



**Trogdor!!** *The Board Game*, August Rules, Kickstarter Print & Play Draft- James Ernest

[this is the current version of the game, we hope you like! let us know if you find any typos or mistakes, or have questions about rules, powers, or gameplay elements that are unclear. we want to make sure everybody can understand and enjoy the game. send feedback to [maya@homestarrunner.com](mailto:maya@homestarrunner.com)]

*You are Trogdor. Actually, you are a semi-Trogdor. Well, actually you are a Keeper of Trogdor, one of an ancient and mysterious sect of dragon-moving clerics. These devout hangers-on guide the Burninator in his quest to bring terror and destruction to the kingdom of Peasantry. But you are still TROGDOR!!!*

*Burninate the countryside, burninate the peasants, and burninate all the thatched-roof cottages in this friendly and cooperative game of wanton destruction.*

#### Game Info:

- **Players:** 2 to 6
- **Format:** Cooperative Destruction
- **Playing Time:** 30 Minutes
- **Difficulty:** Moderate
- **Fun:** Yes

#### Summary:

Players take turns controlling Trogdor as he burninates the countryside and dodges the wrath of his adversaries. To win the game, you must accomplish the following without becoming dead:

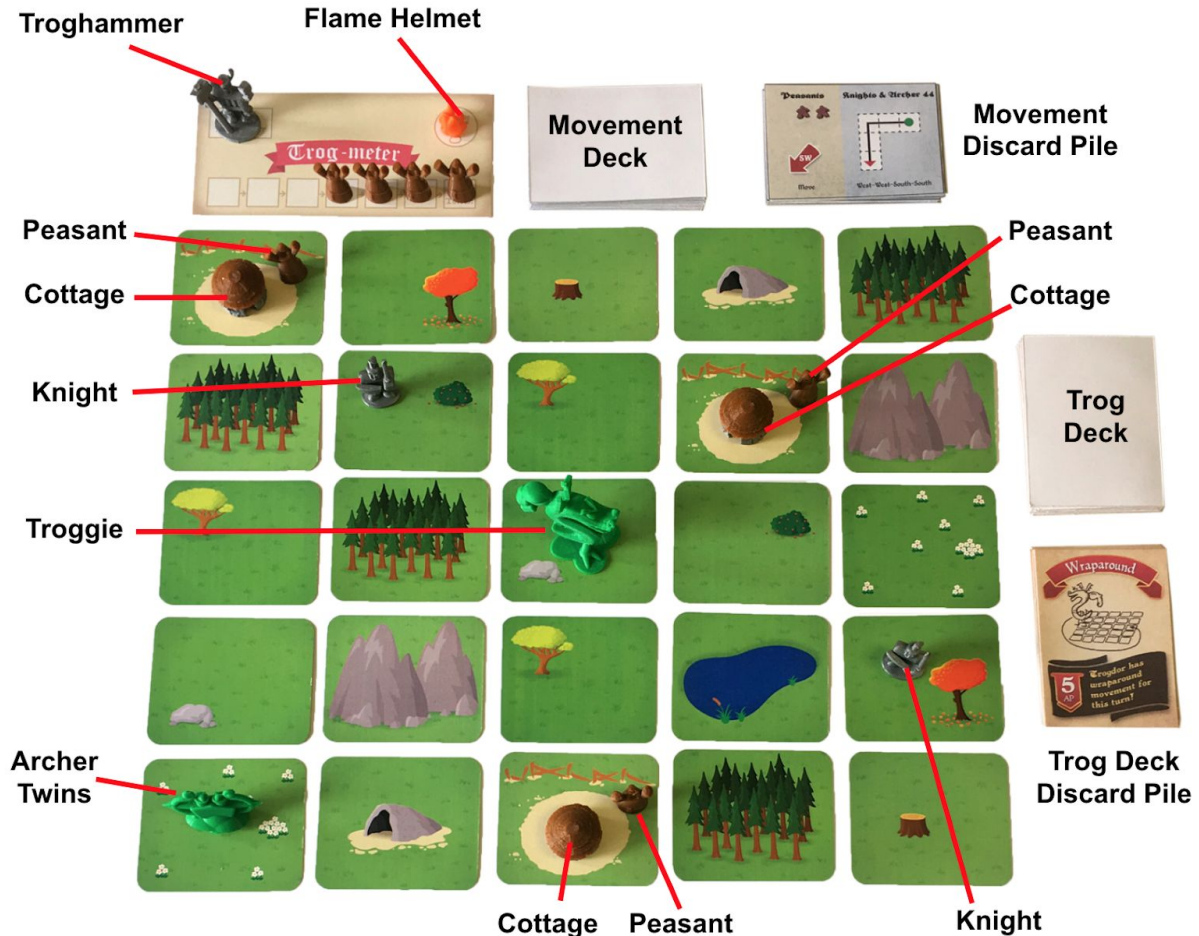
- **Burninate** the countryside (all 25 tiles);
- **Burninate** (or devour) all the Peasants; and
- **Burninate** all of the *thatched roof Cottages!*

In so doing, you shall bring joy and satisfaction to the Keepers of Trogdor, as well as the mysterious wingaling dragon himself. But beware, for if Trogdor takes too much damage before achieving victory, the players lose the game and Trogdor must retire in defeat, to burninate another day.

- If this sounds like fun, turn to page 2.
- If this does not sound like fun, turn to page 516.

## Components and Setup:

Below are all the components of the game, and brief instructions for setting up. More details on each aspect of the game are given later.



- **Map Tiles (25):** These tiles can be assembled into many different maps of the Kingdom of Peasantry. Each tile has a “burned” and “unburned” side. Build these tiles into any map you like, starting them on the “unburned” side. Suggestions for maps, including the beginner’s map, begin on page [XX].
- **Trog-Meter:** This wee board shows Trogdor’s health, represented by a row of Peasants. It also provides a handy resting place for the Troghammer pawn and Flame Helmet.
  - **Troghammer:** This is a third knight. He comes into play partway through the game.
  - **Flame Helmet:** How else shall you know when a Peasant is aflame?!?
- **Character Cards (9):** These cards represent the **Keepers of Trogdor**, and they give the player a unique special ability, as well as a sense of belonging. Distribute these randomly, or let players choose their favorites.
- **Item Cards (9):** These cards represent the **Items of the Keepers of Trogdor**, and they give each player an additional special ability. Unlike the Keeper abilities, which are always available, these abilities must be recharged before they can be used again. Distribute these the same way as the Character cards.

- **Trog Deck (35 Cards):** This deck provides the players with their actions and special abilities each turn. It contains 28 Action Cards and 7 Troghammer cards.
  - **To begin, remove all Troghammer cards.**
  - Shuffle this deck and deal one Action Card to each player, face up.
  - Place the remainder of the deck beside the board, with space for a discard pile beside it.
  - Set the Troghammer cards aside. They will be shuffled in when Trogdor *takes damage*.
- **Movement Deck (50 Cards):** This deck directs the actions of the board elements, including the Peasants, Knights, and the Archer. Shuffle this deck and place it beside the board, with space for a discard pile beside it.
- **Cottages:** Place the three Cottages on the Cottage tiles. Each Cottage has a roof piece that can be flipped over when the Cottage has been set aflame. Start them in the non-aflame state.
- **Peasants:** The game includes seven Peasants. Four of them start on the Trog-meter, and three start on the board, one at each Cottage.
- **Knights and Archer:** The two non-Troghammer knights and the one Archer start on the board as indicated in the map you are using.
- **Trogdor Himself:** Place the Burninator on the center space. Now you are ready to play!

**To Begin:** Determine randomly who will go first. You can do this alphabetically by Character card, or by drawing straws, throwing darts, or pitching pennies. You can also determine who goes first by playing another game of **Trogdor: the Board Game**, but only if you own a second complete copy.

## Characters and Items:



The combination of your Character and Item cards defines who you are, and your role and responsibilities in the world. It gives you a sense of identity and purpose in a way that only board games can achieve.

**Character** powers are always active, and they are effective *on your turn only* unless otherwise stated.

**Items** can be used no more than *once per turn*, and must be *recharged* before they can be used again. Your Item starts with a charge, but when you use it, mark it with a coin (or turn it sideways) to indicate that it is discharged. To recharge the Item, you must satisfy whatever condition is indicated on the card *during your turn*.

**For example:** Ye Flask of Dennis says “Recharge: When Trogdor visits the Lake.” If this Item is yours, then it recharges when Trogdor visits the Lake tile *on your turn*.

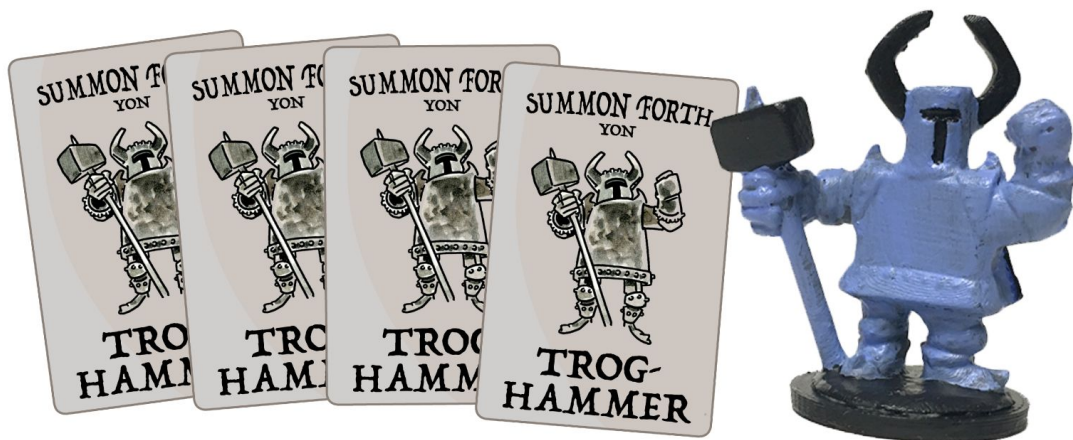
## On Each Turn:

Your turn consists of two phases. In the first phase, you control Trogdor and wreak havoc upon the lands. In the second phase, the lands fight back, and all the board elements do their thing.

### Phase One: Trogdor's Actions

You should begin each turn with one Action card, either from the starting deal, or left over from the previous turn.

Start by drawing an Action card from the Trog Deck, and placing it beside your current one. If the card is a Troghammer card, then do the Troghammer thing (described [below]), and then draw another card. If you draw more than one Troghammer card on the same turn, *you do the Troghammer thing each time*.



### The Troghammer:

The Troghammer is a third Knight, more angry and powerful than the first two. He enters the game partway through, and he moves each time a Troghammer card comes out of the Trog Deck.

**Adding the Troghammer Cards:** The Troghammer cards should be removed from the Trog Deck at the start of the game. You shuffle them into the deck the first time Trogdor *takes damage* (i.e., gets hit by a Knight or Archer).

**Drawing a Troghammer Card:** If the Troghammer is not on the board yet when you draw a Troghammer card, just place him in the center space. If the Troghammer is already in play when you draw a Troghammer card, you move him.

To move the Troghammer, draw a card from the Movement Deck and use its movement path. You can ignore the rest of this card, since you drew it only for moving the Troghammer.

If the Troghammer stops on another knight or archer, move him again!

**Choose an Action:** Choose one of your two Action Cards and play it. The card will grant you a number of Action Points (APs) as well as a special ability that you can use for this turn. You will discard the Action card that you use, and keep the other in front of you.

**Discard Option:** If you don't like either of your Action cards, you can discard one of them, and gain 5 AP with no special ability.

**Using Action Points:** You can spend Action Points for many different things:

- **Move:** Trogdor takes one step to an adjacent tile. Normally, Trogdor can only move orthogonally (not diagonally) and he can't wrap around the edges of the board.
  - Many Action cards will grant Trogdor additional types of movement, like diagonal and wraparound movement.
  - If Trogdor moves into a Knight, Trogdor takes one point of damage. See "Knights Damage Trogdor" below.
- **Chomp:** Trogdor can devour a Peasant who is on the same tile as Trogdor. The Peasant goes into Trogdor's health, on the Trog-Meter.
- **Burninate:** Trogdor can burninate a tile, Peasant, or Cottage, with some restrictions:
  - He burninates only in the tile where he stands.
  - The Lake can't be burninated unless all orthogonally adjacent tiles are burned.
  - A Cottage can't be burninated unless its own tile and all surrounding tiles, including diagonally adjacent tiles, are burned.
  - Burninating Peasants is described in detail [below].
- **Jump:** Trogdor can jump (or really, crawl) from one Tunnel tile to the other Tunnel tile.
- **Hide:** Trogdor can hide on a Mountain tile. This makes him impervious to Knight and Archer damage during the second phase of the turn. Lay Trogdor down to show that he is hiding.
- **Pass:** You don't have to use all your Action Points if you don't need them.

### Burninating Peasants:



Trogdor can burninate a Peasant who is on the same tile. That Peasant will run around igniting things, including other Peasants, but will then be removed from the game!

Note: Peasants also catch fire if they walk into a tile that contains a burning Cottage. The same rules apply in either case.

When a Peasant burninates, start by crowning him with the Flame Helmet. This is an important part of the ceremony. *Do not skip it.*

Draw a card from the Movement Deck and use the movement path on the right (not the Peasant arrow). The burning Peasant moves along that path, *burninating every tile along the way* (including its starting tile).

**The Lake:** If the Peasant runs into the Lake (whether the Lake tile is burninated or not), the Peasant's fiery struggle ends, and he survives! (Note: the flaming Peasant *doesn't* ignite an unburned Lake tile.)

**Cottages:** Peasants can also ignite Cottages, but only if they are eligible, under the same rules as Trogdor.

**Other Peasants:** If a burning Peasant walks into a space with another Peasant, then that Peasant also catches fire! This is true even if they both started on the same space. Draw a different movement path for each burning Peasant, and deal with them one at a time.

After burning, unless he is saved by the Lake, the burninated Peasant leaves the game. Technically he goes to a place called "The Void," which is out of the game and is not part of Trogdor's Health. With the exception of one special Item, the Disk of Healing, there is no way to bring Peasants back from the Void.

## Using Action Cards:

Your Action cards grant you special abilities like diagonal movement, long-range burnination, and many other things.

**Long-Range Burnination:** Action Cards that let you burninate a tile other than the one where Trogdor is standing ignore the usual burning restrictions (i.e., the Lake tile can be burninated regardless of the condition of its neighbors). However, these cards apply only to *tiles* (not Cottages or Peasants) unless they say otherwise.

Remember, you also have the option to discard one Action card, and gain 5 AP and no special abilities.

## Phase Two, Board Actions

The denizens of Peasantry will not go down without a fight, and Trogdor would have it no other way. In the second phase of the turn, various board elements will take automatic actions, as described by a single card.

To begin Phase Two, draw a card from the Movement Deck. You will find several instructions on this card, starting on the left side.

### Step 1: Spawn Peasants

Sometimes the board wants more Peasants. Count the Peasant icons in the upper left corner of the Movement card. If the board already has at least this many Peasants, then it is satisfied. If not, you must add more, by spawning new Peasants at non-burning Cottages.

Each Cottage can spawn only one Peasant, and only if it is not on fire. Therefore, the number of non-burning Cottages is the upper limit of Peasants that can be spawned on a single turn.

If not all Cottages are producing a Peasant, the active player may decide where the new Peasants come out. Here are some examples.

Suppose there is one Peasant in play, and two non-burning Cottages. Here are the results of drawing cards with various numbers of Peasants.

- Zero Peasants: This card is satisfied, so no new Peasants spawn.
- One Peasant: This card is satisfied, so no new Peasants spawn.
- Two Peasants: The board wants one more Peasant. The player may decide where it spawns.
- Three Peasants: The board wants two more Peasants. Each non-burning Cottage produces one.
- Four Peasants: The board wants three more Peasants, but only two can spawn: one Peasant at each non-burning Cottage.

### **Step 2: Move Peasants**

Every Peasant wants to travel, and as it turns out, they all want to go in the same direction.

The arrow in the lower left of the Movement Card shows a compass direction. Move all Peasants one step in that direction. Peasants (and all other enemies) have “wrap-around” movement, which means that if they move off the board, they return on the opposite side.

**Repair:** If the Peasant arrow says “Repair,” then the Peasants also un-burn any burned tiles where they stop.

### **Step 3: Move Knights**

The Knights (including the Troghammer, if he is in play) use the movement path on the right side of the card. They all technically move at the same time, but you should move them one at a time to keep it simple. Like the Peasants, the Knights and Archer use wraparound movement.

**Knights Fix Cottages:** If a Knight starts in, moves through, or stops in a space with a burning Cottage, he repairs that Cottage to its non-burning state. Dangit!

**Knights Damage Trogdor:** If a Knight moves through Trogdor’s Space, or stops in it, Trogdor takes one point of damage. Move one Peasant from the Trog-Meter into the Void (out of play). If Trogdor has no Peasants left, then the point of damage kills him. See “Killing Trogdor” below.

If a Knight *starts* on the same space as Trogdor, the damage was already done when Trogdor moved into the space, so it doesn’t happen again. (Note: if the player had some kind of damage prevention like “Invisibility,” then Trogdor can move into a Knight’s space without taking damage.)

Note that if Trogdor is *hiding*, he takes no damage from Knights or Archers.

## Definition of Damage

Trogdor “Takes Damage” only when he is hit by a Knight or Archer. Losing a Peasant when it spawns into the board is not damage, so the effects that are triggered by damage (such as shuffling the Troghammer cards into the deck) are not triggered when a Peasant spawns.

### Step 4: Move Archer

Next, the Archer moves and shoots, using the same movement path as the Knights. The Archer doesn’t harm Trogdor by moving into the same space, but when he stops the Archer fires an arrow, forward and backward, along the direction of his last step. For example, if his last step is East, then the Archer fires arrows East and West, and Trogdor takes one point of damage from an arrow that hits him.

The Arrow path *does not* include the space where the Archer is standing.

Again, Trogdor doesn’t take damage from Arrows if he is *hiding*.

**Killing Trogdor:** If Trogdor’s health drops to zero, he’s not quite dead, but if he takes *another* point of damage while already at zero, then it’s over! Skip to the end to learn about Trogdor’s final heroic act, under “Trogdor’s Fiery Rage.”

### Board Spaces and Other Details:

**Cottage Tiles:** Cottage Tiles contain Cottages. The tile is easy to burn, and Trogdor can burninate it like any other tile. However, the Cottage can’t be burninated unless every surrounding tile is burned, including diagonally adjacent tiles and the Cottage tile itself.

This requirement does not “wrap around,” so a Cottage in a corner or at the edge of the board is easier to burn than one in the center.

If one of the surrounding tiles becomes unburned, this doesn’t automatically repair the Cottage, but it does make it harder to re-ignite.

**Mountain Tiles and Hiding:** Mountains give Trogdor the “Hide” ability. As his last Action, Trogdor can Hide in a mountain and become invulnerable to Knight and Archer damage for the remainder of the turn. Lay Trogdor down to show that he is hiding.

**Tunnels:** Trogdor can move from one Tunnel to the other for one Action Point. When designing your own boards, place the Tunnels far apart!

**Lake:** The Lake is harder to burn than other tiles. Trogdor cannot burninate the Lake unless all the orthogonally adjacent tiles are burned. This doesn’t include the diagonal tiles, so it requires the burnination of no more than four adjacent tiles, and fewer if the Lake is at an edge or a corner.

The Lake can also prevent a Peasant from burning to death. It has this power whether or not the Lake itself is burninated.



**Empty Spaces:** Some cards talk about “empty” spaces. These are spaces that contain no pieces (Knights, Archer, Peasants, and Trogdor) and no Cottage.

### Ending the Game:

The game can end either in triumph or catastrophe. And even in death, Trogdor gets one last chance to snatch victory from the jaws of defeat.

**Triumph:** Trogdor wins the game, and all his Keepers are victorious, if the following are true:

- All 25 tiles are burninated,
- All three Cottages are burninated,
- There are no Peasants on the board, and
- Trogdor is not dead.

**Defeat:** Trogdor loses the game if he dies before the above is satisfied. Trogdor dies when he takes damage from a Knight or Archer when he is *already at zero health*. (“Death” is but temporary, of course, and Trogdor will live to burninate another day!)

Even in defeat, however, Trogdor busts out with magnificent glory, laying waste to everything in a special phase called “Trogdor’s Fiery Rage.” Troggie doesn’t lose games, he rage quits!

**Trogdor’s Fiery Rage:** Deal five movement cards for Trogdor, and move him along those five movement paths in order, burninating everything he touches!

During his spree of fiery rage, Trogdor burninates Cottages, Peasants, and tiles, just by walking into them. Cottages and Lakes do not have to qualify, and Peasants are erased upon impact. Heck, so are Knights. (But the Archer lives!)

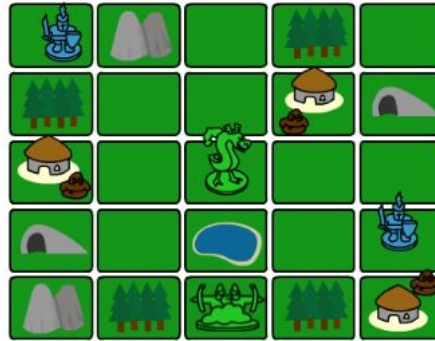
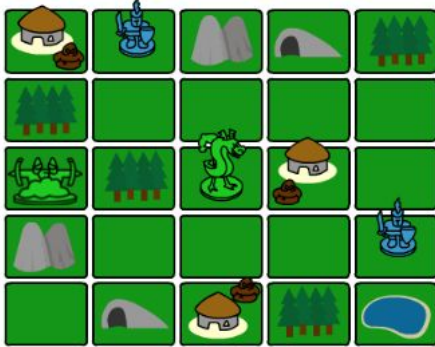
Should Trogdor’s Fiery Rage succeed in achieving the victory conditions above, you gain a petite victory which is, at least, preferable to outright defeat. And it is more spectacular than a regular victory by a factor of ten.



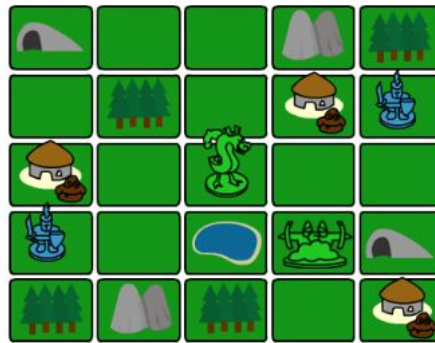
## Map Examples

### Easy:

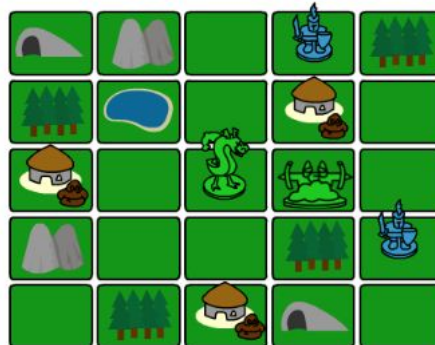
Treat lake as normal countryside tile.



### Normal:



### Hard:



After you've played a few times, try your own configurations!

## SB's Trog-Tips!



- When the Archers fire at the end of their movement, everyone is encouraged to yell 'ARROWED!' in their best-worst Strong Bad voice.
- Feel free to give jobs to everybody playing so you don't all have to remember everything. "Georgie, you're in charge of Knights & Archer movement. Carla Sniffles, you watch for Item recharging, etc."
- As the Knights and Archers move, it helps if everybody calls out the compass directions. North! South! South! West!
- Always start the game by gunning for those corner or side cottages first. They take less terrain burnination.
- No matter the outcome of the game, it's fun to end a Trog-session with everybody screaming a nice, Teen Girl Squad 'IT'S OVER!' to end the festivities.

## CARD LISTS

### Trogdeck (35)

- **Block (2):** 4 AP / Trogdor can't be hurt by knights or the Archer during their actions on this turn.
- **Consummate V's (2):** 4 AP / Trogdor gains diagonal movement for this turn.
- **Flip 'em Up Dan! (1):** 4 AP / After Trogdor's actions, he may burninate up to four diagonally adjacent tiles.
- **Flip 'em Up Fran! (1):** 4 AP / After Trogdor's actions, he may burninate up to four orthogonally adjacent tiles.
- **Hidey Hole (1):** 4 AP / After Trogdor's actions, he may jump to a Mountain tile and hide there for free.
- **High Energy! (2):** 7 AP / Behold the field in which I grow my Action Points. See how it is rich in nutrients and loam.
- **Invisibility! (2):** 4 AP / Trogdor can't be hurt by knights during his actions this turn. (Does not apply to Knights' movement.)
- **Jhonka Help! (1):** 5 AP / Before Trogdor's actions, he may devour any Peasant on the board for free.
- **Majesty! (2):** 5 AP / Before Trogdor's actions, he may burninate any tile on the board for free.
- **Path o' Burnination (1):** 0 AP / Take no actions this turn, even if you have APs. Draw a movement card and burninate everything in that path. (Trogdor does not move)
- **Shot Put! (2):** 5 AP / After all Trogdor's actions, he may burninate from up to 2 tiles away, orthogonally or diagonally. Includes Peasants and eligible Cottages!
- **Sidewise! (2):** 5 AP / Once during Trogdor's actions, he may burninate an orthogonally adjacent tile for free.
- **Slantwise! (2):** 5 AP / Once during Trogdor's actions, he may burninate a diagonally adjacent tile for free.
- **Smell the Daisies (2):** 4 AP / If Trogdor ends this turn on a flower tile, the next player gets 3 extra Action Points.
- **Stump & Rock (2):** 4 AP / Once this turn, if Trogdor burninates a tile with a stump or rock on it, you gain 4 more actions.
- **Tunnel Warp (1):** 5 AP / Before Trogdor's actions, you may swap one Tunnel tile with any other Cottage-free tile. (Pieces on these tiles move with them.)
- **Wingaling! (1):** 4 AP / Before Trogdor's actions, he may jump to any space.
- **Wraparound (2):** 5 AP / Trogdor gains wraparound movement this turn.
- **TrogHammer (7)**

### Characters (9)

- **GALGABUDGE:** You may treat Mountain tiles as if they were also Tunnels.
- **CRANJEGG:** You may move diagonally.
- **HEGELTHA:** You can use the "hide" action on any tile that does not contain a Cottage.
- **STONKLAR:** You have wraparound movement.
- **WORCHEX:** Knights cannot repair Cottages during your turn.
- **YUBBITZ:** You may trade Action cards with other players, either on your turn or theirs.
- **CRANGOLEV:** Each turn, you get one extra Action Point.
- **BROVELADE:** Peasants cannot repair burninated tiles during your turn.
- **HARDYBARDY:** You have no special powers whatsoever.

## Items (9)

- **YE FLASK of DENIS**
  - **Use:** When you burninate a Peasant, add that Peasant to Trogdor's Health.
  - **Recharge:** When Trogdor visits the Lake
- **DISTRACTO'S POUCH:**
  - **Use:** After the movement card is drawn, if you do not like the direction of the Peasant movement, you may choose a different direction.
  - **Recharge:** When Trogdor takes damage
- **THAT DOG TENNIS BALL THING, 'cept with FIREBALLS:**
  - **Use:** Burninate any tile or eligible Cottage.
  - **Recharge:** When a Peasant repairs a burninated tile
- **RING of VOIP:**
  - **Use:** Jump to any tile.
  - **Recharge:** When a Cottage or Cottage tile is burninated
- **TWO GROSS BEANS:**
  - **Use:** Gain +2 Action Points.
  - **Recharge:** When Trogdor visits a Forest tile
- **DISK of HEALING:**
  - **Use:** Return a Peasant from the Void to Trogdor's Health.
  - **Recharge:** None
- **SHIELD of CUMBERDALE:**
  - **Use:** Prevent Trogdor from taking one Knight damage.
  - **Recharge:** When Trogdor gains health
- **SUPER TRINKET:**
  - **Use:** Prevent Trogdor from taking Archer damage.
  - **Recharge:** When Trogdor visits the Archer
- **BAUBLES of ASTRAY:**
  - **Use:** During Trogdor's actions, move a Knight to an empty space.
  - **Recharge:** When Trogdor visits a Tunnel