

Overview

In the GROO game, you and your friends each play the ruler of a town. You want to build your town to be more glorious than all others. Sometimes that means sending your armies to lay waste to your friends' towns, and of course, you'll need troops to protect your own. But the best-laid plans can go awry when GROO comes to visit, so you'll have to do what you can to direct him toward the other players. If you can fend off GROO, and still keep all your competitors at bay, your town will be destined for greatness! That is the challenge of the GROO game!

GAME COMPONENTS

1. There are 60 cards in the GROO card game: 59 playing cards and 1 card that represents GROO.
2. There are 7 dice: 6 that produce raw material to build towns and 1 that randomly moves GROO around.

OBJECTIVE

The first player to possess 7 victory points at the end of his turn (a turn in which he rolled the dice) wins.

PARAMETERS

GROO is a card game designed for 2 to 4 players ages 10 and up. It takes about 30 minutes to play.

BEGINNING THE GAME

Choose a dealer. The dealer places the GROO Card face up in front of him, to show that GROO is in that player's town. He then shuffles the 59 playing cards and passes out 5 cards to each player. During the game, play always passes clockwise.

THE CARDS

There are 6 card types: Building cards (orange), Troop cards (green), GROO Effect cards (yellow), Event cards (blue), Wild cards (red), and GROO.

• Building Cards

These are the only cards that will allow you to win the game. Towns are comprised of Buildings, which give you Victory Points (VP) and have special game effects.

• Troop Cards

These represent your town's Army. Armies are made of Troop cards. Armies are the only means of destroying another player's town directly. Some Troop cards have special abilities; some do not.

• GROO Effect Cards

GROO Effect cards represent GROO's actions as he wanders peacefully from town to town. GROO Effect cards will affect ONLY a town where GROO currently resides. GROO Effect cards are usually used during the *Leftover Phase* (See below).

CARD ANATOMY ILLU.

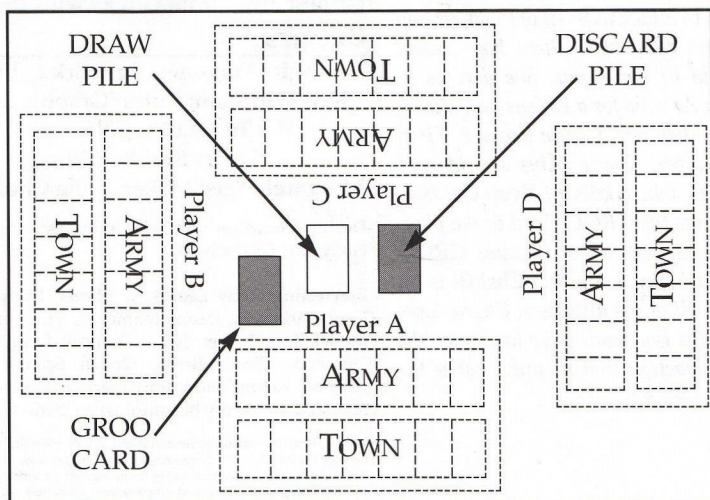


Table Top View - 4 players

- **Wild Cards**

Unlike Town, Army, and GROO cards, which may be played only during the correct phases, Wild cards are the only cards that can be played at anytime, even during another player's turn!

- **Event Cards**

Event cards are usually game spoilers and must be played *as soon as* they have been drawn. Unlike Town, Army, and GROO cards, which are played on one player, Event cards affect all players at the table.

- **GROO**

GROO is the only card which has a full picture of GROO on it, with no text. This card is always played face up in front of a player's play area. This card indicates which town GROO is located at currently.



CARD ANATOMY

- **Card Name**

This is the name of the card. (GROO simple.)

- **Card Type**

This is the type of the card. There are 6 types: Building, Troop, GROO Effect, Wild, and Event cards, and 1 GROO.

- **Victory Points or Battle Value**

This is the location where Victory Points or Battle Values are listed. Battle Values always have a shield backing, whereas Victory Points are always in a circle.

- **Raw Materials Needed**

This represents how many of each "raw material" (Kopins, Supplies, Labor, or GROO Heads) are needed to bring this card in play.

- **Illustration**

This is an illustration by the one-and-only Sergio Aragonés.

- **Game Effect**

Some cards do things that change a rule in the game. In such a case, the text is located in this area.

THE DICE

There are 2 types of dice: Raw Material dice, and the GROO Movement die.

- **Raw Material Dice**

There are 4 symbols that appear on the Raw Material dice.



Kopins - Represents money needed for purchasing Buildings and Troops.



Supplies - Represents food for gaining Buildings and Troops.



Labor - Represents people for creating Buildings and Troops.



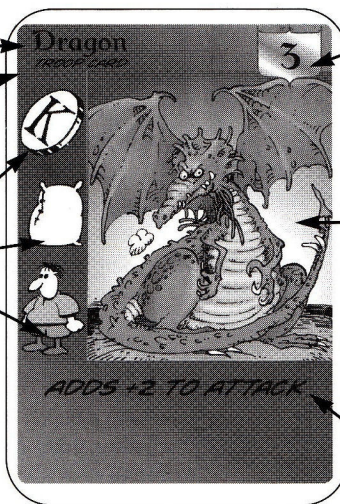
GROO Head - Represents GROO's level of destruction.

CARD ANATOMY INFO.

Card Name

Card Type

Raw Materials Needed



Victory Points or Battle Value

Illustration

Game Effect

• GROO Movement Die

There are 5 things that may happen when the GROO Movement die is rolled. GROO may wander 1 town to the left, 1 town to the right, 2 towns to the left, or 2 towns to the right, or remain where he is (represented by the Rufferto head).



GROO stays where he is.



GROO wanders 1 town to the left.



GROO wanders 1 town to the right.



GROO wanders 2 towns to the left.



GROO wanders 2 towns to the right.

SEQUENCE OF PLAY

Each player goes through the following steps on his turn. Once a player is finished with his turn, play proceeds clockwise around the table to the next player. This continues until someone has 7 Victory Points at the end of his turn.

It is very important to follow the sequence of play accurately! If you forget to do something during one phase, you cannot go back to do it once you have started a new phase.

Sequence of play:

1. Discard Phase
2. Draw Phase
3. Attack Phase
4. Construction Phase
5. Leftover Phase
6. Draw Phase

• Discard Phase

You may discard as many cards from your hand as you like.

• Draw Phase(s)

There are 2 draw phases during a player's turn, one near the beginning, and the other at the end. Maximum hand size is 5 cards. You may draw to fill your hand to this limit.

• Attack Phase

If you wish to attack an opposing town with your army, you do so during this phase. For more information about attacking towns, read *The Art of War*, below.

• Construction Phase

Now you pick up all the dice (6 Raw Materials dice & 1 GROO Movement die) and roll them.

- a. Immediately move GROO if the GROO Movement die indicates to do so.

- b. You may now place town and Troops on the table by spending the correct Raw Material symbols needed. *Hint: Use all of them that you can. As you use them, place them to the side. All unused dice will be used in the next phase.*
- c. Rolling the dice represents how much raw material is produced in your town. Compare the dice symbols to the ones you have on the Building, Troop, and GROO Card in your hand. You may play a card onto the table by matching dice symbols to match the Raw Materials shown on the card.

If you cannot use up all the dice symbols during your *Construction Phase*, your merchants will try to get rid of them in other towns, giving other players a chance to use them in the *Leftover Phase*.

USING A DICE ROLL

• Leftover Phase

Once the main player has used as many Raw Material symbols as he can, the next player in clockwise order gets a chance to use any that are left over. If that player can't use them, then play continues clockwise until all the Raw Material symbols are used, or every player has had a chance to do so.

EXAMPLE: There are 4 players in a GROO Game. It is Sergio's turn and GROO is at Sergio's town. Sergio discards 2 cards of his 5-card hand, because he feels he has too many cards that require Labor. He then draws 2 cards to replace them. Because he has no current Army, he skips his Attack Phase and rolls all the dice. He gets 2 supplies, 2 Kopins, 1 GROO Head, and 1 Labor symbol. He also rolls a Rufferto on the GROO Movement die, so GROO remains at Sergio's town. Sergio uses the 1 GROO'S Head to play a "Wandering" card to make GROO head over to Cherie's town. He then uses the 1 Labor die to play a Residence card. Sergio finds that he cannot play any other card from the Raw Material symbols remaining, so he passes the 2 Kopins and 2 Supplies to Mark. Mark uses 1 Kopin and 1 Supply to bring out Chakall; then he passes. Cherie goes next, and uses 1 Kopin to play a Blacksmith shop; then she passes. Ken goes next, but cannot use the 1 Supply, so he passes. Because it has gotten back to Sergio, the 1 Supply is wasted. Sergio then draws back to 5 cards, and it is Mark's turn.

The Art of War

If you need to take another player's town down a notch or two, you may declare war during your Attack Phase. A player may make only ONE attack during this phase. Attack sequence is as follows:

- a. You choose which Troop cards of your army will attack the town, and your opponent decides how many of his Troops cards (if any) will defend. *All Troops involved in the attack will be discarded at the end of the war, so choose carefully.*
- b. Each side counts up its total amount of Battle Value. The attacker subtracts the defender's Battle Value from his own; if any points remain, the defender loses that many Victory Points worth of Building cards from his town.
- c. The defender chooses which Buildings are destroyed, up to, but not exceeding, the difference in Battle Values from the combat. (For example, if a defender has a Building worth 2 points and only 1 point gets through the battle, that building is not removed from the game. If he has a pair of Buildings, one worth 1 point and one worth 2, and 2 points get through the battle, he must lose the 2-point Building.)
- d. All players discard all Troop cards used in the battle.

EXAMPLE #1: During Sergio's Attack Phase, he decides that he is going to attack Cherie's town. Sergio has 2 Bowmen and 1 Dragon and decides to attack with all of them, giving him an Attack Value of 9. Cherie has Chakall and Arcadio in her Army. She also decides to defend with everyone, for a Defensive Value of 6. $9-6 = 3$. Therefore, Cherie loses 3 VP worth of Buildings. Both Sergio and Cherie then discard all the Troop cards in the battle.

EXAMPLE #2: During Sergio's Attack Phase, he decides that he is going to attack Mark's town. Sergio has 2 Bowmen and decides to attack with all of them, giving him an attack value of 4. Mark has Chakall and Arcadio in his Army. He also decides to defend with everyone, for a Defensive Value of 6. $4-6 = -2$. Therefore, Sergio could not get through to Mark's Town. Both Players then discard all Troop cards in the battle.

EXAMPLE #3: During Sergio's Attack Phase, he decides that he is going to attack Cherie's town. Sergio has 2 Bowmen and 1 Dragon and decides to attack with all of them, giving him an attack value of 9. Cherie has Chakall and Arcadio in her army. She decides to defend with Arcadio for a Defensive Value of 1. $9-1 = 8$. Therefore, Cherie loses 8 VP of town. However, Cherie plays a wild card called A Fray, which kills all Troop Cards in play and sends the GROO Card to the player with the highest VP's. Because GROO will not attack any army that Chakall is in, Sergio loses all of his attackers, Cherie loses Arcadio, but it is a small price to pay for the extreme satisfaction that no one escapes the stupidity of GROO!

OCTOBER RULES

End of the Deck - When you get to the end of the Draw Pile, simply reshuffle the Discard Pile and continue play.

Card Effects - These cards override the basic rules. Building Cards can NEVER use their effect the same turn they are played; however, Victory Points can be counted immediately for victory. Troop Cards, on the other hand, can use their effect as soon as they are played. You may use card effects during the *Leftover Phase*.

Moving GROO - When the GROO Movement die informs players GROO moves, direction is always figured from the player who currently has GROO at his town.

The Order of Card Effects and Wild Cards - Unless otherwise stated on the card, Wild cards and Card Effects occur in the order they are played.

VP Points of a Card - During an Attack, all cards that have an increased VP due to another card's rules are still considered the original value for purposes of battle losses. For example a Residence card still only takes 1 attack value to get rid of, even if another Residence is in play.

Definition of a Turn - A turn is anytime you have a chance to play a card. To win, however, you must have had rolled the dice. If you have 7 points after the dice have passed around the table, you WIN!

Weasel Victory - After the Discard Deck has been shuffled once, if no one has gained 7 Victory Points by the time the last card is drawn, the current player completes his turn, and each other player plays one more turn, then the game ends. In this case, the player with the most Victory Points wins.

In Case of Ties - Whenever there is a tie situation in the game, each tied player adds the value of his Troop cards in play to his VP. If values are still even, then the player farthest away from GROO wins the tie.

CREDITS

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