

Tiny Hoards

A Game for 2-6 Players by Darwin LaPollo

Introduction:

Dragons plague the land of Parenthia! While the kingdoms cower in fear of these tyrannical sky lizards, some of the smaller creatures see them as incredible role models. You are one such creature; a kobold, to be precise. These diminutive, industrious, reptilian humanoids lay claim to... well, not much. Though they aspire to live up to their draconic cousins' lofty reputations, their own collections are much sparser. But while you may never quite get to the level of a dragon's hoard, amongst your own kind, you may rise to the top as you amass your own tiny hoard.

Objective:

Be the first kobold to reach 12 Shiny Things!

Materials of Play:

- Shared 96-card deck
- Shiny Things (these can be anything! Find stuff around you to use)

Zones of Play:

- Shared Deck and Trash
- Each player has their own hand of cards. Only that player can see the cards in their hand

Set-Up:

First, shuffle the Deck and deal cards to each player until everyone has six (6). Then, put the deck where everyone can reach it and designate a spot for the Trash.

Next, determine who goes first in whatever way you'd like, then go clockwise after that.

Game Rules:

Players take turns doing stuff until someone wins (gets 12 Shiny Things). On a player's turn, they begin by drawing a card (putting the top card of the Deck into their hand). Then, they can perform up to three (3) Actions. There are two Actions a player can perform, Playing an Action Card and Trading a Card.

To Play an Action Card, reveal it from your hand, perform its effect, and then put it in the Trash (unless it's an Ongoing card, in which case you put it in front of you and it lasts indefinitely). To Trade a Card, put it into the Trash and draw a card.

On each other player's turn, you may play up to one Reaction Card (each one says exactly when you can play them). Effects of Reaction Cards happen before cards to which they're reacting.

When you run out of cards in your hand, you can choose to lose up to six (6) Shiny Things. If you do, draw that many cards.

When the deck runs out of cards, shuffle the Trash and make that the deck.

Oh, and if multiple players get to 12 Shiny Things at the same time, they tie.

And that's it! Now, go forth and hoard!