO PLAYERS:** *Deal 10 cards from the loot deck, face down, to create Glavrun's deck.*

**5** Reveal three cards from the loot deck and place them in a face-up row in the middle of the table. This row is known as the **block**.

**6** Reveal one card from the loot deck and place it above the block, face up. This card is known as the **warden card**. Place the remainder of the loot deck, face down, next to the warden card.

**7** Deal each player a **faction card** at random, face up, and give them the matching **faction marker**. Return all remaining faction cards and markers to the game box. **GAMES WITH TWO PLAYERS:** *Deal a faction card to Glavrun and place the matching faction marker on it.*

**8** Give each player three **gear tokens**. Place the remainder in a pile within reach of all players. This pile is known as the **supply**.

**9** Each player chooses one loot card from their hand. Once all players have done so, they simultaneously reveal their chosen cards and place them in front of themselves, face up. This area in front of each player is known as their **vault**.

**10** Give the **first player marker** to whoever looks most like a goblin.

**(1)**

### Cluster

Score each **chamber** 🗝 with 3 cards whose values form a **sequence** in ascending or descending order.

9 ⚙ per chamber

**Example:** [ ] or [ ] =9⚙

### Tome Library

Score each **chamber** 🗝 with at least 2 🟩 cards.

5 ⚙ per chamber with 2 🟩 cards

9 ⚙ per chamber with 3 🟩 cards

**(2)**

### Gimnax's Reign

Score each **chamber** 🗝 in which the **highest value** card is a 👑 card.

3 ⚙ per chamber

**Example:** [ ] =3⚙

**(10)**

**(6)**

**(5)**

**(4)**

**(7)**

**(8)**

### ∽ Order of Play ∽

**1. Scheme Phase**
In clockwise turn order:
Place a bid on any card in the block.
If you underbid, add 1 gear to winning bid.
If your bid matches the faction icon of the warden, you may take a warden action.

**2. Vault Phase**
Resolve each card in the block:
• **0 Bids:** Add 1 gear to the card.
• **1 Bid:** Sole bidder adds the card to their vault, collects any gears on it, and moves their bid to the block.

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## ADVANCED SETUP
*For a more complex game, additional suit goal cards can be included, up to a maximum of one matching goal for each suit in play. Having more goals in play offers more scoring possibilities!*

# ❧ The Vault ❧

Players score gears based on the positions of the cards in their vault at the end of the game.

**4X CHAMBERS**

- A vault has four vertical **chambers**. Each chamber can contain a maximum of three cards.

  TIER 1

  TIER 2

  TIER 3

- A chamber has three horizontal **tiers**.

- When a player adds a card to their vault, it can be placed in any chamber with an empty position.
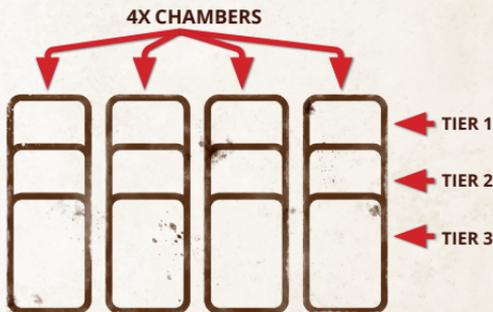
  - If the chamber has no cards yet, place the new card in tier 1.
  - If the chamber has a card in tier 1, place the new card in tier 2 (i.e., partially overlapping the card in tier 1).
  - If the chamber has a card in tier 2, place the new card in tier 3 (i.e., partially overlapping the card in tier 2).

- Make sure that the suit icon, card value, faction icon, and tier icon of all cards in the vault remain visible at all times.

- Once a card has been placed in the vault, it cannot be moved unless the player takes a move action later.

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## CARD STRENGTH

The strength of a card is indicated by its value. However, any card of the same suit as the current **warden card** is considered stronger than every card of any other suit (regardless of value).

**WARDEN CARD**

*Example: The current warden suit is coins. These cards are shown in order of strength: 6 of coins, 2 of coins, 9 of lanterns, 3 of skulls.*

# How to Play ⤸

***Goblin Vaults*** is played over nine rounds. Each round has three phases: the Scheme Phase, the Vault Phase, and the Warden Phase.

## 1. SCHEME PHASE

> **ⓘ GAMES WITH TWO PLAYERS:** *Reveal a card from Glavrun's deck. Examine its block icon and assign it to the block accordingly (Ⅰ, Ⅱ, Ⅲ = left, middle, right). Mark it with Glavrun's faction marker.*
>
> Ⅰ ☐ ☐
> **BLOCK ICON**

Starting with whoever has the first player marker and continuing in clockwise order, each player takes a turn.

On a player's turn, they must choose a card from their hand, play it to a card in the block, and mark it with their faction marker. This is known as their **bid**.

- At each of the three cards in the block, the bid with the highest strength is known as the **winning bid**.

- If there is at least one bid on a card in the block already, making a bid equal to or lower than the winning bid for that card is known as **underbidding**.

  - When a player underbids, they must add one gear token to the winning bid. If they have no gear tokens, they may not underbid.

  - If underbidding is the only possibility, and the player has no gear tokens, they must add a card from their hand to their vault, face down, and collect one gear token from the supply.

- If the faction icon of the player's bid matches the faction icon of the warden card, they may immediately take an optional **warden action**.

# ∾ Warden Actions ∾

When a player takes an optional warden action, they may choose either a **move action** or a **draw action**.

## MOVE ACTION

This action allows a player to move one card from any position in their vault to a different position in their vault. Observe the following rules when moving cards:

- No chamber can ever have more than three cards.

- No card can ever be moved to an empty position in tier 2 or tier 3 if the previous tier in that chamber is empty.

- Moving a card can cause other cards in the vault to shift up or down by one tier accordingly.

*Example: Nuk plays a card with the blue faction icon, which matches the faction icon of the current warden card. Nuk decides to perform a move action as his optional warden action.*



*He moves the 8 of skulls from tier 1 of the first chamber to tier 2 of the third chamber.*

*The 10 of tomes and 2 of tomes in the first chamber shift up to tiers 1 and 2, respectively.*

*The 1 of lanterns in the third chamber shifts down to tier 3.*

## DRAW ACTION

This action allows a player to discard one card from their hand to the bottom of the loot deck, face down.

They then draw one card from the top of the loot deck and add it to their hand.

This action is not available if the player has no cards left in their hand (i.e., during the final round).

## 2. VAULT PHASE

Resolve bids for each card in the block.

• If the card has **no bids**, add a gear token to the card from the supply.

• If the card has **one bid**, the sole bidder retrieves their faction marker and adds the card to their vault. If there are any gear tokens on the card, they collect them. Finally, they move their bid to the block.

• If the card has **multiple bids**, each bidder resolves their bid based on whether they are the winning bidder or not.

  ◦ The winning bidder retrieves their faction marker and adds the card to their vault. If there are any gear tokens on the card, they collect them. Finally, they move their bid to the block. Any gear tokens added to their bid remain on it.

  ◦ Each other bidder retrieves their faction marker and adds their own bid to their vault instead. If there are any gear tokens on their bid, they collect them.

> **!** **GAMES WITH TWO PLAYERS:** *When Glavrun takes a card from the block, instead of adding it to a vault, she puts it in a face-up discard pile next to her deck. Any gear tokens on cards that she takes are returned to the supply.*

*Example: Gundur (blue) plays a 9 of tomes as his bid on the first card in the block, a 10 of potions.*

*Jeremy (yellow) plays a 4 of coins as his bid on the same card. Because his bid matches the faction icon of the warden card, he may then take a warden action.*

*Nuk (green) plays a 2 of crowns as his bid on the same card. This underbids Jeremy, so Nuk must add one gear token to the winning bid, the 4 of coins.*

*Jeremy is the winning bidder, so he adds the 10 of potions to his vault and moves the 4 of coins to the block, with the gear token added by Nuk still on it.*

*Gundur adds the 9 of tomes to his vault, and Nuk adds the 2 of crowns to his vault.*

**WARDEN CARD**

## 3. WARDEN PHASE

The current first player may, if they wish, swap the warden card with one of the three cards in the block. Any gear tokens on those cards remain on those cards during the swap.

- If the players' hands are now empty (i.e., during the final round), the game is over and final scoring occurs.

- Otherwise, the current first player passes the first player marker clockwise and the next round begins.

# Final Scoring

Evaluate the cards in each player's vault to determine their final score. Any face-down cards are considered blank for scoring purposes.

**GEAR TOKENS**
Players score **one gear** per gear token.

**TIER ICONS**
Players score gears for each card positioned in the matching tier in their vault:

- **one gear** for each tier 1 icon in tier 1
- **two gears** for each tier 2 icon in tier 2
- **three gears** for each tier 3 icon in tier 3

TIER 1

TIER 2

TIER 3

**FACTION ICONS**
Players score **two gears** for each faction icon, positioned anywhere in their vault, that matches their faction card.

**GOAL CARDS**
Players score gears based on the chosen goal cards. When a goal card refers to the "highest" or lowest," if two or more cards are tied for that value, none of them score.

The player with the highest final score is the winner!

- If there is a tie, the tied player with the most gear tokens wins.

- If the tie persists, the tied players share the victory.

# Solitary Mode

Can you beat Glavrun at her own game? She starts with some extra gears in reserve, so you'll have to be particularly savvy.

## Game Setup

Follow the setup for a two-player game, with these exceptions:

- Choose a difficulty level: EASY, MEDIUM, or HARD.
- Deal 18 cards to create Glavrun's deck (instead of 10).
- Deal two faction cards to Glavrun (instead of one) and place the two matching faction markers on them.
- Give 10 gear tokens to Glavrun.
- Do not use the first player marker.

## How to Play

Follow the rules for a two-player game, with these exceptions:

**1. SCHEME PHASE**
At the start of this phase, reveal a card from Glavrun's deck. Examine its block icon and assign it to the block accordingly (I, II, III = left, middle, right). Mark it with one of Glavrun's faction markers.

After Glavrun plays her first card, the player then places a bid on any card in the block, as in the multiplayer game.

Finally, reveal a second card from Glavrun's deck. Examine its block icon, assign it accordingly, and mark it with Glavrun's other faction marker.

- If Glavrun's second card would underbid her first card, instead assign it to the next card in the block (I → II → III → I).
- If Glavrun's second card underbids the player's card, add a gear token from the supply to the player's card.

Glavrun never takes warden actions.

**2. VAULT PHASE**
When Glavrun takes a card from the block, instead of adding it to a vault, she puts it in a face-up discard pile next to her deck. Any gear tokens on cards that she takes are kept with her discard pile.

**3. WARDEN PHASE**
The player always gets to decide whether the warden card is swapped with one of the three cards in the block.

# Final Scoring

The player's final score is calculated exactly as in the multiplayer game. Glavrun's final score, however, is calculated by scoring gears based on the contents of her discard pile.

- **Gear Tokens:** Glavrun scores **one gear** per gear token.

- **Faction Icons:** Glavrun scores gears, based on the chosen difficulty level, for each faction icon that matches either of her faction cards.
  - EASY: **two gears** per matching faction icon
  - MEDIUM: **three gears** per matching faction icon
  - HARD: **four gears** per matching faction icon

- **Suit Icons:** Glavrun scores **one gear** for each suit icon that matches either of the chosen suit goal cards.

*Glavrun does not score for tier icons or goal cards.*

If the player has a higher final score than Glavrun, the player wins! Otherwise, the player loses to Glavrun (try again).

# Credits

**Game Designers:** Keith Matejka and Eric Schlautman
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**Special Thanks:** The publisher would like to thank Eduardo Baraf, Scott Bogen, Liesbeth Bos, Mike Butz, Alara Cameron, Dan Cunningham, Kirk Dennison, Aarin Duwe, Marc English, Steve Esser, Jeff Gum, Dan Harwood, Kattherine Hausrath, Andrea Keller, Kane Klenko, Tim Last, Sen-Foong Lim, Claire Matejka, Tim Mattes, Zachary Molchany, Joshua Norris, Heather Parks, Anthony Rando, James Ryan, Jonah Ryan, Nathan Schieve, Jessica Souder, Eric Tague, Tim Virnig, Jenna Willi, Jordan Willi, and Mitch Zuleger.

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