



Greebles: Mashup Monster Combat V1.0

By Tang Mu

Greebles is a duelling tile game that's a cross between dominos, consequences and certain card/monster battling franchises. Players take turns to build monsters from the tiles they have in their hand with the aim of reducing the other player to zero health.

Equipment

59 series one Greebles tiles

2 player health tiles

6+ dice (d6)

A bunch of pennies to use as counters. You could also use glass beads or anything small enough to cover one of the dots on the tiles.

Set up

Give each player a player health tile. Shake the tiles in the bag until they are well mixed. Deal each player seven tiles face down. Players can look at their tiles, and if they are not happy with their hand, shuffle them back into the bag and redraw another seven. Roll a die to see who will go first.

Gameplay

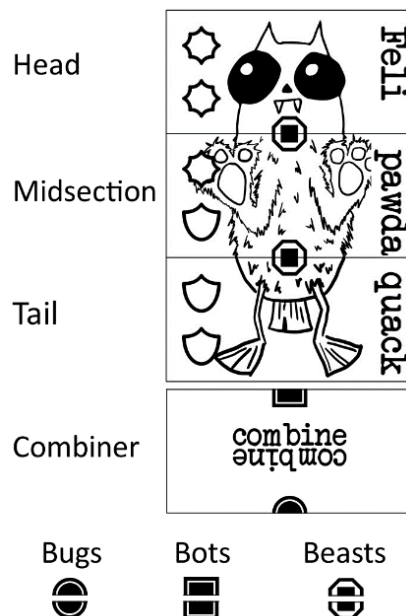
At the start of your turn, remove any attacking tokens from your creatures. Every turn each player has 3 actions. They can choose to do one of the following three things for each of them:

- Pick up a tile. If this means that you are over your hand limit of seven, another tile must be discarded.
- Play a tile. (See playing tiles)
- Attack with a completed monster (See combat)

After your three actions have been taken, the turn is passed over to the other player.

Playing tiles

There are four different types of tiles: Heads, Midsections, Tails and Combiners. Each of these tiles has symbols on the top and bottom edges with exception to the head and the tail that only have one on the bottom and top respectively. The symbols are for Bugs, Bots and Beasts and must match with the corresponding symbol on the adjacent tile in order to grow your monster. The Combiner tiles contain two different symbols, allowing for hybrids between the bugs, bots and beasts to be created.



In order to start off a creature, a head has to be played on the table in front of you. More tiles can be added to this providing you have enough action points and tiles with matching symbols. A creature can be made whole by placing a tail tile on the end of the stack, however this isn't always the final form of the creature as during each turn, more midsections can be added to bolster the attack or defence.

Combat

Providing that a creature has both a head and a tail and all the symbols match, you can use an action to attack with it. Roll a die for each attack symbol on your monster (there are two on the head and others on midsections) Line them up lowest to highest between the two players.



Attack
(1 die)



Health Point
(Stength 5)

It is then up to the defending player to decide how to deal with the attack. They can block with one of their creatures or take it on themselves directly. Each shield symbol on the creature or the player represents one health point. Players have three and there are two on the tail of a creature and more on midsections. The numbers on the shields represent the attack power that must be equalled or surpassed in order to destroy that health point.



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Eg: Player 1 rolls 3,3,4,5 and player 2's creature has shields of 4 and 6. The two 3's are removed because they are too low but the 4's cancel each other out (destroying that health point) As the last shield is a 6, the attack roll of 5 has no effect and the creature survives, albeit with only one health point.

Once a health point has been destroyed, cover it with a token. If all the health points on a section have been destroyed then remove the tile from play and place back into the bag. If all the health points on a creature have been destroyed then place the whole creature in the bag.

Unfinished creatures (with no tails) can block with their health points, however if the creature has no health points then it is immediately removed from play and the tiles put back into the bag. The attack goes no further as it has all been expended on that one creature.

If the player decides to take the attack on themselves then the attack is blocked by the player's own health points. If all of these have been overcome then the player has lost the duel.

I hope you've enjoyed playing and if you have any feedback please drop me a message on tang.mu.designs@googlemail.com. The game is still very much in its infancy and I'd love to see what it inspires in other people which is why I've put it out there on the interwubs under the creative commons licence. There are blank tile sheets for you to have a go creating your own set and many more features to add to this including:

- Shouting the name of your creature when attacking. Hat swivelling and throwing of balls optional.
- Some kind of rock-paper-scissors mechanic whereby you are rewarded for fielding a creature that is all of one type, which gives bonuses or weaknesses when attacking or blocking another creature of a different type.
- More sets. I already have another bot set ready to go (I just can't stop drawing them!) and potentially more types of sets with different symbols to match.
- Multiplayer. I haven't yet figured out how to make this game work for an odd number of players. Evens can be resolved having the players split into two sides and taking turns alternatively.

Happy Playing!

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