

TROVE

YOU HAVE HEARD THE TALE OF THE
VALIANT **KNIGHT**, TAKING SWORD IN HAND
TO VANQUISH THE DREADFUL DRAGON
THE DARKEST CAVERN'S DEPTH.

YOU HAVE HEARD OF THE **GOBLINS** AND
CREEPING THINGS THAT SLITHER THROUGH
THE SHADOWS, HUNGERING FOR A TASTE
OF THE HERO FROM THE SUNLIT LANDS.

YOU HAVE HEARD OF THE **DRAGON**,
AWESOME AND FULL OF FLAME,
SLUMBERING FOR CENTURIES UNDER THE
CAVERN FLOOR, WHO AWAKES TO WREAK
FIREY DESTRUCTION ON THE VILLAGERS
TREMBLING IN THE VALLEY BELOW.

AND YOU HAVE HEARD OF THE ENCHANTED
CAVE, FULL OF WONDERS AND PERILS,
ITSELF A LIVING AND MALEVOLENT
THING, WHICH ALLOWS NO INTRUDER
TO SET FOOT WITHIN ITS DRIPPING
WALLS AND LIVE TO TELL THE TALE.

THE TALE IS TRUE, AND EACH ONE WITHIN
IT ONCE LIVED. THE GOBLINS' OILY HEARTS
POUNDED AS THEY PURSUED THE KNIGHT,
WHO GRIPPED HER BLADE AS SHE HUNTED
THE DRAGON, WHOSE GLITTERING SCALES
RASPED THROUGH THE DARK HALLS OF
THE CAVE, WHICH GROANED AS IT SOUGHT
TO CRUSH THE LIVING THINGS WITHIN.

TODAY, YOU BECOME THE ADVENTURE
– TODAY, THE STORY IS ALIVE.
TODAY, YOU ENTER THE **TROVE**.

Introduction

Trove is an asymmetrical fantasy adventure for 2–4 players. Players take on the roles of the Knight, the Goblin Horde, the Cave, and the Dragon — each with distinct pieces, powers, and paths to victory.

SETUP

Overview

Players: 2–4, best with 4

Time: 45 minutes

Ages: 10+

Components:

1 rule book

45 cave tiles

162 cards (54 cave cards,
54 goblin cards, 16 knight cards,
38 dragon cards)

12 dice (4 knight dice, 3 goblin dice,
3 cave dice, 2 dragon dice)

16 player pieces (1 hero piece,
1 cave piece, 2 dragon pieces,
12 goblin pieces)

16 tokens (5 hero bombs,
3 dragon gems, 8 goblin tokens)

Setting Up

- Set aside the 3 Pit and 3 Pool tiles.
- Lay out the Knight's Level 1 and Revive cards. Take out 1 starting die.
- Place a cross of 5 tiles facedown (Goblin symbols up).** Turn over the center tile. Put the Knight and the Cave Entrance there. The Cave Entrance cancels out any effects the tile might have (but does not cancel out walls).
- Without looking at the backs of the Pit and Pool tiles, select 1 of each (discard the others) and mix them in with the rest of the tiles.
- The Knight plays first, then the Goblins. The Dragon plays next, if playing, and the Cave plays last, if playing.

3–4 player adjustments

To play Trove, you must always play with the Knight and the Goblins.

* = 2-player rules, different when playing with the Cave

** = 2-player rules, different when playing with the Dragon

THE KNIGHT

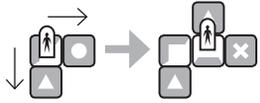
How to Win



Find the Pit, roll a 6 to kill the Dragon, and make it back to the Cave entrance alive!**

Movement

Move 1 space in any direction not blocked by a wall (not diagonal). When you enter a face-down or “dark” tile, flip it over to explore it, rotating it any direction you like. **Place new dark tiles on tile edges not blocked by walls.**



Wild goblin tiles and event tiles only trigger cards if the Knight enters the tile as it's flipped over. Entering an already-explored tile has no effect.  

Sprinting

At any point in your turn, you may take 1 damage (-1♥) to move as far as you want through connected face-up tiles, stopping your sprint when you enter a dark tile.



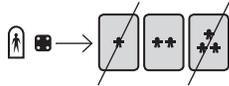
Bombs

Place bomb tokens on walls during any movement action on your turn. A bomb destroys a wall for the rest of the game, revealing that tile. (If the next tile has a wall on the same edge, it's destroyed too.)

Be careful — each bomb you play will make the cave collapse faster once all tiles have been placed! (See “Collapse”)

Fighting

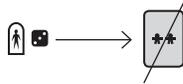
When attacked by goblins, you'll face cards with 1–3 goblins. Roll your dice, and place as many goblin cards as you can in a defeated pile. Choose the cards you want to defeat, up to the number you rolled. You can't defeat part of a card, so if you roll a 2, it has no effect on a card with 3 goblins.



(Ex. If you're facing 3 goblin cards with groups of 1, 2, and 3 goblins, and you roll a 4, then you can choose to defeat the card showing 3 goblins, or the 2 cards with 1 and 2 goblins.)



If you can't defeat all cards on the first roll, take a hit (see your Level Card). If you're still alive, roll again. Keep fighting to the death.



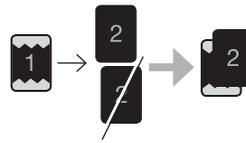
Once the fight is done, take the defeated goblins into your hand, flipping the cards over to reveal the loot they were carrying.



Spending Gold

When you've defeated goblins, you'll often find gold. You can use gold in one of 3 ways, returning cards to the goblin deck when spent:

1. Once a turn, you can spend 3 gold to heal +1♥.
2. Spend 1 gold to move 1 extra space. Do this as many times on your turn as you want, but once you land on an event tile, you can't move any more for that turn.
3. At the end of your turn, you may spend the amount of gold listed on the back of a level card to level up. When you do this, pick one card from the level you're gaining, and discard the rest from that level. You can only gain one level per turn, and regain all health when leveling up, and get rid of any cards adversely affecting your health (Poison, Wounded, etc.).



Level Cards

Level cards give you enhanced abilities, and represent your health. Normally, if you're hit in a fight, your level card will tell you to set it aside until you heal. Once you've set aside a level card, you can't use that enhancement again until you heal and restore that card to your hand.

Types of Tiles

-  **0–3 walls** — Obey walls on all tiles. Get a free move through empty tiles.
-  **Wild goblin symbol** — When exploring, deal the top goblin card and fight it.
-  **Event symbol** — When exploring, deal the top cave card and follow instructions.* Event tiles end your movement for that turn.
-  **Trapdoor** — Move to any other explored trapdoor tile with one movement action.
-  **Spikes** — Take 1 damage every time you move through this tile. *Note: Goblins, discard 1 goblin card from a Tribe when moving through this tile.*
-  **Pillar** — If all 3 of these tiles are removed during the Collapse, the entire cave is destroyed and everyone loses.*
-  **Fire** — Reveal dark tiles on edges not blocked by walls.
-  **The Pool** — Heal 3 when entering this tile. Pay 3 gold as many times as you like to heal here.
-  **The Pit** — Roll a 6 to kill the dragon and win. If you don't roll a 6 on the first try, roll again on your next turn. You may not leave the tile until you roll a 6.**

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** = 2-player rules, different when playing with the Dragon

THE GOBLINS

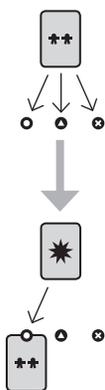
How to Win

Kill the Knight. 

Roll for cards

At the start of your turn, roll 1 die, and draw that number of cards from your deck. If you roll a 6, draw 6 cards, then roll again, repeating every time you roll a 6.

Drawing Cards

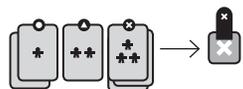


Draw a card from the top of the deck, looking at it. Assign it to a tribe, placing it under one of the three tribe tokens. Once a goblin card is placed in one tribe, it may not be moved to another.

If the top card is an event, assign it to a tribe with at least 1 goblin card before looking at it, then read it out loud and obey instructions. Events can be good or bad.

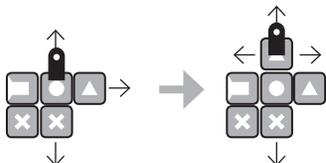
Spawning Tribes

At the end of your turn, you may spawn tribes. To spawn a tribe, choose a tribe with at least 1 goblin card, and place the tribe figure on any dark tile showing that tribe's symbol. You may move that tribe on your next turn.



Movement

You must obey all walls on explored tiles, but can move any direction on dark tiles. Tribes do not reveal tiles when they enter them, and may move any distance over connected dark tiles. You can create a new random* dark tile by moving into an empty space off the edge of the map.



You may move through explored tiles at the cost of 1 goblin per explored tile.

(Ex. If you want to move through 4 explored spaces, you must discard 4 goblins. You could do this by discarding 1 card with 3 goblins and 1 card with 1 goblin. In a 2-player game, goblins are reshuffled back into your deck. In a 3-4 player game, pass spent goblins to the player on your right.)

Attacking

To attack the Knight, move into her tile. If she can't roll enough to defeat you, she'll take a hit. After each hit, you have the option to move your tribe away, obeying regular rules of movement.

Hit her enough times, and she'll die, and you win!

If the Knight defeats all the goblins in your tribe, take the Tribe off the board. You can spawn it again on a dark tile with its symbol as soon as you have an action to use.

Summoning Monsters



At the end of your turn, you can spend goblins in a single tribe to summon a monster with that tribe's symbol.

The monster then appears in the same space as that tribe. If you spend all the goblins in a tribe to summon the monster, take that tribe off the board — you can spawn it again when you've placed new goblins in it.

As long as a monster is with a tribe, it may move for free with that tribe. Monsters also get 1 movement of their own per turn, starting when they're spawned.

Unless the description says otherwise, monsters only take 1 point to kill. If a monster is killed, it may be summoned again. The Knight doesn't gain loot by killing a monster.

The monsters you can summon are:

GIANT BAT — 5 ● goblins, 1 point to kill: Move as far as you want in a straight line (not diagonal), obeying walls on explored tiles. It may move off the edge of the board 1 space, creating 1 new dark tile. Tribes in its path may move with it, or drop off anywhere.

HOBGOBLIN — 5 ☼ goblins, 10 points to kill: Unlike goblin cards, the Knight can gradually decrease monsters' health with multiple hits.

PET FROG — 5 ● goblins, 1 point to kill: Draw an extra goblin card on every turn.

GIANT SNAKE — 10 ● goblins, 1 point to kill: Move up to 6 spaces. Any tribe or monster can spawn at it, even on an explored tile.

TROLL — 10 ☼ goblins, can only be killed by the Knight rolling a 1 or a 6: Moves 2 spaces per turn.

QUEEN SPIDER — 10 ● goblins, 1 point to kill: Can lay egg tokens on her tile. When the Knight enters, the eggs hatch. Roll 1 die for each egg's attack. Defeated eggs are returned, and may be laid again.

SALAMANCER — 20 ● goblins, 1 point to kill: Teleport to any tile on the board as a movement action, bring any tribes or monsters on your tile with you.

OGRE — 20 ☼ goblins, 30 points to kill: Can only move through the dark unless with a tribe or moving into the Knight's tile to attack.

HUNGRY — 20 ● goblins, Can't be killed until all goblins (not monsters) on its tile are defeated: On each turn it attacks, it eats one of the Knight's dice, taking them away permanently. (It can't eat the Knight's last die.)

THE DRAGON

OPTIONAL
3RD
PLAYER

How to Win



Find the Pit tile, climb out, and make it to the Cave Entrance to escape!

****With the Dragon playing, the Knight wins if she kills the Dragon, and doesn't need to return to the Cave Entrance.**

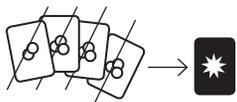
Setup

Draw 3 dragon cards (you may look at them), and turn your gem tokens facedown so their values are hidden. On your first turn, place your Claw piece on the tile where the Knight is.

Dragon Cards

At the start of each turn, draw one card. You can use as many cards as you want in a turn, but always keep 1 — if you run out of cards, you die.

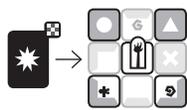
Cards will often allow you to eat nearby tribes. Once you've eaten goblins carrying 5 gold, you may trade the gold in (returning it to the goblin deck) to buy an extra dragon card.



Playing sets of cards

Play cards in combination to perform more powerful actions. Remember that you have different combinations available to you before and after leaving the Pit.

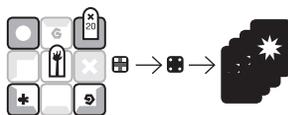
Impact Area



Claw and flame cards (and many combos) require you to roll your impact die to see which tiles you hit. The effect of cards applies to all tiles rolled on the impact die.

Eating Monsters

You can spend a set of 3 claw cards to try to eat a monster, rolling your impact die to see if you catch it. If you succeed, roll your 1–6 die to see how many dragon cards you draw. Eating a monster ends your turn.



Movement

1. Underground

At the beginning of the game, you are trapped under the cave floor. Each turn, move once as far as you want in any 1 direction (not diagonal), without regard to cave walls.

2. Escaping the Cave

If you have climbed out of the Pit, move once each turn as far as you want in 1 direction (not diagonal). Move through dark tiles without exploring them, but you must obey walls on explored tiles.

Climbing Out of the Pit

Once the Pit is revealed, you must go to it as fast as possible (using cards if necessary). Once at the tile, replace the Claw piece with the Dragon piece.

If the Knight is at the Pit before you are, after you climb out, she rolls all the dice she's earned. Roll your 1–6 die. If her highest die is higher than yours, lose however as many cards as she out-rolled you by.

(Ex. You roll a 4, and she rolls a 6, 2, and 1 with 3 dice. You lose 2 cards. If you only had 1 or 2 cards, you die, and the Knight wins!)

If you survive that encounter, roll again to begin your real fight with the Knight.

Fighting

Once you've escaped, you can be attacked by the Knight. If the Knight is on your tile, or on a tile adjacent to you, and isn't blocked by a wall, she may attack you. she rolls all dice she's earned. Roll your 1–6 die. If her highest die is higher than yours, lose 1 card.



If your highest die is higher than hers, roll your impact die. If you hit the tile with the Knight, you get a free movement in any direction (not diagonal), even if it's not your turn. If you miss, begin another round of combat.

You never directly attack the Knight, knowing that it was prophesied that she would one day destroy you.

Move directly through any goblin or monster's tile without affecting them, unless you choose to spend a claw to attack them. You cannot move through the Knight's tile, however, without fighting her.

Dragon Gems

Before escaping the Pit, at any time on any player's turn, you may place one of your gems facedown on any tile you choose. When you do, you may declare its value if you choose. YOU MAY LIE about this. Only 1 gem may be on the board at any time, and once the gem is placed, you may not move it.

There are 3 gems:

◎ **3 gold/goblins**

◎ **20 gold/goblins**

◎ **Trap** — Kills all tribes or monsters on that tile and adjacent tiles. If the Knight is on that tile or adjacent, her health drops to 1 hit away from death. (Not counting her Revive card.)

The Knight and any goblin tribe may pick up the gem, turning it over to reveal its value.

If the value is 3 or 20, it must be spent in one purchase, not split out over several turns. If a tribe picks it up, that tribe must use it to buy a goblin — its effects can't be shared with another tribe. Once it is spent, it is returned to you, and you may play it again.

THE CAVE

OPTIONAL
3RD OR 4TH
PLAYER

How To Win

Place all tiles, then remove the 3 pillars during the Collapse.

Setup



Draw 5 tiles at random, and look at them. Then place them in a cross, with the center tile face-up and the rest face-down. Place the Cave Entrance marker on the center tile. (This cancels out any other effects the tile may have.)



Draw 3 more tiles, and 3 cave cards, and look at them (but conceal their contents from the other players).

Placing Tiles & Dealing Cards

On your turn, place 1 new tile anywhere.

On any player's turn, whenever a new tile is called for, place it from the tiles in your hand. Draw again to keep a hand of 3 tiles in your hand at all times.

When a tile is explored, decide its rotation. When a cave card is called for, play it from your hand, drawing again to keep a hand of 3 cards at all time.

If you draw the Pit, Pool, or a fire tile, you must place each as soon as a new tile is called for.

Spending Goblins

If the Knight passes goblins to you, spend as many on a turn as you want, using 1 goblin for each action (passing them to the Cave if playing, or returning them to the goblin deck if not).

1. Place an extra tile
2. Rotate any explored tile
3. Remove an extra tile during the collapse

Placing sets of 3

On any player's turn, if all 3 tiles in your hand have the same type of wall or the same content, place all 3 face-down anywhere (together or separate), and draw 3 new tiles.



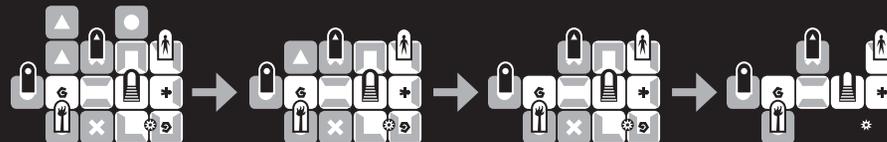
Collapse

Once all tiles have been placed, begin the collapse. This works the same as for 2 players, except that you are the only player to remove tiles.

On your turn, remove 3 tiles, plus 1 extra tile for any bombs that have been played, and using any goblin cards you have to place additional tiles, if you wish. Remove tiles open on 3 edges first, then 2, then 1. Remove empty tiles before full ones.

COLLAPSE*

Once all tiles have been placed, the Collapse of the cave begins.



On each player's turn, remove 3 tiles from the edge of the board, revealing them as you remove them.

Remove tiles with 3 unconnected edges first, then with 2, then 1. Always remove empty tiles before tiles with player pieces on them, and never isolate tiles or remove tiles connected on all 4 sides.

(Ex. If there is a tile connected on 1 side with the Knight on it, and an empty tile connected on 3 sides, remove the tile connected on 3 sides first.)

For every bomb token played, each player removes an extra tile on their turn.

(Ex. If 2 bombs have been played, each player removes 5 tiles on their turn.)

A path must always be preserved between the Knight, the Dragon (if playing), the Pit, and the Cave Entrance. Once all tiles but these have been removed, the Collapse stops.

If all dark tiles have been removed, then all goblin tribes and monsters spawn at the Cave Entrance.

If all 3 pillar tiles are removed, the entire cave collapses, killing all inside. In a game without the Cave, this is an instant defeat for all players. If the Cave is playing and can remove all 3 pillars, the Cave wins!

* = 2-player rules, different when playing with the Cave

** = 2-player rules, different when playing with the Dragon

Trove

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For Violet.