BLOB LOBBER™

COMPONENTS

33 large round cards:
- 4 player markers
- 4 Queen Blobs
- 1 Toxic Blob
- 4 Lesser Blob trios
- 12 Lesser Blob doubles
- 8 Lesser Blob singles

BLOBJECTIVE

Lob Blobs into the mob of hobnobbing Blobs and make the enemy sob as Bombs rob gobs of Blobs!

Player Markers

SETUP

Determine the play area (a round table works well). Remove the four white-bordered player markers from the deck and give one to each player. Set aside any unused player markers, out of play.

Then remove the four Queen Blobs from the deck and shuffle the remaining cards to form the Bomb pile. Set the Bomb pile to one side of the play area, within easy reach of all players.

The Bomb pile consists of Lesser Blob cards (each of which shows one, two, or three Lesser Blobs) and the Toxic Blob. All of these cards have a Bomb showing on the back.
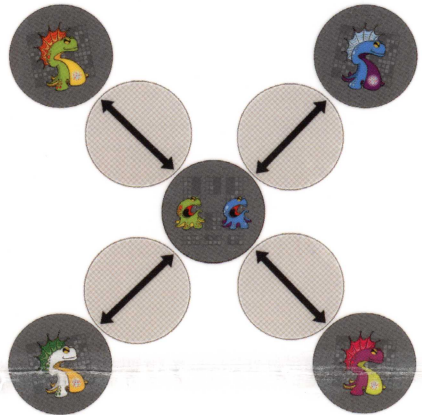
Queen Blobs

Lesser Blobs

Toxic Blob

Draw one card from the Bomb pile and place it in the center of the table with the Blob(s) showing. Randomly arrange the four Queen Blobs in a square pattern on the table, one card-width away from the center card.

The game will usually begin with a Lesser Blob card in the center. If you reveal the Toxic Blob as the center card, remove the Toxic Blob from play (after the Queen Blobs have been arranged) and do not replace it – the game will begin with an empty space in the center.

HOW TO PLAY

Choose a player to go first.

The colors of the Queen Blobs shown on the player markers indicate which Blobs are *friendly* to each player. Any Blobs that do not match your color are your *enemy*.

Players will be dropping cards on the table in an effort to destroy Blobs with their Bombs. Bombing enemy Blobs scores points . . . but Bombing friendly Blobs *loses* points. Aim carefully!

Drop a Bomb

On your turn, draw a card from the Bomb pile and turn it so the Blob side is face up. Using any method you choose, drop the card from at least 12 inches above the playing surface.

The card must flip over at least once before landing on the table.

12"

Must Flip At Least Once
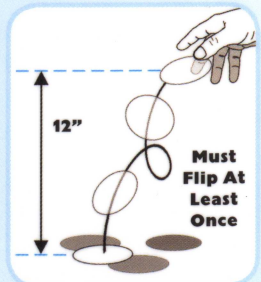
You must pick up your card and attempt another valid drop if . . .

- *you released the card from a height lower than 12 inches above the table, or*
- *the dropped card did not flip before landing on the table, or*
- *the dropped card leaves the playing area.*

When a card is removed from the table for any reason, the other cards should not be moved. In cases where this is unavoidable, return a moved card as close to its original position as possible.

If any cards *other than the dropped card* leave the table as a result of the drop, set those cards aside. They are out of play for the rest of the game.

The Aftermath

If the dropped card lands with the Bomb side showing, claim *all* Blob cards (if any) that the card overlaps. Leave dropped Bombs where they land, whether or not any Blobs were claimed.

If the dropped card lands with the Blob side showing, leave it where it lands. Those Blobs are new targets for all players.

If the dropped card slides *beneath* another card, leave any Blobs overlapping it in place. If the dropped card landed with the Bomb side showing, you still claim any Blobs *beneath* the dropped card.

HIT!

MISS

MISS
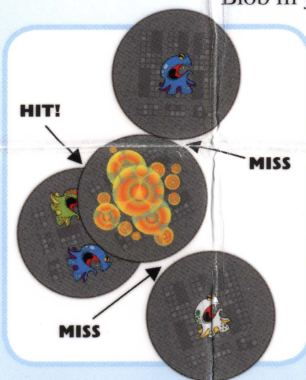
The Toxic Blob poisons *all* Blob cards touching it – remove those cards, and the Toxic Blob itself, from play, even if it slides *beneath* those cards.
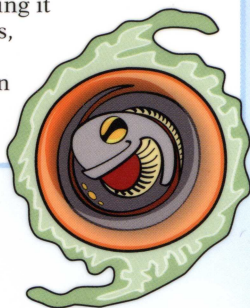
Once you have dropped a card and resolved its effects, your turn is over. Play passes to the left.

Each player should keep a score pile of their claimed cards nearby (well clear of the playing area).

End of Game and Scoring

When the last card from the Bomb pile is successfully dropped on the table and its effects are resolved, the round ends.

Score one point for each enemy Lesser Blob in your score pile and *lose* one point for each friendly Lesser Blob in your score pile. Each individual Blob shown on a Lesser Blob card is a potential point.

Score *two* points for each enemy Queen Blob in your score pile and *lose* two points for each friendly Queen Blob in your score pile.

A good game length is three rounds, but you can vary that for a longer or shorter game. After the last round has been scored, the player with the highest total score wins. In the event of a tie, play another round!

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