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The Book of Rules

Rules

*„I've been bearing this crown for too long and now yearn for retirement.
I've dispatched my children to the bridges, to see which one of them is the most competent and worthy to become my successor.*

I've spread rumors of gold and honor to lure dozens of travellers to test their luck, some of them too brave or stupid to fear even the most gruesome adversary. A true ruler of trolls is savage, but also devious, knowing when to avoid battle.

Who will accept my challenge?ʳ

Components:



- 55x Traveller Cards
- 8x Item Cards
- 1x First Player Token
- 20x Copper Coins
- 10x Silver Coins
- 10x Gold Coins
- 1x Book of Rules

Setup:

Shuffle the 55 *traveller cards* ① and place them in the middle of the table.

Put the *coins* ② on the table for everyone to reach.

Shuffle the *item cards* ③, reveal five of them and lay them out. Those five items are available in this game and will not be restocked.

The most trollish looking player is the first player and receives the first player token ④.



Goal:

In 'Trolldilemma' you play as bridge trolls, robbing travellers along the road. Each player tries to gather as many coins as possible while trying not to attract unwanted attention.

Coins:

One silver coin is worth five copper coins



One gold coin is worth ten copper coins



How to Play:

The game is played in turns. Each turn consists of the following steps:

Step I: REVEAL

The first player reveals as many travellers from the deck as there are players, and arranges them according to their *courage* (5). The traveller with the highest courage is placed first, the one with the next highest second and so forth. If a card tells you to reveal more cards, do so immediately.



Step II: REDIRECT

- You can skip this step in the very first round -

On the count of three every player throws their cards (travellers from the previous round) at any player, they want to receive a skull. Throwing a skull at yourself is allowed. If they don't want any players to receive a skull, they throw their card in the middle of the table. If players have more than one card to throw, they may throw them all at one or at multiple targets.

Any player who had a card thrown at them now lays it as a skull (back side facing up) clearly to see in front of them.

Step III: RAID

The revealed traveller cards are allocated to the players according to their courage. The player with the most skulls gets the traveller card with the highest courage and so forth.

If two or more players have the same amount of skulls, those players trump in clockwise order beginning from the first player.

Usually each player receives one traveller card, but there are two exceptions which will be explained on page 7.

In the first round of the game no player has any skulls in front of them. The travellers are thus allocated according to where the first player is seated. The first player gets the traveller with the highest courage, the player next to him in clockwise order the second highest and so forth.



Example: Player II has five and with that the most skulls. They therefore get dealt the traveller with the highest courage. In this case 'The Law' with a courage of 50.

Player I receives the traveller with the second highest courage score because they have three skulls in front of them.

Player III and IV both have two skulls but because player III is the first player in this round, they receive the traveller with courage 23 and player IV the 'Trollbird' with courage 17.

Troll Guides

If a troll guide is revealed, instantly reveal another traveller who moves with the troll guide. This means a player receives more than one traveller and can throw more skulls in the next round.



→
The troll guide reveals another traveller.



→
Both move together at courage 40. This way the player gains an additional card.



Troll'ey

When Troll'ey is played, on a count of three, all players show left or right. Starting from the player who was assigned the Troll'ey, it first moves counterclockwise for each player that pointed right, then clockwise for each time left was shown.

Whenever the Troll'ey moves away from a player it takes one coin and one skull with it. This includes the player Troll'ey was initially assigned to.

The last player it stops at receives all the coins and skulls taken that way, as well as the card to throw as an additional skull in the next round.



Step IV: ROB

After each player has received their traveller, the cards are played out in order from highest to lowest courage. If the card shows a *coin symbol* ⑥, the player gets the displayed number of coins. Otherwise play out the effect described on the card. After that, each player takes their cards into their hand to throw them as skulls in the next round.



→
The player receives nine coins. They then take the card into their hand.



Step V: RESTOCK

In clockwise order from the first player, each player may buy one of the revealed item cards for five coins and play them immediately. The trigger time is indicated on the card (e.g. *instant, permanent, next turn, once*). Cards may not be kept on the hand to play them later.

Cards that show - *permanent* - ⑦ are to be placed in front of the player and are always in effect.

All other item cards are discarded after use.



Step VI: ROUND END

The position of first player is passed clockwise.

All items and traveller cards that say "at the end of [...] turn" trigger now.

If a player has eight or more skulls laying out in front of them, they must now say so. If that player ends the next round with eight or more skulls, the game ends.



End of the game and scoring:

The game is over when a player starts and ends a turn with at least eight skulls laying out in front of them. This means if a player starts a turn with eight or more skulls but ends it with seven or less, the game continues.

When the game ends, the player with the most coins will be crowned the new king or queen of trolls. If two or more players are tied for most coins, the player with the most skulls breaks the tie and wins.

