BLOBS

A fun card Game for 2–5 players

Finally we succeeded! We managed to create artificial life in our laboratory for the first time. The blobs have come into our world.

In Blobs the players are scientists working at the lab. Each scientist tries to create the best blobs and score the most victory points this way. However this is not without danger. Things can go wrong. Some blobs may be aggressive and may score negative victory points. Sometimes blobs do not survive and end up as chemical waste. But who knows? Perhaps even then any scientist can bring them back to life. The player with the most victory points at the end of the game wins.

Setup

Shuffle all cards and put them in a face-down draw pile. This draw pile is called **the lab**. Whenever you draw a card or play a blob from the lab, take the top card of this draw pile. Next to the draw pile there is a place for a face-up discard pile. This discard pile is called **chemical waste**. Whenever a card is discarded or a blob is removed, it is placed face-up in this discard pile.

Deal five cards from the draw pile *(the lab)* to each player. Players keep their cards in their hand, hidden from other players. Each player has an own room in front of them in which blobs are played. Choose a random player to go first.

Blob Cards

Colors are also represented by symbols that include the victory points.

The following symbols are used.

3 Green 2 Purple 3 Orange
0 Pink -3 Blue ✖ Multicolor

The back of the card is used as a protoblob with value 1.
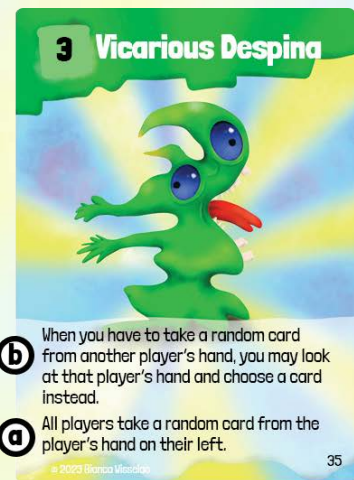
A blob card has the following properties

① A name.
② A positive or negative base value in victory points.
③ One (or any number of) color(s).
④ Actions in text, which may be any of the following types:

ⓐ **One-off effect action**
A one-off effect action is performed when a blob is played

ⓑ **Permanent action**
A permanent action is always in effect as long as the blob is in a room

ⓒ **Start action**
A start action is performed at the start of the blob owner's turn

ⓓ **End action**
An end action is performed at the end of the blob owner's turn

ⓔ **Response action**
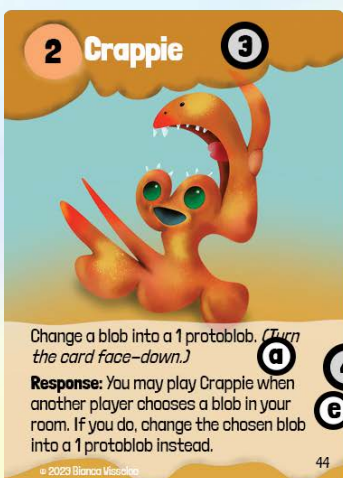A response action specifies a condition when a blob can be played in response to a blob played by another player

Hot Blobtato — −3 ①

Remove another blob in the room where Hot Blobtato is played. ⓐ

End: Choose a color. Look at the top card of the draw pile *(the lab)*. If the card has the chosen color, reveal it and give Hot Blobtato to another player. ⓓ

© 2023 Bianca Visselaa   01

Blue card named Hot Blobtato with negative base value. Also a one-off effect action and an end action.

② ③ **The Planner**

ⓒ **Start:** Look at the top two cards of the draw pile *(the lab)* and put them back on top of the draw pile in any order.

© 2023 Bianca Visselaa   21

Purple card named The Planner with base value 3. This card has a start action.

③ **Vicarious Despina**

ⓑ When you have to take a random card from another player's hand, you may look at that player's hand and choose a card instead.

ⓐ All players take a random card from the player's hand on their left.

© 2023 Bianca Visselaa   35

Green card named Vicarious Despina with base value 3. This card has a permanent and also has a one-off effect action.

② **Crappie** ③

Change a blob into a 1 protoblob. *(Turn the card face-down.)* ⓐ

Response: You may play Crappie when another player chooses a blob in your room. If you do, change the chosen blob into a 1 protoblob instead. ⓔ

④

© 2023 Bianca Visselaa   44

Orange card named Crappie with base value 2. This card has a one-off effect action and a Response action.

⑤ **The Great Reset**

ⓐ Shuffle the discard pile *(chemical waste)* and the cards in the hands of all players into the draw pile *(the lab)*. All players draw 5 cards.

© 2023 Bianca Visselaa   64

Pink card named The Great Reset with base value 5. This card has a one-off effect action.

✖ **Chameleon**

ⓑ ✖ equals the highest number of blobs with the same color in the same room. Chameleon has all the most common colors in the same room.

© 2023 Bianca Visselaa   68

Multicolor card named Chameleon with base value 0. This card has a permanent action.

3

How to Play

Players are taking turns in clockwise order until the end of the game is reached. During a turn a player performs actions from blobs in his/her room and plays a blob from his/her hand. Other players may optionally play a blob in response. A player's turn is explained in more detail below. Whenever the draw pile (the lab) becomes empty, shuffle the discard pile (chemical waste) and put them in a new face-down draw pile.

A Turn in Detail

The player that performs his/her turn, is considered the active player. The active player executes four phases:

- Phase 1: **Start** actions
- Phase 2: Play a blob
- Phase 3: **End** actions
- Phase 4: Replenish hand

Phase 1: Start actions

All actions of blobs with the **Start** keyword in the room of the active player are performed. The actions are mandatory unless otherwise specified in the action itself. If multiple blobs have a **Start** action, the order of the actions is chosen by the active player. If during this phase a new blob with a **Start** action is played in the room of the active player, that **Start** action is also performed.

Linn

Example: *Linn has Greedy and Forecaster in her room. She decides to perform the Start action of Greedy first. She draws the top card of the draw pile. Then she performs the Start action of Forecaster and decides to play the blob from the draw pile. She discards a card to the discard pile. In phase 2 of her turn she takes the top card of the draw pile, places it in a room and performs the action of that blob.*

Phase 2: Play a blob

The active player chooses a card from his/her hand and plays the blob in his/her own room or in a room of another player. The player in whose room a blob is played, becomes the owner of the blob. The actions of the blob are mandatory and are performed by the active player as much as possible. This doesn't apply to Start, End and Response actions as they are performed at another time. Due to the effect of the blob's action, other blobs may be played in the turn by the same or other players. In the exceptional case that a player doesn't have any cards in hand, this phase is skipped.

After a blob is played, but before the action is performed, other players have the opportunity in player order to play a blob with a Response action. The player playing the blob cannot play a Response action in response to it. A blob with a Response action specifies the condition when it can be played. Each player can only play one blob with a Response action in response to a given blob. Actions of Response blobs are performed first and then the action of the blob being reacted to is completed. The blob with a Response action can be played in any player's room. Note that a blob with a Response action can also be played directly for its action in a player's turn instead of in response to another blob.

Example: *Steven plays Avenger in his room and chooses Sneak Preview in Sièna's room. Sièna doesn't want Sneak Preview to be removed, so she play's Second Chance in her room as Response action. Sneak Preview returns to Sièna's hand and the action of Avenger has no effect.*

Some additional remarks when playing blobs

- The cards represents blobs when they are played or when they are in a player's room. In any other case it's just a card.
- The actions of the blob card are only in effect when the card represents a blob.
- The base value of a blob is the value in the upper left corner of the card. For ✖ this is 0.
- Protoblobs are blobs that have no actions or colors. When a blob is turned into a protoblob, its card is put face-down in the room.
- When a blob is played from the draw pile *(the lab)*, the top card is played.
- When a blob is played from the discard pile *(chemical waste)*, the player playing the blob may choose any card in the discard pile.
- Actions of a blob are not performed when a blob is moved to another room.
- When a color is changed into another color, multicolor blobs lose the color that has been changed.
- When a blob refers to blobs in the same room, it refers to the room where that blob is located.
- When a blob copies an action with a card name in it, that card name now refers to the name of the card that has the copied action.

Phase 3: End actions

All actions of blobs with the **End** keyword in the room of the active player are performed. This may include blobs that are played this turn. The actions are mandatory unless otherwise specified in the action itself. If multiple blobs have an **End** action, the order of the actions is chosen by the active player. If during this phase a new blob with an **End** action is played in the room of the active player, that **End** action is also performed.

Example: *Vic has Hot Blobtato in her room. She performs its End action and chooses Orange. She looks at the top card of the draw pile and it happens to be orange. She reveals the card, returns it to the top of the draw pile and moves Hot Blobtato to Joost's room.*

Phase 4: Replenish hand

The active player replenishes his/her hand to five cards. When the active player already has five or more cards, then no cards are drawn. In the same way, if the active player has less than four cards, multiple cards are drawn to refill the hand to five cards.

End of Game

The game ends immediately after the turn in which the active player has eight or more blobs in his/her room at end of turn. The player with the most victory points in his or her room is the winner. If multiple players have the same number of victory points, then from those players the player with the most blobs wins. If also the number of blobs are equal, than there are multiple winners.

The easiest way to count victory points is to first add up the base values and then apply the permanent actions that affect victory points. **For example:** Green Panic subtracts one victory point for every green blob in your room and Dancing Blue adds one victory point for every blue blob in your room.

Card Clarifications

A Tooth For A Tooth
If one of the blobs is no longer available due to a response, the other blob still switches to the other owner.

Avenger
When you play this blob in response, you have to remove the blob, that was chosen by the other player.

Blob Clone
When Blob Clone is not in a room, its base value is 0 and it has no color.
Blob Clone only copies another blob when played in a room. It remains the same copied blob when it moves to another room. It also remains the same copied blob when it is changed back to its original blob from a protoblob.
When a blob is copied that has to be played in another player's room, like Blob Thief, then Blob Clone should be played in another player's room as well.
Blob Clone is not a copy while in a player's hand. It cannot be played as a Response action as a copy of a blob with a Response action in a room.
When Blob Clone is played while there is no other blob in a room, Blob Clone doesn't become a blob and is placed in the discard pile.

Blob Surprise
Blob Surprise can give itself to another player and has to if it is the only blob in the room.
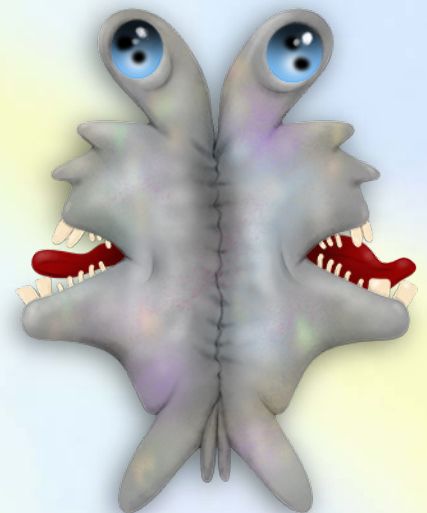
Bob
A 1 protoblob is a protoblob with a base value of 1.
A protoblob can be changed into a protoblob again with no effect.
Bob is able to change itself in a 1 protoblob.

Chameleon
Chameleon is 0 and has no color in case it is the only blob in a room.

Chemical Bomb
You may choose any card from the discard pile.

Chemical Walker
Chemical Walker is moved to the other player's room before the blob is played.

Color Picker
Choose one of the available colors in the game.
Color Picker does not have a color while not in a room.
Color Picker can remove itself and has to if there is no other blob with the chosen color in the same room.
When Splash Blob or a painter blob is in the same room as Color Picker, the chosen color may be changed for Color Picker instantly. The chosen color is still applicable for all players, but doesn't affect Color Picker itself.

Colorful Blob
Colorful Blob also has all colors when not in a room.

Copycat
Permanent actions only apply while the action is performed. For example, when copying the action of Vicarious Despina you may choose a card, but this no longer applies when playing another blob later. So copying a permanent action that gives certain blobs +1 has no effect.
When the action of a blob is copied that has to be played in another player's room, like Blob Thief, then Copycat should be played in another player's room as well.
When Copycat is played while there is no other blob in a room, Copycat can't copy anything and doesn't get any action.

Crappie
A 1 protoblob is a protoblob with a base value of 1.
A protoblob can be changed into a protoblob again with no effect.
Crappie is able to change itself in a 1 protoblob.
When you play this blob in response, you have to change the blob, that was chosen by the other player.

Dance Of The Pink
Dance Of The Pink also gives itself +1.

Dance With Orange
Dance With Orange also gives itself +1.

Dancing Blue
Dancing Blue also gives itself +1.

Evacuation
When a player has Last Word, that player may only choose a blob with the chosen base value.
When a player has Shield Blob, this card only effects that player if the chosen base value equals Shield Blob's base value (and therefore Shield Blob is a valid choice).

Forecaster
When a player decides to play a blob from the draw pile, the blob is played in phase 2 of the turn as normal. In this case the player discards the card in phase 1 as part of the Start action.

Green Dancer
Green Dancer also gives itself +1.

Green Panic
Green Panic also gives itself –1.
When you play this blob in response, you may play it in any players room.

Hot Blobtato
The card drawn, revealed or not, is returned to the top of the draw pile.

Last Word
The chosen blob should still meet the selection criteria. For example, if Evacuation is played with base value 0, you may have to choose Last Word if you have no other blob with base value 0 in your room.
When you have Last Word in your room, you cannot meet the criteria that another player chooses a blob in your room to play a Response action.

Lucky Walker
Lucky Walker is moved to the other player's room before the blob is played.

Opportune Walker
Opportune Walker is moved to the other player's room before the blob is played.

Pink Panic
Pink Panic also gives itself –1.
When you play this blob in response, you may play it in any players room.

Psychiatrist Blob
Blobs with a negative base value get a positive value for scoring, but their base values remain negative for actions of other blobs played.

Puke
Puke may move itself to another room and has to do that if there isn't another blob in the same room.

Purple Panic
Purple Panic also gives itself –1.
When you play this blob in response, you may play it in any players room.

Rainbow Blob
Rainbow Blob also has all colors when not in a room.

Second Chance
When you play this blob in response, you have to take the blob into your hand, that was chosen by the other player.

Shield Blob
If Shield Blob does not meet the selection criteria, no other blob can be chosen.

Sneaky Blob
Sneaky Blob is placed in the other player's hand before the blob is played.

Splash Blob
All blobs are only pink and no longer multi-colored.

Spy
When there is no other blob in the room where Spy is played, it has to change itself into a 1 protoblob.

The Purple Dance
The Purple Dance also gives itself +1.

Think Again
When you play this blob in response, the other player has two less cards available to take.

Trade Rebel
When exchanging cards, it is considered as taking cards from the players hands. So the other player may play a blob with a Response action that meets this criteria.

Tyde
Tyde may remove itself and has to if it is the only blob in the room.

Credits

Game Design: Edwin van Schaick
Illustrations, Art and Graphic Design: Bianca Wisseloo

Special thanks to all play testers: Annick, Arya, Daniel, Ernst, Floris, Jan Eric, Joost, Joost, Linn, Martijn, Nicole, Rob, Sièna, Steven and Vic.

www.biancawisseloo.nl/blobs

Facebook: facebook.com/blobsthegame

Instagram: instagram.com/blobsthegame