New Troll Party

A gathering of trolls is always chaotic: scuffles erupt, goats go flying, and, somehow, victory goes to the troll who keeps things perfectly average. Win more than the least, but not so much that the other trolls notice.

Contents

- ▶ 39 Troll Cards (13 per player color)
- ▶ 3 Table cards
- ▶ 14 Goats
- ▶ 1 Golden Goat
- ▶ 1 First Player Marker

Objective

Across **12 scuffles** (three per round, over four rounds), secretly try to play the **middle-value card** at any table to win a goat.

Alternatively, play the **highest** or **lowest** card at your own table to steal, gift, or toss away goats.

At game end, the player with **the middle number of goats** (not highest, not lowest) wins!

Setup

1. Each player chooses a troll band (color) and takes:

- ▶ the 13 color match Troll Cards
- ▶ their Table Card

2. Randomly choose a starting player. The take the First Player Marker.

Gameplay Overview

Each round, players simultaneously choose **three cards** from their hand and place them **face down**, one at each player's table. Each face-down card represents a **scuffle** that will be resolved at that table.

Every round contains:

1. Card placement

2. Reveal and resolve 3 scuffles in turn

3. Pass the First Player Marker clockwise
After four rounds, a final single-card action occurs, followed by scoring.

Card Placement

Each player secretly places:

- ▶ 1 card at their own table, and
- ▶ 1 at each opponent's table

Resolving a Scuffle

Scuffles are resolved starting at the table of the player with the First Player Marker, then clockwise.

At each table, reveal the three cards. Apply the following outcomes:

1. Highest Card (only if played by the table's owner):

- ▶ That player must **move 1 goat** either:
  - ▷ from their table to any opponent's table, or
  - ▷ from an opponent's table to their own.

2. Lowest Card (only if played by the table's owner):

- ▶ That player removes **1 goat from their table** and places it the center.

3. Middle Card (any player):

- ▶ The player who played the middle value **wins the scuffle** and **takes one goat**, placing it on their table.

Then proceed to the next table.

After all three scuffles resolve:

- ▶ Pass the First Player Marker clockwise.
- ▶ Begin the next round with all remaining cards in hand.

Used cards are discarded to a face down discard pile. *Remembering what has been played may be helpful.*

Endgame

After four full rounds, each player will have **one card left** in hand.

In clockwise order, starting with the First Player:

- ▶ Each player performs the effect printed on their final card (if any). Examples include:
  - ▷ taking a goat
  - ▷ returning a goat to the center

Then proceed to scoring.

Scoring

The winner is the player with the **middle total** number of goats at their table.

- ▶ Not highest, not lowest, right in the middle.

Breaking Ties

The Golden Goat counts as a normal goat except when breaking ties for game winner:

- ▸ If tied players include the one holding the Golden Goat → **that player wins outright**.
- ▸ If the Golden Goat is held by someone *not* involved in the tie (or is not on any table) → tied players share victory.

Special Powers

Purple Power (Card Swap)

After all cards are placed but before any are revealed:

- ▸ The Purple player may peek at one scuffle (all face-down cards at one table).
- ▸ They **must** then swap their played card in that scuffle with a card from their hand.
  - ▹ If they do not wish to swap, they must not look.

Orange Power (Nullify a Scuffle)

Once per game, the Orange player may:

- ▸ Cancel all results of a scuffle after the cards are revealed but before goats or cards are awarded.
- ▸ All cards in that scuffle are discarded, and no goats move.

Green Power (Tie Control)

When scuffle cards are revealed:

- ▸ If there is a tie for high, middle, or low value in that scuffle, the Green player chooses the order of tied cards.
  - ▹ They decide which tied card counts as highest, middle, or lowest.

Two Player Mode

Shuffle the unchosen color deck. Play as normal but deal a random card from the unchosen deck to each of the three table scuffles each round. That color gains goats as normal for a middle value, but if they play the highest or lowest at their own table, there is no effect.

If Orange or Purple are unchosen, they have no special power. If Green is unchosen, the player who is **not in a tie** chooses who wins a tie.

Icons

Scuffle

Gain a Goat

Gain Two Goats

Lose a Goat

Move a Goat

Card Distribution

Cards range in value from 0 to 13, but are not distributed the same for each band of trolls.

Value	Purple	Orange	Green
0	1*	-	-
1	-	1/1*	1*
2	2	-	1
3	-	2	1
4	2	-	1
5	-	1/1*	1
6	1/1**	-	1**
6.5	-	-	1
7	-	1/1*	1**
8	1/1**	-	1
9	-	1/1***	1
10	2	-	1
11	-	2	1
12	1/1*	-	1*
13	-	1/1*	-

* Gain a goat if final card

** Remove a goat if final card

***Gain two goats if final card

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