

Loot N' Shoot

Overview

Send your Goblins into the ruins and to grab the most loot while avoiding the other players shots. It will take keen shooting, tactical placement and clever use of the goblin powers to survive the hail of (rubber band) fire and make off with the most loot.

Components

- **4** Rubber Band Pistols
- **4** Safety Masks
- **4** Player Mats (a.k.a. Hideouts)
- **4** Goblin Teams (6 Goblins each)
- **1** Game Board
- **4** Walls (to place around the Game Board)
- **60** Loot Cards
- **4** Dice
- **1** 1st Player Marker
- Rubber Bands

Practice

All players should put on their Safety Masks and take a few minutes practicing loading and shooting with the Rubber Band Pistols.

Setup

1. Place the Game Board in the center of the table and attached the 4 Walls. This is called the ruins.
2. Each player takes a Player Mat (a.k.a. your Hideout), a Goblin Team, a die, a Rubber Band Pistol, a Safety Mask, and 3 Rubber Bands.
3. Each player then places two Goblins from their team on any space in the ruins.
4. Each player rolls a die to see who goes first. The player who rolled the highest number gets the 1st Player Marker.

Gameplay

During Your Turn

1. **Pick up Loot:** Take one of your goblins in the ruins and return them to your lair. Follow the space rules when taking loot cards.
2. **Take 2 actions:** You may either Heal a Goblin, take ammo, or perform an action from one of your Goblins on the Game Board.
3. **Place a Goblin(s):** Place 1-2 healthy goblins from your lair into the ruins.
4. **Shoot:** Take a shoot at the enemy goblins in the ruins. Any wounded goblins return to the lair laying down, except for Brutin'. Brutin is always standing. Gain one ammo if you knock down any amount of goblins, even your own. (You cannot intentionally target your own goblins, but friendly fire does happen).

The Ruins

There are three zones in the ruins players must pay attention to.

The center of the ruins is where most of the loot is at. Any goblin looting from the center square takes 2 loot cards back to the lair.

The inner ring of the ruins is still a great place to get loot. Any goblin looting from the inner ring takes 1 loot card back to the lair.

Outside the walls is typically a safe place to loot but there is a catch. Other goblins get to choose what loot you can bring back to your lair. The player to the left draws 2 loot cards and gives one to the active player then places the other loot on the top of the loot deck.

Loot Cards

Regular Loot: This is simply bland old treasure. If your loot simply has a number on it, then place it face up in your horde. Goblins like to show off their treasure.

Mischief Loot: You have found some enchanted loot. These loot have special abilities you can play on other players, mostly during their shoot phase.

Boobytrapped Loot: The most valuable of all loot has been boobytrapped. If a goblin reveals a boobytrapped loot card they must roll a 5+ in order to keep the loot. The Lootin' goblins can easily disarm the boobytraps with ease and are immune to boobytraps.

Game End

At the end of the fourth round there is 'The Big Fight.' All unwounded goblins return to their lair, Grab their crossbows and come out shooting. Place all of your unwounded goblins in front of your lair. The First player calls draw and all the players begin firing. Once you've run out of ammo (or all your goblins are wounded) raise up your hands. Everyone else must then stop shooting and also raise up their hands. The person with the

most goblins left unwounded wins 5 points, and all players get 2 additional points for all goblins still standing.

There can never be a tie in the final shoot out. If there is a tie for first place, all players in the tie gain one ammo and take a shot following the Big Fight rules. This continues until there is only 1 person with the most goblins.

F.A.Q.

What if my gun misfires? All other players should point and laugh or make a snide comment. In short, reload and retake the shot. In the Big Fight at the it counts and you are not allowed to reload and try again. You have played for 4 rounds now you should know how to load and shoot your gun already.

What if my goblin gets hit but not knocked down? If your goblin is leaning and not fully fallen over, the plastic base must have at least 2 corners touching the floor to be considered in the fight still.

What if my goblin gets knocked over from another player placing a goblin in the ruins? Tell the clumsy oaf to be careful and stand your goblin back up again as close to the original position as possible.

What if my opponent knocks over a goblin in my Lair? The goblin will stand up looking confused but okay. Goblins are safe in their lair and are not wounded

Do I have to shoot during a gunfight? No I guess, you may take your chances and save your ammo. Why would you? Your goblins can still be shot at. Do you feel lucky?...Well Do Ya?

What if I have no ammo at the end of the game for the Big Fight? No one should shoot an unarmed helpless goblin lair. Gain one ammo if you have none and participate in the final fight.