

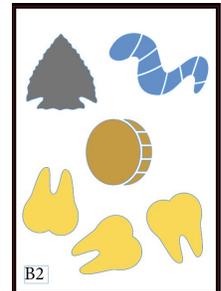
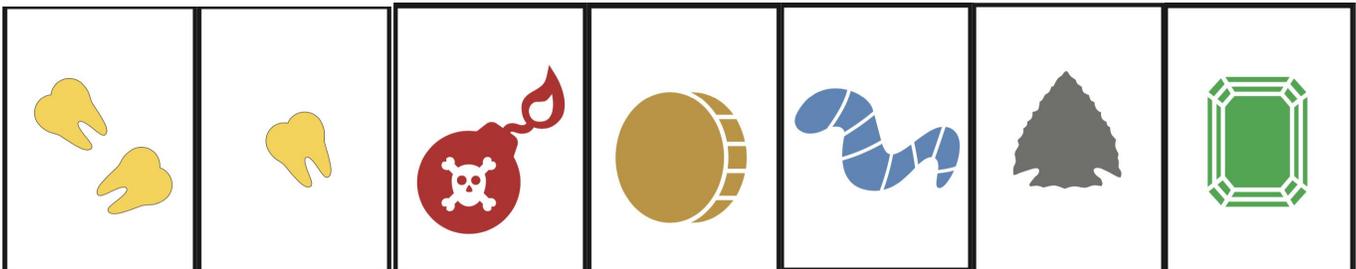
## Assembly Instructions

You will need to provide 3 dice per player (all of a player's dice should be the same color, and each player needs a different color).

You will also need a starting player token of some kind. Ideally, a tooth from a real-life goblin. If you can't find one, a dwarf, gnome, imp, or kobold will do.

There are a few different types of cards in the game:

ITEM cards - these look like this:



CHEAT cards - these look like this ^

OFFERING cards - these look like this ^

Lastly, the 6-ITEM OFFERING card, the Altar, and reference cards. These look like this:



In the final game, these will be two mats, which you place at opposite ends of the table.

If possible, sleeve the CHEAT and ITEM cards (or print them on something thick so you can't tell what they are from the back). If you can't, just pretend you can't see through the cards while playing. All CHEAT and ITEM cards should have the same back; you hold them together in your hand while playing, and it shouldn't be obvious how many you have of each.

That's it! You should now be ready to play. :)

## Goblin Teeth

A 20-minute dice bidding game for 2-5 players  
by Frank Tedeschi

*In deep dark we live. It cold, it damp, but home to fancy emerald, yummy worms, and other lovely shiny bits. Big Boss say first goblin who collect set of shiny bits is BEST goblin. All goblin want help Big Boss. Me know goblin secret though. Best goblin always get what Big Boss want, because best goblin always cheat!*

### Objective:

Be the first goblin to collect a specific combination of items.

### Components:

- 31 Item cards
- 30 Cheat cards (21 Action, 9 Ongoing)
- 1 Altar card
- 10 Offering cards (5 A, 5 B)
- 15 dice (3 in each of 5 colors)
- First player token
- 1 6-Item Offering Card

### Setup:

- 1) Separate the Item and Cheat cards into 2 separate decks. Shuffle each deck, and place them face-down at opposite ends of the table.
- 2) Place the 6-Item Offering card beside the Item deck. To its right, place an A card. Beside that, place a B card. Return all other Offering cards to the box; they will not be used this game.
- 3) Place the Altar card beside the Cheat deck.
- 4) Each player chooses a color and rolls the 3 dice of that color. This will be your roll for the first round.
- 5) Each player draws 1 Cheat card into their hand and takes a reference card.
- 6) The player with the highest sum of dice goes first and takes the first player token. In the case of a tie, the tallest player goes first.

Setup for a  
2-player game



## Gameplay

### Overview:

**Goblin Teeth** is played over a series of rounds. Each round, players bid on Items with dice, using Cheat cards from their hand to gain advantages and confound the other players. The round ends when all players have placed all of their dice, and each Item is awarded to the player who bid the most for it.

If, at the end of a round, a player has acquired all of the Items to complete any one of the 3 Offering cards (6-Item, A, or B), the game ends and they win!

? on an Offering card can be fulfilled by *any* Item. ?? must be any 2 Items of the same type.

### Starting a New Round

At the start of each round, deal 1 item from the top of the deck face-down in the center of the table to start the Pot. Then, reveal Items from the top of the deck and place them face-up in a row next to the hidden Item, until the number of cards in the Pot (including the hidden Item) is equal to the number of players.

All players then roll all 3 of their dice. The result is what they have available to bid for the round.

If a player rolls 3 dice with the same value, they must reroll 1 of them until it has a different value.

### Taking Turns:

Players take turns in clockwise order, beginning with the first player. On your turn:

- You **MAY** play any number of Cheat cards from your hand; then
- You **MUST** place 1 of your remaining dice on an Item in the Pot, or on the Altar.

If a player doesn't have any dice, skip their turn. They cannot play Cheat cards.

### Playing Cheat cards:

You may play any number of Cheat cards on your turn, but only before you place a die.

Resolve each Cheat card fully before playing the next one. You must complete as much of the card's text as you are able to.

**Action Cheat** cards are played, then discarded face-up next to the Cheat deck.

**Ongoing Cheat** cards may be placed in front of any player (including yourself). "You" on

Ongoing cards always refers to the player the card is in front of. Ongoing cards remain in effect as long as they are in front of a player.

### Placing a Die:

You may either place a die as a bid on an Item in the Pot, or place it on the Altar.

**Bidding on Items:**

You may place a die to make a new bid on an item, or to increase your current bid. The sum of all of your dice on an Item is your total bid for that Item.

At the end of the round, the player with the highest bid on an Item takes it into their hand. All players get all of their dice back, including dice on the altar.

You may bid on any Item as long as your bid obeys the following rules:

- 1) You may NOT place a die on an Item if your total bid would be more than 10. (*Goblins can't count that high!*)
- 2) You may NOT place a die on an Item if it would cause a tie with another player. (*Goblins hate ties. They never wear them.*)

*For example: Shirley and Henry are bidding for a Goblin Tooth. Shirley currently has a 3 and a 4 on the Tooth, for a total bid of 7. Henry has a 5 on the Tooth, and it is his turn to bid.*

*Henry cannot place a 6 (because that would give a total of 11 and break his feeble Goblin brain), or a 2 (because that would give a total of 7 and tie him with Shirley). He can safely bid a 5, 4, 3, or 1 - a bid of 1 is still legal, even though it wouldn't give him the highest bid. He may be setting himself up for next round!*

*Luckily Henry has a 3, which he decides to place to give himself a total of 8. His bid now beats Shirley's. If he still has the highest bid at the end of the round, he will take the Goblin Tooth!*

**The Hidden Item:**

Players bid on the face-down Item the same way as other Items in the Pot. However, the player who takes the hidden Item also gets the first player token for the next round. You do **not** have to reveal the face-down item to other players when you take it.

Bidding rules apply to Cheat cards as well. If playing a Cheat card would result in a bid of more than 10 or cause a tie, you can't play it!

Some Cheat cards tell you to reroll a die you've already placed:

- If rerolling causes a tie, reroll again until you're no longer tied.
- If rerolling gives you a bid of more than 10, set the die so that your bid is 10. If this would cause a tie, instead set it to the highest number below 10 that won't cause a tie.

**Altar:**

You may always choose to place your die on the Altar, regardless of its value or how many other dice are there. You will get it back at the start of the next round.

When you do, you may take ONE of the following Altar actions:

- Draw a Cheat card. There is no limit to the number of Cheat cards you can hold in your tiny goblin hands. If the Cheat deck is empty, shuffle the discard pile to form a new deck.

-OR-

- Discard all Ongoing Cheat cards in front of a player. This may be any player, including yourself. Place the discarded cards in the Cheat discard pile.

### **End of Round**

When the last die is placed, the round immediately ends. Each Item in the Pot is awarded to the highest bidder. They take them into their hand, where they will hide among the Cheat cards. If any player has all of the Items on an Offering card, the game ends and they win!

If no one has won, all players take back their dice and reset for the next round:

The player who took the face-down Item gets the first player token.

If an Item in the Pot had no bids, shuffle it back into the deck.

If the face-down Item had no bids, the current first player keeps the token.

If a player didn't take any Items, they draw a Cheat card.

Then start the next round!

### **Winning the Game**

The game ends as soon as a player has a complete set of Items shown on a single Offering card. If more than one player completes an Offering at the same time, ties are broken based on which Offering was completed, from left to right (i.e. completing the 6-Item Offering beats an A Offering, which beats a B Offering). If an Offering requires a specific number of teeth, **each tooth** on a card is counted separately.

If there is still a tie, the player with the most Goblin Teeth is the winner.

If there is still a tie, the ugliest player wins.

### **Variant**

#### **Advanced Play**

If playing with experienced players, instead of placing Offering cards beside the 6-Item Offering card, deal each player 1 A Offering and 1 B Offering at the start of the round. Each player places their 2 Offerings in front of them.

Players can win by completing the Offering printed on the mat, or either of the Offering cards in front of them.

In the event of a tie, the 6-Item Offering beats an A Offering, which beats a B Offering.

HOW ME PLAY AGAIN?

# GOBLIN-Y RULES

EACH TURN, PLAY ANY NUMBER OF CHEAT CARDS BEFORE YOU PLAY A DIE.

WHEN ALL PLAYERS HAVE PLAYED ALL DICE, THE ROUND IS IMMEDIATELY OVER. IF YOU DID NOT WIN AN ITEM, DRAW A CHEAT CARD

WHEN BIDDING:

- 1) THE SUM OF YOUR DICE CANNOT CAUSE A TIE WITH ANY OTHER PLAYER
- 2) THE SUM OF YOUR DICE CANNOT EXCEED 10

HOW ME PLAY AGAIN?

# GOBLIN-Y RULES

EACH TURN, PLAY ANY NUMBER OF CHEAT CARDS BEFORE YOU PLAY A DIE.

WHEN ALL PLAYERS HAVE PLAYED ALL DICE, THE ROUND IS IMMEDIATELY OVER. IF YOU DID NOT WIN AN ITEM, DRAW A CHEAT CARD

WHEN BIDDING:

- 1) THE SUM OF YOUR DICE CANNOT CAUSE A TIE WITH ANY OTHER PLAYER
- 2) THE SUM OF YOUR DICE CANNOT EXCEED 10

HOW ME PLAY AGAIN?

# GOBLIN-Y RULES

EACH TURN, PLAY ANY NUMBER OF CHEAT CARDS BEFORE YOU PLAY A DIE.

WHEN ALL PLAYERS HAVE PLAYED ALL DICE, THE ROUND IS IMMEDIATELY OVER. IF YOU DID NOT WIN AN ITEM, DRAW A CHEAT CARD

WHEN BIDDING:

- 1) THE SUM OF YOUR DICE CANNOT CAUSE A TIE WITH ANY OTHER PLAYER
- 2) THE SUM OF YOUR DICE CANNOT EXCEED 10

HOW ME PLAY AGAIN?

# GOBLIN-Y RULES

EACH TURN, PLAY ANY NUMBER OF CHEAT CARDS BEFORE YOU PLAY A DIE.

WHEN ALL PLAYERS HAVE PLAYED ALL DICE, THE ROUND IS IMMEDIATELY OVER. IF YOU DID NOT WIN AN ITEM, DRAW A CHEAT CARD

WHEN BIDDING:

- 1) THE SUM OF YOUR DICE CANNOT CAUSE A TIE WITH ANY OTHER PLAYER
- 2) THE SUM OF YOUR DICE CANNOT EXCEED 10

HOW ME PLAY AGAIN?

# GOBLIN-Y RULES

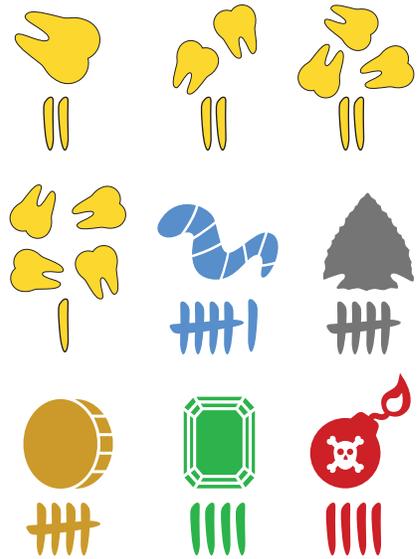
EACH TURN, PLAY ANY NUMBER OF CHEAT CARDS BEFORE YOU PLAY A DIE.

WHEN ALL PLAYERS HAVE PLAYED ALL DICE, THE ROUND IS IMMEDIATELY OVER. IF YOU DID NOT WIN AN ITEM, DRAW A CHEAT CARD

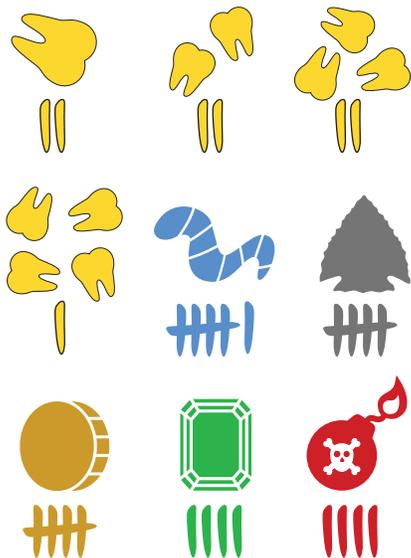
WHEN BIDDING:

- 1) THE SUM OF YOUR DICE CANNOT CAUSE A TIE WITH ANY OTHER PLAYER
- 2) THE SUM OF YOUR DICE CANNOT EXCEED 10

HOW MANY EACH SHINY?



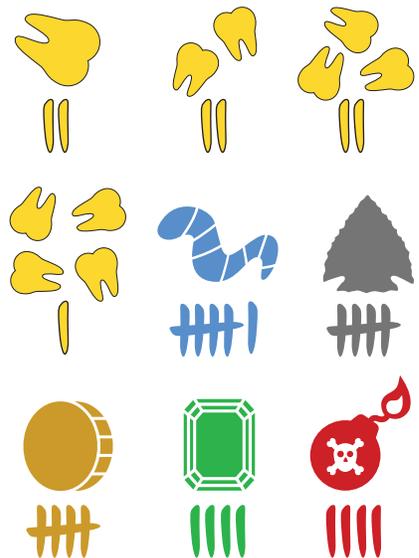
HOW MANY EACH SHINY?

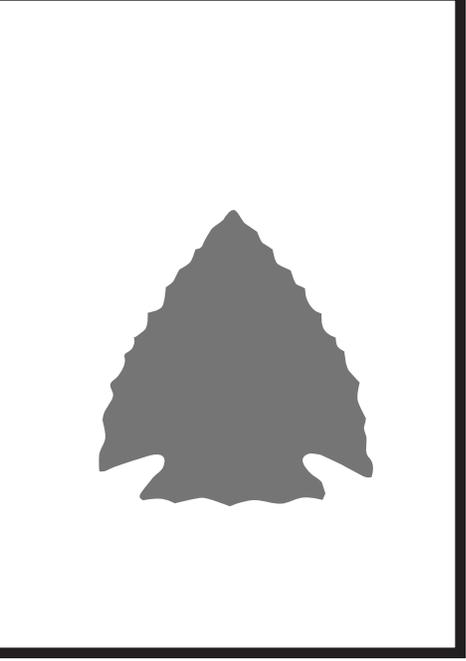
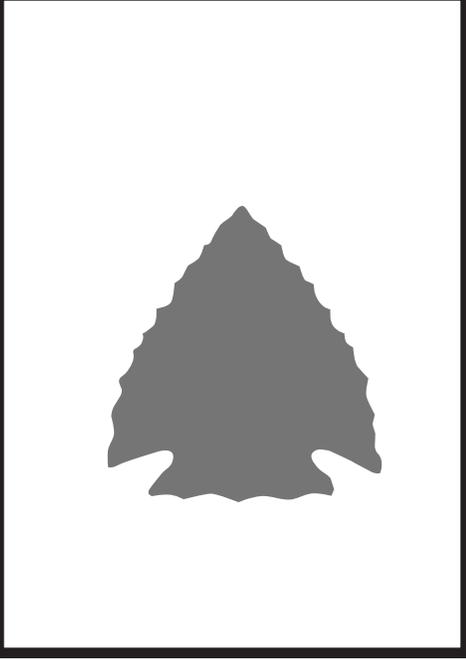
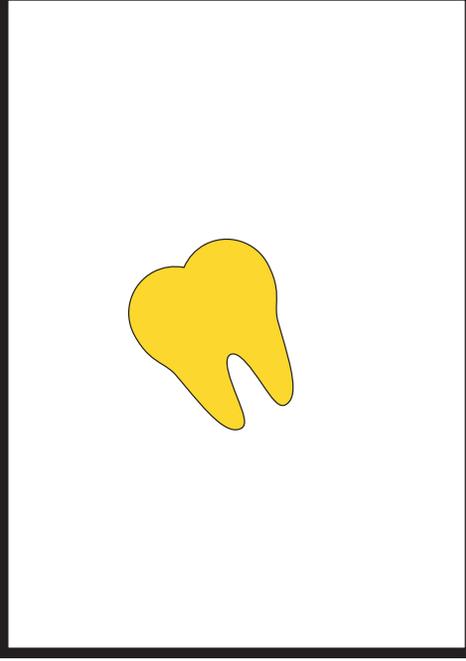
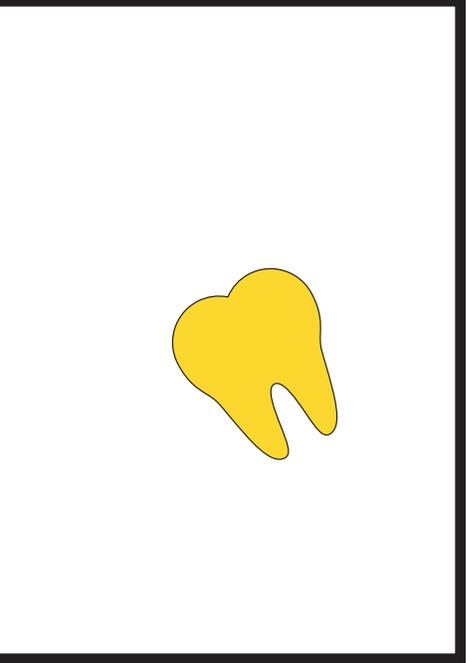
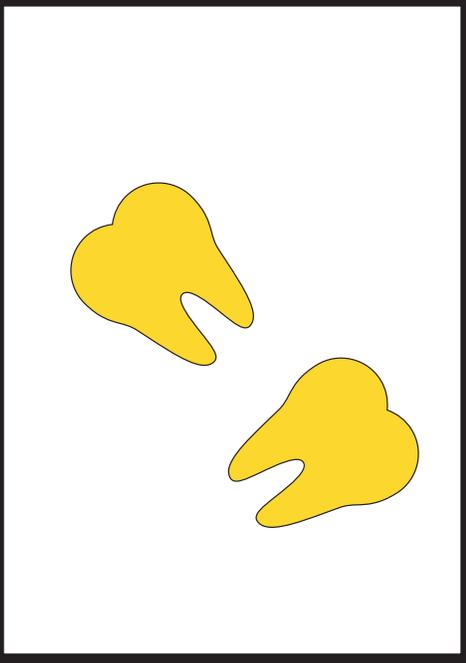
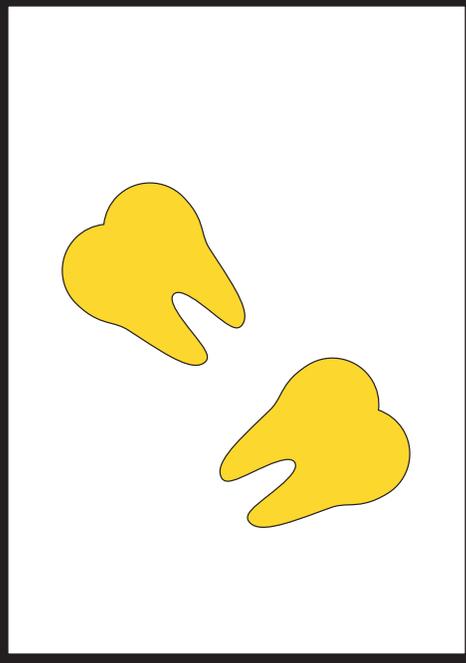
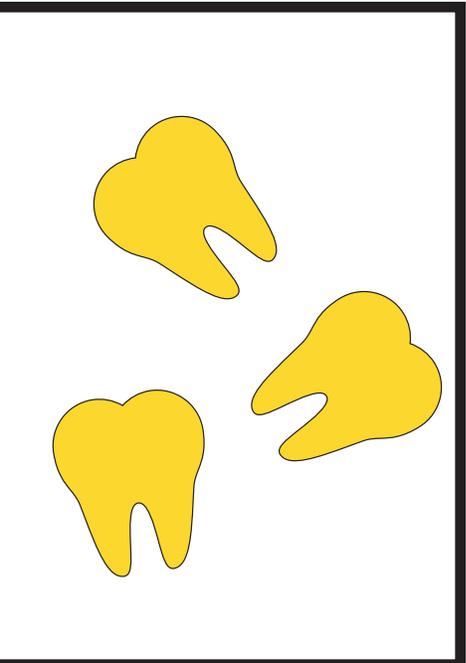
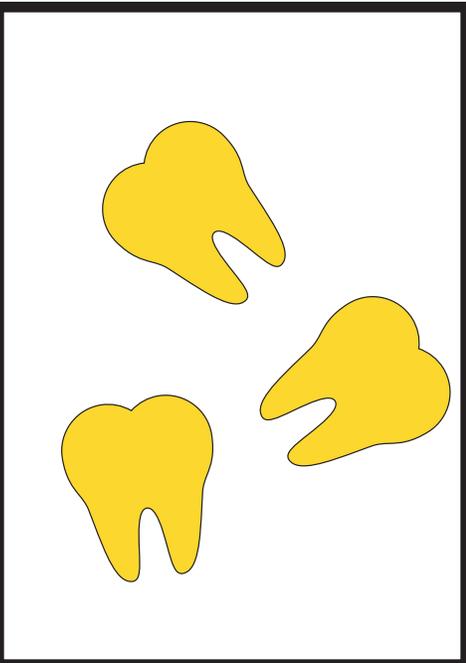
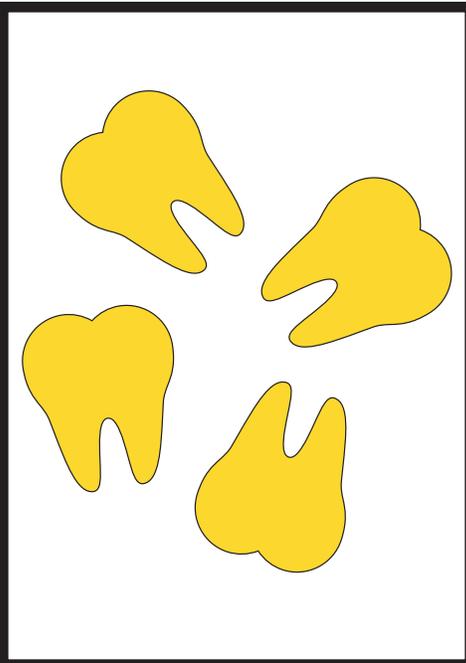


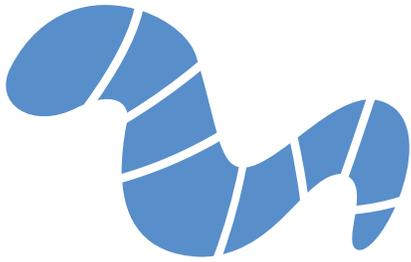
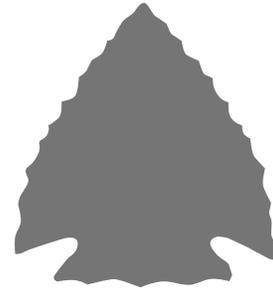
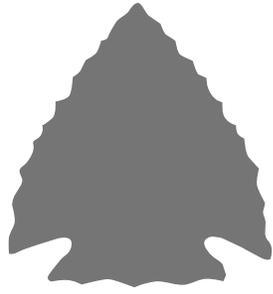
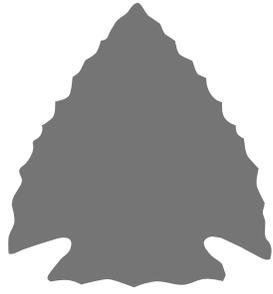
HOW MANY EACH SHINY?

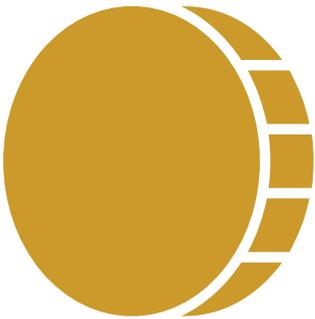
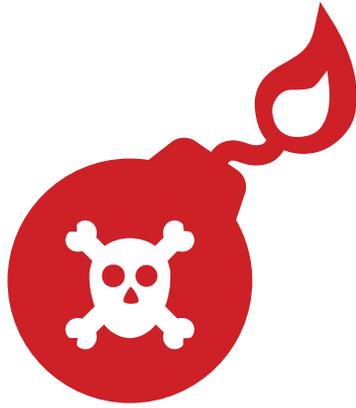


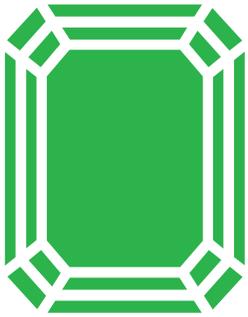
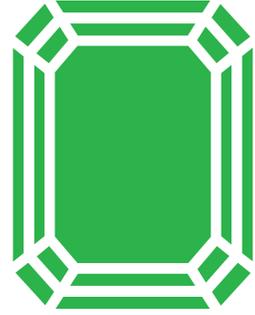
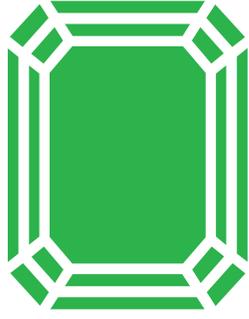
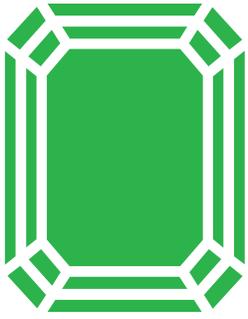
HOW MANY EACH SHINY?



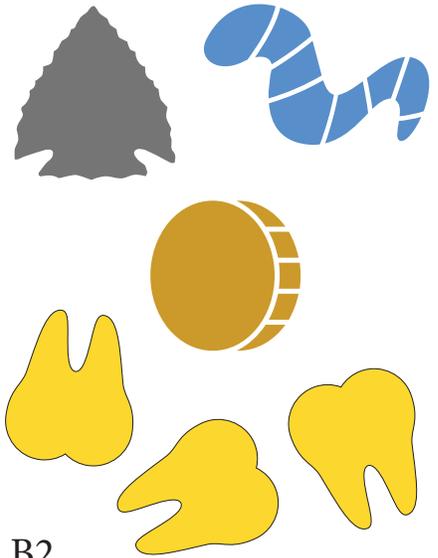
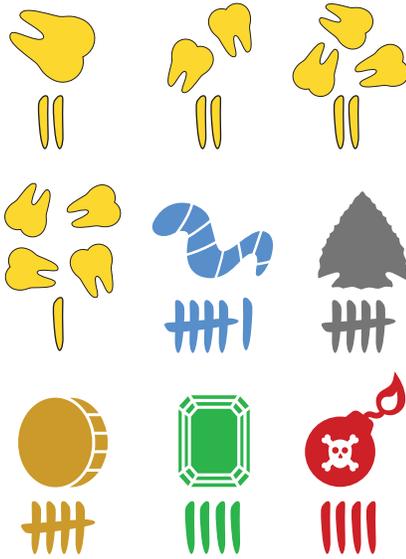




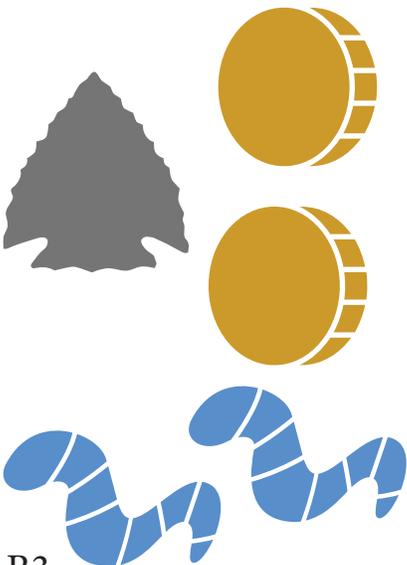




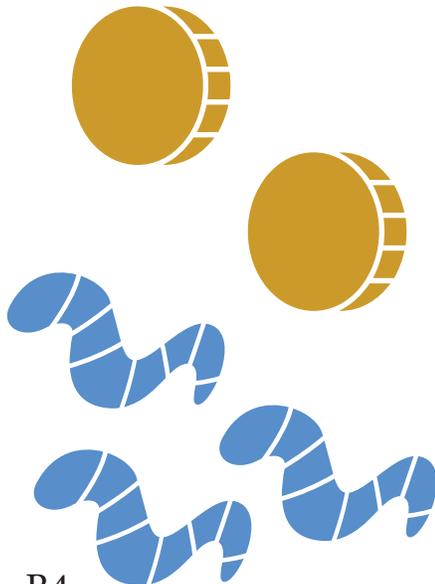
HOW MANY EACH SHINY?



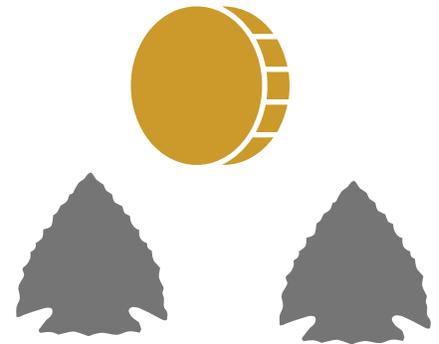
B2



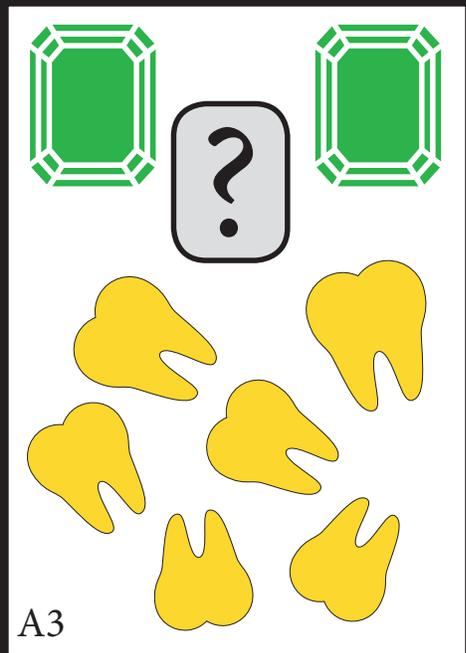
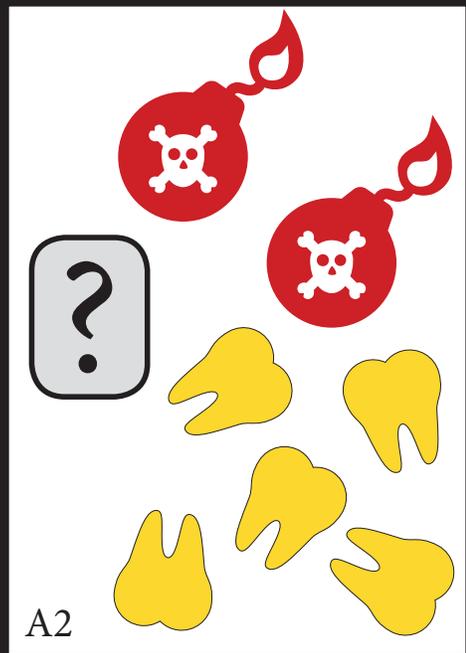
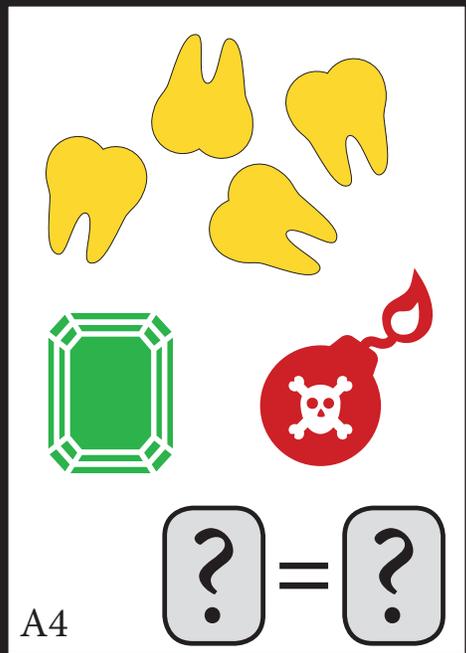
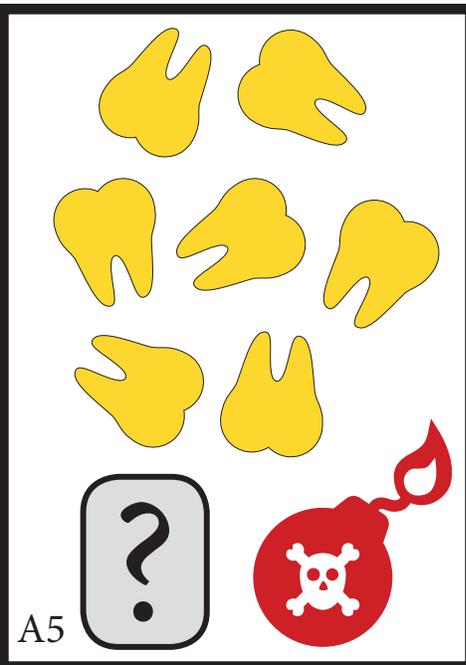
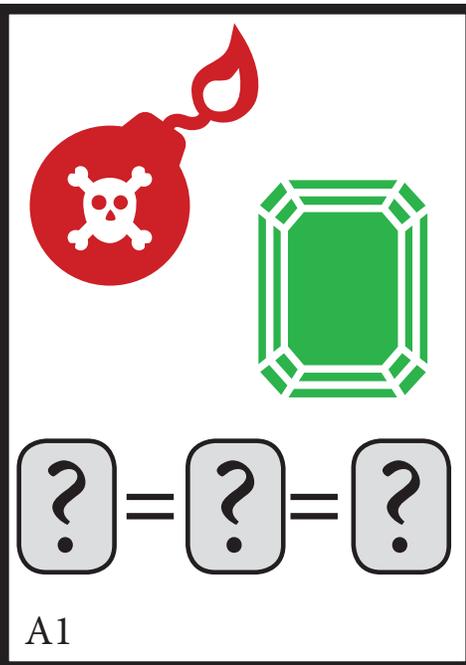
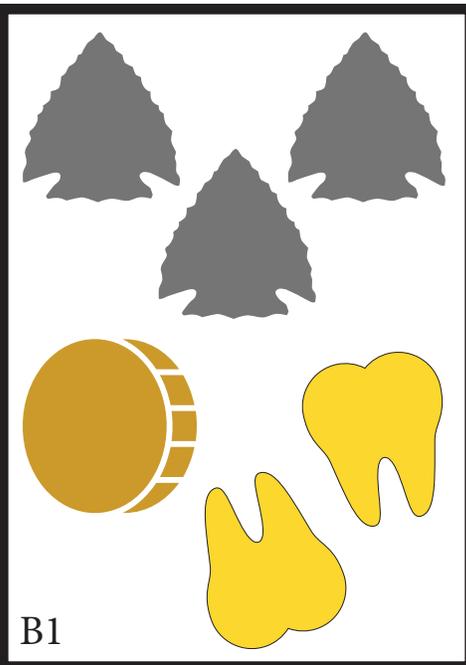
B3



B4



B5



THE ALTAR  
 DRAW A CHEAT CARD  
 OR  
 DISCARD ALL ONGOING CARDS  
 IN FRONT OF ANY PLAYER

ACTION  
BORROW

RAISE ANY DIE BY 1 PIP.  
THEN, REDUCE ANY DIE BY 1 PIP.

“SKEEMY NEED TO BORROW THIS.  
SKEEMY GOOD FOR IT.”

ACTION  
DISTRACTION

RE-ROLL A DIE BELONGING  
TO ANOTHER PLAYER UNTIL  
IT SHOWS A DIFFERENT NUMBER.

“SOMETIME ME REROLL OTHER GOBLIN DICE.  
BUT FIRST ME SHOUT, ‘OH NO HERE COME BIG BOSS!’  
GET THEM EVERY TIME”

ACTION  
EXCHANGE

DISCARD AN ITEM FROM YOUR  
HAND TO DRAW AN ITEM  
FROM THE DECK.

“THIS CARD BROKEN. KORG JUST TAKE NEW ONE.”

ACTION  
LET ME HELP

MOVE AN UNPLAYED DIE  
BELONGING TO ANOTHER PLAYER  
TO AN ITEM. THAT PLAYER MAY  
THEN DRAW A CHEAT CARD.

“ME KNOW BEST. YOU THANK LATER”

ACTION  
PASS

DRAW A CHEAT CARD. YOU DO NOT  
HAVE TO PLACE A DIE THIS TURN.

“COME BACK LATER. SNOGG THINKING.”

ACTION  
PILFER

DRAW A CHEAT CARD.  
YOU MAY MOVE 1 OF YOUR  
OPPONENT’S ONGOING CARDS  
IN FRONT OF YOU.

“THAT LOOK FUN. MY TURN!”

ACTION  
QUICK FINGERS

DISCARD ANY NUMBER OF CARDS  
FROM YOUR HAND. FOR EACH CARD  
YOU DISCARD, RAISE ANY DIE BY 1  
PIP THEN REDUCE ANY DIE BY 1 PIP.

“MAZGA NEVER CHEAT! YOU HAVE HER CONFUSED  
FOR SISTER, CHEATING FRAZ.”

ACTION  
REFRESH

DISCARD AN ITEM IN THE POT  
WITHOUT ANY DICE ON IT AND  
REPLACE IT WITH THE TOP CARD  
OF THE ITEM DECK.

“WHEN ZIGGY LONGSNOUT NO LIKE CARDS,  
HE FAKE SNEEZE FROM GREAT NOSE.  
THEN WE NEED DRAW FRESH CARDS”

ACTION  
REPOSITION

MOVE ANY DIE FROM AN ITEM  
TO ANOTHER ITEM.

“GO LOOK, GLOB HEAR BIG BOSS!  
GLOB NO TOUCH DICE, PROMISE.”

ACTION  
REVIVIFY

TAKE THE TOP 3 CHEAT CARDS FROM THE CHEAT DISCARD PILE. PLACE 1 ON TOP OF THE CHEAT CARD DECK, GIVE 1 TO THE PLAYER ON YOUR LEFT, AND KEEP THE LAST 1.

“GOBLINS VERY GREEN.  
ONE GOBLIN TRASH IS OTHER GOBLIN TREASURE.”

ACTION  
SECOND CHANCE

RE-ROLL 1 OF YOUR DICE UNTIL IT SHOWS A DIFFERENT NUMBER.

“DID RUBZY ROLL THIS ONE YET?  
BEST ROLL IT TO BE EXTRA SURE”

ACTION  
SHARE THE LOAD

DRAW 3 CHEAT CARDS FROM THE CHEAT DECK. RETURN 1 TO THE TOP OF THE DECK AND GIVE 1 TO THE PLAYER ON YOUR LEFT.

“WHEN ME CHEAT, YOU CHEAT TOO.  
THAT GOBLIN EQUALITY AT BEST.”

ACTION  
SLEIGHT OF HAND

MOVE A DIE FROM THE ALTAR TO AN ITEM.

“GOBLIN HANDS ARE SLIGHTEST HANDS  
OF THEM ALL!”

ACTION  
SNEAK PREVIEW

PLAY A CHEAT CARD.  
THEN, IMMEDIATELY  
RETURN IT TO YOUR HAND.

“TUMM JUST SHOWING WHAT IT LOOK LIKE IF TUMM  
DO THAT. TUMM NOT REALLY DO THAT. NOT YET.”

ACTION  
SNEAKY SNEAKY

PEEK AT THE FACE-DOWN ITEM.  
THEN, SET ANY UNPLAYED DIE  
TO EITHER 3 OR 4.

“MANY THINK TORG NOT SNEAKY.  
THAT HOW YOU KNOW TORG SNEAKIEST OF ALL.”

ACTION  
SWAP

EXCHANGE THE VALUES OF  
ANY 2 UNPLAYED DICE.

“WHEN FLICK ROLL BAD, HE FEEL BAD.  
WHEN FLICK CHANGE TO BETTER NUMBER,  
FLICK FEEL GOOD. FEEL GOOD BETTER FEEL BAD.”

ACTION  
SWITCHEROO

TAKE THE FACE-DOWN ITEM FROM  
THE POT AND REPLACE IT WITH  
AN ITEM FROM YOUR HAND.

“GORNAG HANDS VERY FAST. GORNAG SWITCH CARD,  
HOPE NEW CARD BETTER. SOMETIMES IT NOT.”

ACTION  
TABLE BUMP

CHANGE ALL OF YOUR UNPLAYED  
DICE TO THE NUMBER  
ON THE OPPOSITE SIDE.

“OOPS, DID DROOP DO THAT?”

ACTION

## TOTAL RE-ROLL

REROLL ALL OF  
YOUR UNPLAYED DICE.

“STINKY CHEESE GOOD. STINKY ROLL BAD. FRAZ FIX.”

ACTION

## TRADE PLACES

SWAP ONE OF YOUR PLAYED DICE  
WITH A PLAYED DIE BELONGING  
TO ANOTHER PLAYER.

“YOU WANT THIS ONE. IT SHINY.  
ME TAKE OTHER OFF YOUR HANDS.”

ACTION

## TRANSPOSITION

SWAP ANY 2 OF YOUR PLAYED DICE.

“SLIG GOT CONFUSED. IT DARK IN HERE.”

ONGOING

## BLESSED

ANYTIME YOU ROLL A 1  
YOU MAY REROLL THAT DIE.

“WHEN GOBLIN PRIEST BLESS DICE,  
IT MAKE ME HOLY ROLLER.”

ONGOING

## CLUMSY

WHENEVER YOU PLAY OR MOVE A  
1 OR 2 ONTO AN ITEM, YOU MAY  
REROLL ANY OTHER DIE  
ON THAT ITEM.

“BORGIN IS ALL THUMBS! EVEN TOES ARE THUMBS.”

ONGOING

## CURSED

ANYTIME YOU ROLL A 6 ON ONE OF  
YOUR DICE, RE-ROLL THAT DIE.

“GRUN’S GOBLIN GRANDMA MADE  
GOBLIN GOD MAD. NOW GRUN PAY.”

ONGOING

## FRESH START

AT THE START OF EACH ROUND,  
YOU MAY REROLL ALL 3  
OF YOUR DICE ONCE.

“MUSHY NEED GET LIFE TOGETHER.  
NEED GET ON NEW PATH.  
MUSHY START WITH NEW ROLL.”

ONGOING

## LAWFUL

YOU MAY PLAY A MAXIMUM  
OF 1 CHEAT CARD ON YOUR TURN.

“MOST HONORABLE OF ALL GOBLIN.  
ONLY CHEAT LITTLE.”

ONGOING

## PATIENT

YOU MAY PLAY A CHEAT CARD  
AT THE END OF THE ROUND AFTER  
THE LAST DIE IS PLACED.

“NUKK WAIT. NUKK GOT TIME.”

ONGOING  
POISONER

BEFORE PLACING A DIE ON YOUR  
TURN, YOU MAY GIVE ANOTHER  
PLAYER A CARD TO REDUCE ONE OF  
THEIR DICE BY 2 PIPS.

“TRY THIS. MAREK MAKE IT JUST FOR YOU.”

ONGOING  
POLITE

YOU MAY NOT BE THE FIRST TO PLAY  
A DIE ONTO A FACE-UP ITEM.

“GOBLIN ETIQUETTE VERY CLEAR. NEVER CHEW WITH  
MOUTH CLOSED. NO BITE NEIGHBOR’S FACE.  
WASH TWICE A YEAR. NO MORE, NO LESS.”

ONGOING  
PRIEST

WHENEVER YOU PLAY A 4, 5, OR 6  
TO THE ALTAR TO DRAW A CARD,  
DRAW AN ADDITIONAL CARD.

“GOBLIN PRIEST NOBLE POSITION. HARD WORK.  
LONG HOURS. BUT ALL FISH EYES YOU CAN EAT.”