



RuleBook v.1.0

GAME CARDS

SABOTAGES

They represent the tools and countermeasures each player has at their disposal—either to defend themselves from unwanted gifts or to make life harder for the other players.



INSTANTS:

These can be played at any time during the game, even outside your own turn.



ACTIONS:

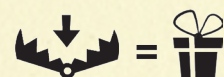
These are used during your **sabotage** turn or as defense when you receive a **gift** or a **trap**.



TRAPS:

These can only be placed during your own sabotage turn.

SYMBOLS:



In the top right corner, you'll find this symbol—it's a reminder that when you place the trap in front of yourself or an opponent, you must draw a **GIFT** and give it to a player without looking at it.



It indicates that the card can be destroyed at any time, but in exchange, you must take 1 **GIFT**. This action can only be done with your own traps.

When the **SABOTAGE** deck runs out, shuffle its discard pile and use it to rebuild the **sabotage** deck.

GIFTS

Christmas gifts are drawn or exchanged during the game.



An ingredient for the **Enema of Malice**.



An ingredient for the **Enema of Malice**.



INSTANT cards have an effect that applies as soon as they're revealed, in addition it serves as an ingredient for the **Enema of Malice**.

If you still have your wickedness, you cannot look at the gifts you receive or give.

If you've become a **half-elf**, you're allowed to peek at them (that is, look at them without showing anyone else).

Gifts can be destroyed using **ACTION – DESTROY** cards: in that case, they are not placed in the discard pile, but instead placed face down on top of the gift deck, without being revealed.

Gifts are opened (turned face up and revealed) at the end of each Event. Each player, in turn, opens all their gifts **one at a time**: if the gift has an Instant effect, resolve it immediately.

If the opened gift is the **ABSORB MALICE**, the player must flip their **Goblin Malice** card to the **Enema Of Malice** side.

At that point, all **gift** cards (distributed **gifts**, discarded **gifts**, **gifts** used for other players' purges, and the gift deck) are gathered, shuffled, and the **gift** deck is reset.

Once opened, **gifts** go into the gift discard pile, unless they are used as ingredients for the **Enema of Malice**—in that case, they are placed under the **Enema** card.



EVENTS



They are the chimes before midnight: one is drawn at the start of each game turn and it brings **gifts**, from which goblins can defend themselves using **Action** or **Instant** cards.

At the end of the **Event**, in turn order, each player begins opening their **gifts**.

When all **Event** cards have been played, the game ends — and whoever no longer has their wickedness loses.

GOBLIN MALICE/ ENEMA OF MALICE



At the start of the game, each player receives one of these cards, which represents their **Goblin Malice**. On the back, it shows the recipe to brew the **Enema Of Malice**, the legendary mixture capable of restoring lost wickedness by stealing it from another goblin.



A player who has lost their wickedness can keep gifts needed to prepare the **Enema of Malice**. These gifts are stored under the **Enema of Malice** card, with one gift per ingredient slot. If a player collects three gifts with three different symbols, they can steal **Goblin Malice** from another goblin and flip their own card back to the **Malice** side.

The unfortunate goblin who lost their **Malice** must then flip their own card to the **Enema Recipe** side.

The **gifts** used for the recipe are discarded into the **gift discard pile**, and the gift-opening round continues as usual.

GAME RULES

Setup:

- Keep the **SABOTAGE**, **EVENT**, and **GIFT** decks separate and shuffle them; place them in the center of the game table, always keeping the cards face down;
- Give each player a **Goblin Malice/Enema Of Malice** card, to be placed in front of them with the **Goblin Malice** side facing up, showing everyone they are a truly evil goblin;
- Decide who will go first (usually the most overbearing player); the rest will take turns in clockwise order.

Game Turn:

1) Drawing EVENT and SABOTAGE cards

At the start of each turn, the first player draws one **EVENT** card without looking at it and places it face down in front of them. Starting with the player who drew the event and proceeding clockwise, each player draws from the **SABOTAGE** deck until they have a maximum of three cards in hand.

Exceptions:

- If a player already has three or more cards in hand, they may not draw more;
- If a player has **TRAP** cards in front of them that reduce the number of cards they can draw.

2) Sabotage Phase

Starting with the first player and proceeding clockwise, each player may play as many **SABOTAGE** cards as they like from their hand. They can:

- Place **TRAP CARDS** in front of other players or themselves: for each trap placed, draw one **GIFT CARD** and give it to any player without revealing it (peeking is only allowed for those who are half-elf or use the “Curious Snail” card);
- Use **ACTION** cards to destroy, steal, or move traps, gifts, or cards already played or from other players’ hands, following the instructions on the card.
 - **Stealing** only works on opponents’ cards: if a **trap** is stolen, it goes into your hand; if a **gift** is stolen, it can either be given immediately to another player or kept without looking at it.
 - **ACTION** cards can also be used defensively during the event phase.
 - Any destroyed **gift** must be placed face down on top of the **gift deck** without being revealed;

- Play **INSTANT** cards, even outside their own turn, with immediate effects.

All used **SABOTAGE** cards are discarded, forming a discard pile. When the **SABOTAGE** deck runs out, shuffle the discard pile to refresh the deck.

Players affected by a sabotage may defend themselves with **SHIELD** cards from their hand, even outside their own **sabotage** turn.

3) End-of-turn Event and Opening of Gifts

After all players have completed their sabotage turns, the player who drew the **EVENT** card reveals it and reads it aloud. Its effects must be resolved.

During this phase, each player may defend themselves against the event’s effects or actions from other players by using one or more **ACTION** or **INSTANT SABOTAGE** cards (no **TRAPS** allowed). After the event is resolved, players open their **gifts**.

If a **gift** has an **instant effect** (indicated by a lightning symbol), that effect must be resolved immediately. Any destroyed **GIFT** should be placed face down on top of the **gift deck**.

If a player finds the **ABSORB MALICE**, they immediately lose all their wickedness and become a half-elf. They must:

- Flip their **Goblin Malice** card to the **Enema Of Malice** side, showing the recipe;
- All **GIFTS** in play are sucked up, gathered, shuffled, and returned to the **GIFT** deck, including the **ABSORB MALICE** card.

All opened **gifts** go into the gift discard pile, except those used as ingredients for the purge—they are placed under the purge card.

At the end of the phase, discard the **Event** card. The next player begins their draw phase, following the initial play order.

End of the Game

The game ends when all **EVENT** cards have been played and midnight has come.

Anyone who has become a half-elf will be doomed to spend the rest of their miserable life as a cheerful elf, helping Santa Claus.



GOBLIN CODEX

(Very useful when you find yourself with mismatched socks and remember important things):



The trap takes effect before the Gifts are opened!!
If the number of gifts is odd, round up, for example: if you have 5 gifts you can give away 3, if you have 1 gift you give away 1 gift... etc



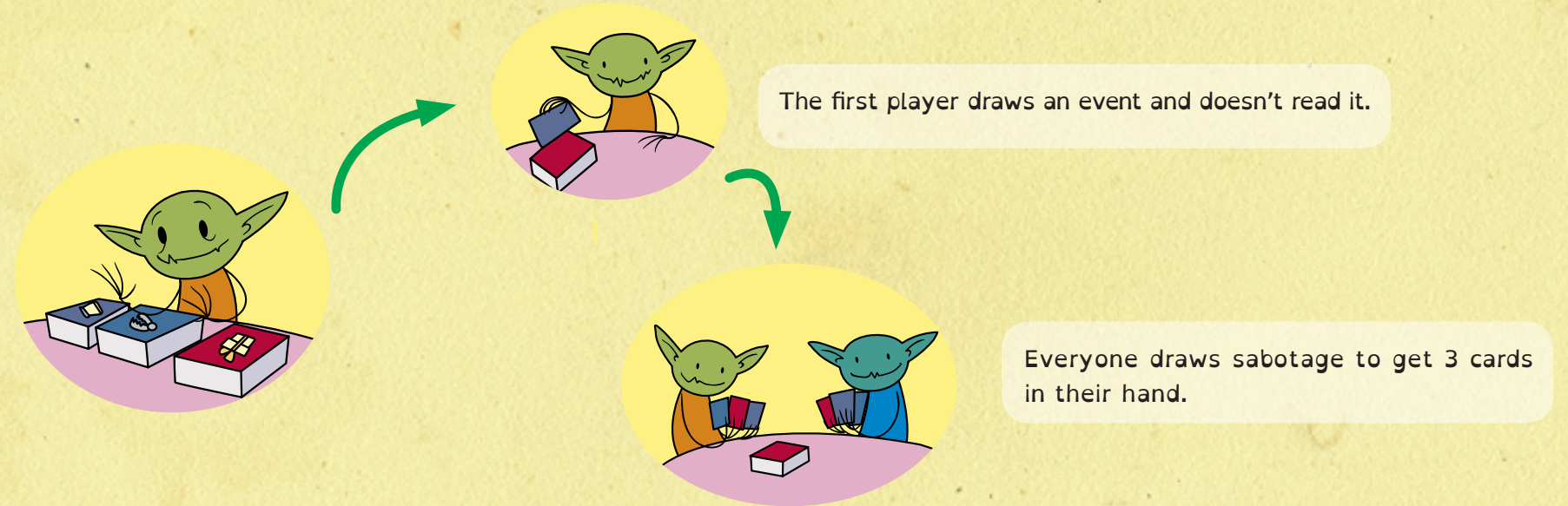
This card effects apply after opening gifts!
The card doesn't affect gifts received from the sinister reflection.



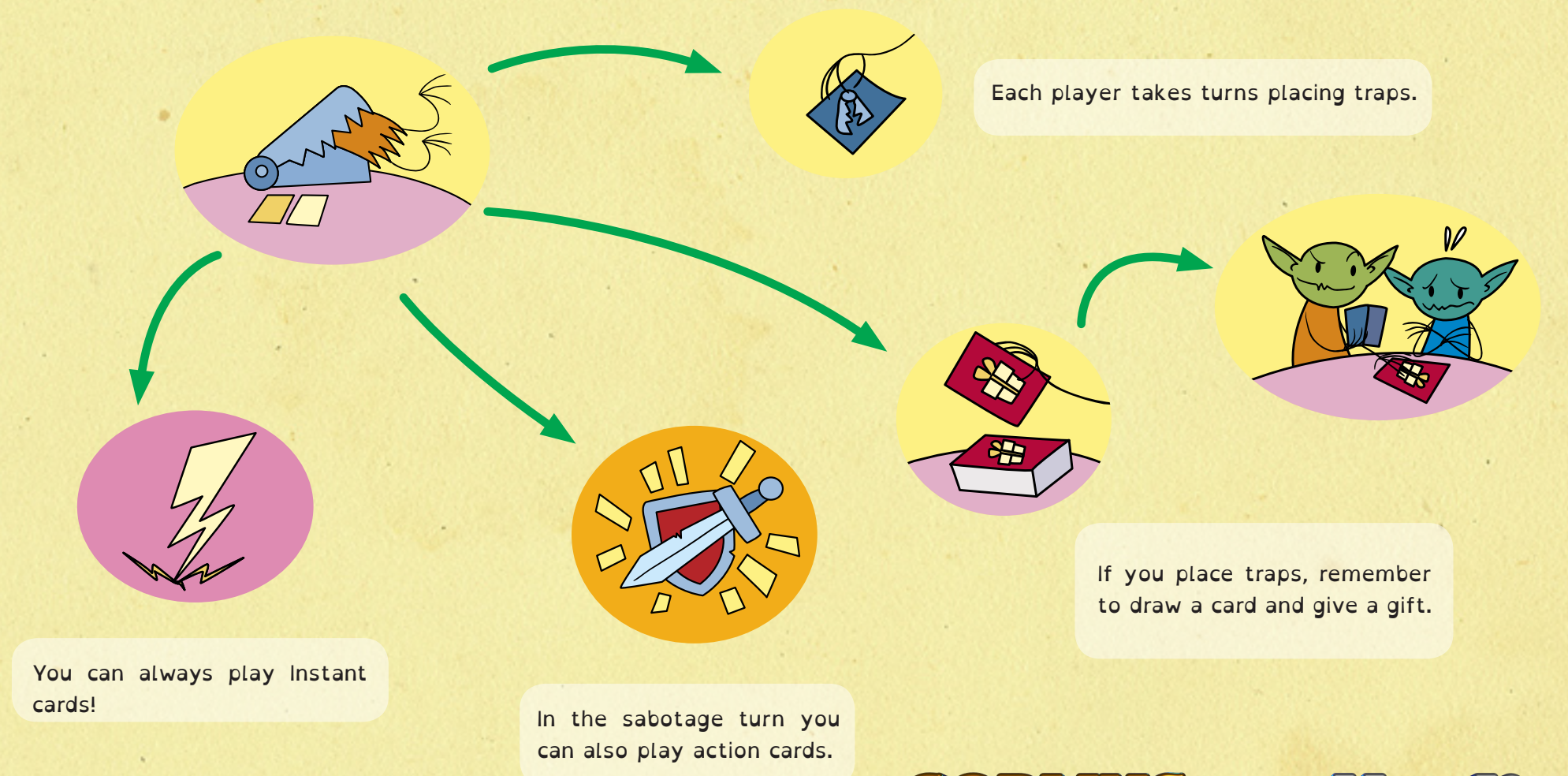
These cards can be destroyed by drawing a gift each!
If you don't want to waste an action/destroy card, you can discard it to draw a gift.



1 - DRAW PHASE

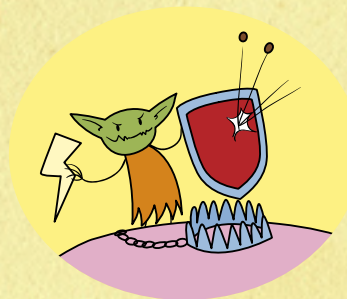
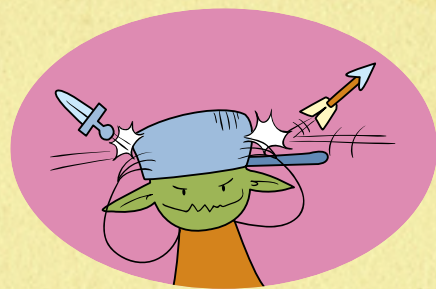


2 - SABOTAGE PHASE



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3 - DEFENCE



If you are the target of traps or gifts you can defend yourself with action or instant cards.

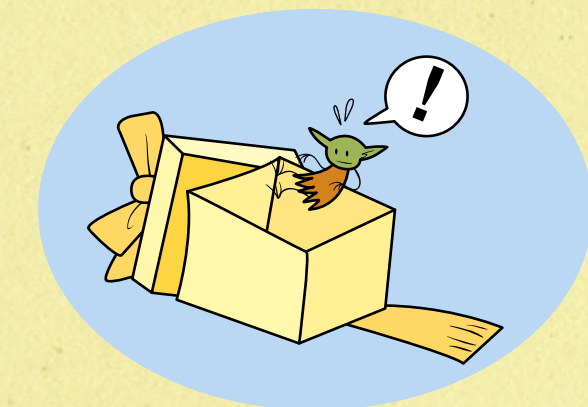
4 - EVENTS PHASE



Discover the event.

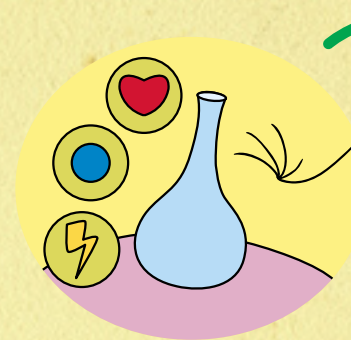


Avoid gifts with cards in your hands.

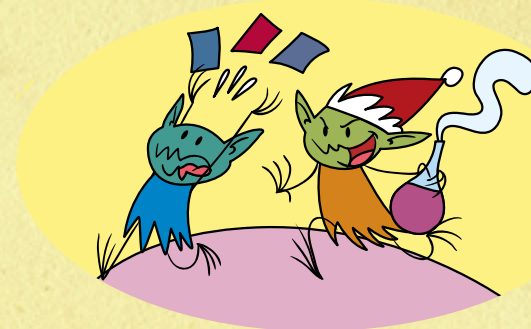


Open the gifts in sequence that you have left and hope you don't lose the wickedness, follow the text of the instant gifts with the lightning.

5 - COMPLETE THE ENEMA

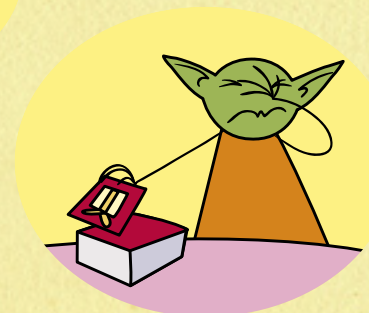
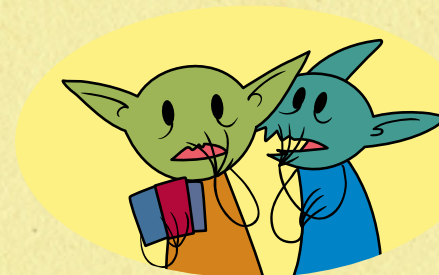


You lost the wickedness, keep one gift of each type under the potion with the symbol you need.

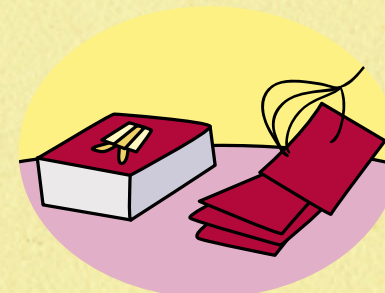


You have 3 gifts with the three good symbols. Steal the wickedness from whoever you want.

6 - TIPS



Destroyed gifts must be returned to the draw pile without being seen.



Opened gifts go in the discard pile.

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