

Sergio Aragonés

# GROO™

THE GAME

# QUICKSTART DEMO GUIDE

## SETUP

DEAL A STARTING HAND TO EACH PLAYER:



**5 CARDS EACH**



**NO PURPLE**



**GROO IS OUT**

**GROO STAYS OUT ON THE TABLE - START HIM IN FRONT OF THE DEALER.**

## ON YOUR TURN:

- DISCARD ANYTHING YOU WANT
- DRAW UP TO 5 CARDS IN HAND
- **ATTACK** A TOWN (OPTIONAL)
- ROLL ALL OF THE DICE!
- MOVE GROO USING THE BLACK DIE
- **BUILD** CARDS FROM YOUR HAND
- **PASS** UNUSED DICE TO YOUR LEFT
- DRAW BACK UP TO 5 CARDS

## EVENTS

**ANY TIME YOU DRAW A PURPLE EVENT CARD, PLAY IT IMMEDIATELY!**

**AFTER YOU RESOLVE THE EVENT, YOU MAY CONTINUE DRAWING UP TO 5.**



Play this card right now! Each player must play all destructive "Groo Effect" cards in their hand, immediately, on their own town.

## COMBAT

**YOU MAY CHOOSE TO ATTACK WITH ANY OF YOUR TROOPS.**

**THAT PLAYER MAY DEFEND WITH ANY OF THEIR TROOPS.**

**TOTAL & COMPARE THE ATTACKERS' ATTACK VS DEFENDERS' DEFENSE.**

**THE DEFENDER DESTROYS 1 VP WORTH OF BUILDINGS FOR EVERY REMAINING ATTACK POINT. ALL TROOPS WHO PARTICIPATED IN THE BATTLE ARE DISCARDED.**



## BUILDING

**PAY THE BUILD COST OF CARDS BY SPENDING MATCHING DICE.**

**LEFTOVER DICE KEEP PASSING LEFT UNTIL THEY'RE GONE OR EVERYONE HAS HAD A CHANCE TO USE THEM.**



At the end of your turn, you may discard this card to take another turn.

**YOU WIN IF YOUR TOWN'S TOTAL VALUE IS 7+ VP\* AT THE END OF ANYONE'S TURN!**

**\*PLAY TO 10 VP IN A 2-PLAYER GAME OR 8 VP IN A 3-PLAYER GAME**