
GOBCON - the card game by La Tana dei Goblin

FAQs and Clarifications
version 1.0

LOGORREA-MAN -----

You **must** immediately play this card as soon as you draw it, discarding any previous Friend card in play. From now on, you can't play Friend cards as long as you have Logorrea Man in play.

At the beginning of each turn after the one you put Logorrea-Man in play, the first thing you have to do is to discard one of your Items in play. If you have no Items in play, you **must** pass Logorrea-Man to an opponent owning Item cards in play; at the start of each of his following turns, that player **must** discard one Item in play or pass Logorrea-Man to another one. If no player owns Items in play when Logorrea-Man should be passed, he's discarded.

You can get rid of Logorrea-Man in three ways: 1) using a "Unfortunately..." Special card, 2) as an effect of the "Stellar Rage" Special card, or 3) automatically when at the start of a turn no player has Items in play.

EMMA-HOO -----

If you have Emma-Hoo in play, you **must** declare if you're going to use his ability before dice are rolled for the current Game resolution. If you choose not to use this ability, roll the die as for standard Game resolution.

If you choose to use this ability, don't roll the die. After every other player has rolled the die, your result is the same of the one that played the Game card, excluding bonuses and maluses coming from Special cards. This means that you can't roll a Red Goblin (it is a Black Goblin for you too), but your bonuses and maluses apply instead of those belonging to the player proposing that Game.

If the player proposing the Game is then thrown off the Game itself (because of a "You can't play..." Special card), you **must** roll your die normally.