

GOBLIN SWINGER PARTY

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How to Win

The aim of the game is to create the best poker hand by maneuvering through a field of face down cards. Have your tokens on the cards you want when the community is finished to secure those cards!

Players: 2-4

Materials: Standard, 52 card, French deck, two 4-sided dice, two player tokens for each player.

Setup

From the 52 card deck, remove the jokers and cards numbered 2-6. 32 cards, 7 to Ace, should remain.

Shuffle the remaining deck and arrange the cards in a 5x5 grid, with the middle space empty. There should be 24 cards on the board. The remaining cards becomes the draw pile

Have each player place their tokens on corners of the field. No two players should share the same starting position.

Have everyone pick a different suit and then flip over the top card. The person who correctly guess the correct suit goes first.

Place the card outside of the field where everyone can see it. This card is the start of the community—a shared pool of cards.

On Your Turn:

1. Roll both four-sided dice
2. Use one of the rolls (*either one!*) to move one of your tokens that number of spaces around the board.

You cannot move diagonally, can't move backwards, and can't end on a space currently occupied by an opponent

Look at the card you landed on. **Don't let anyone else see!** Place that card back down under your token.

3. The other die corresponds to the powers that you use on your second token (*the one you didn't move this turn*). Use the other rolled number as a power, which are as follows:

POWERS

1. Look at any one card on the board. *Can be a card an opponent is on.*
2. Look at any two cards adjacent (*above, below, left, or right*) to the second token. *Can be a card an opponent is on.*
3. Look at the top card from the draw pile. You can either replace it with the card that your second token is on or put it back on top of the draw pile. You may look at the card under your second token if need be.
4. Move the second token anywhere on the board and look at the card underneath. You cannot move to a space occupied by an opponent.

4. Pass the dice to the player on your right (counter-clockwise)

When the round is complete and play returns to the first player, flip over another community card from the top of the deck. Play continues until the fifth community card is flipped. Afterwards the players take the cards occupied by their two tokens as their hand and compare cards. The game uses the standard poker hand rankings (Aces as highest rank) to determine a winner. *A guide has been provided below*



#1 ROYAL FLUSH



#6 STRAIGHT



#2 STRAIGHT FLUSH



#7 THREE OF A KIND



#3 FOUR OF A KIND



#8 TWO PAIR



#4 FULL HOUSE



#9 ONE PAIR



#5 FLUSH



#10 HIGH CARD

Royal Flush (*five cards ascending in rank from 10 to Ace, all of the same suit*)

Straight Flush (*five cards ascending in rank, all of the same suit*)

Four of a kind (*four cards of the same rank*)

Full House (*a three of a kind and a pair*)

Flush (*five cards of the same suit*)

Straight (*five cards ascending in rank*)

Three of a kind (*three cards of the same rank*)

Two Pair (*two pairs*)

Pair (*two cards of the same rank*)

High Card (*when all else fails, use your highest ranking card*)