Title:
Hunger - A Goblin Semi-Larp

Author:
Anton Ardehed

What is it about:
Chaotic struggle for survival - In a complex and competitive political goblin environment

Time:	**Players:**	**Materials, other than the rules, enough chairs and a large table:**
4 Hours	6-11 People	Meeples, Tokens, Pouches, Pamphlets, Markers, Dice, and Coins.

Overview:

- **1. Greetings** — **3 min**
- **2. Introduction to Hunger - A Goblin Semi-Larp** — **3 min**
  - 2.1. What is Hunger & what is it about?
  - 2.2. Why do you want to win?
- **3. Safety Conversation** — **5 min**
  - 3.1. Content Warnings
  - 3.2. Communication, Player Behavior & Boundaries
  - 3.3. Safety Tools
- **4. Expectations Conversation** — **3 min**
  - 4.1. Story & Gameplay
  - 4.2. Politics - Competition & Teamwork
  - 4.3. Character Secrets
  - 4.4. Player Absences
- **5. Game Preparations** — **35 min**
  - 5.1. Role Assignment
  - 5.2. Material Distribution
  - 5.3. Meeple Personalization
  - 5.4. How To Play & Questions
  - 5.5. Workshops
    - 5.5.1. Hunting
    - 5.5.2. Arguing
    - 5.5.3. Competing
    - 5.5.4. Sleeping
- **6. Break** — **5-10 min**
- **7. Game Start** — **165 min**
  - 7.1. Taking The Oath
  - 7.2. Day 1-4 (The Same Phases Repeat Each Day)
    - 7.2.1. Day 1
      - 7.2.1.1. Hunting (Roleplay, Then New Info)
      - 7.2.1.2. Arguing (Politics, Then Voting)
      - 7.2.1.3. Competing (Gambling, While Stealing)
      - 7.2.1.4. Sleeping (Resting, While The Game Master Works)
- **8. Game End** — **15-20 min**
  - 8.1. Epilogue
  - 8.2. Debrief
  - 8.3. Discussion
  - 8.4. Material Return
  - 8.5. Scenario Feedback
- **9. Goodbye** — **1 min**

0. Preparations

Please read the scenario's instructions. Then, if you have any questions afterwards, feel free to ask the author. Additionally, feel free to improvise as the Elder Goblin when needed. (The scenario requires a quick pace when teaching and roleplaying, especially while voting.)

Materials:

Paper Things:
- 1 Copy of the rules.
- 10 Pamphlets (one with each Goblin). (Print doublesided with page-turning on the side, then cut them in half to separate Goblins and fold in half to create a 4-paged pamphlet.)
- 10 Name signs (one for each Goblin).

Furniture:
- 12 Chairs (or less, depending on player count).
- 1 Table (or several small ones).

Pouches and Bags:
- 10 Pouches (one for each Goblin).
- 1 Pouch / Bag (for the ogre's hoard).

Tokens:
- 100 Food Tokens (27 to spare).
- 25 Stone Tokens.
- 25 Wood Tokens.
- 10 Silver Tokens.
- 10 Gold Tokens (2 to spare).
- 6 Knife Tokens.

Meeples:
- 50 Green Meeples (1 to spare).
- 5 Small Green Meeples (1 to spare).
- 5 Turquoise Meeples (1 to spare).
- 3 Sheep Meeples.

Other Things:
- 10 Markers.
- 10 Coins.
- 1 d20.

Preparations:

A. Place out enough chairs in a circle around a table. (Usually 12 chairs.)
B. Prepare role assignment by placing out the pamphlets, a d20, and sorting the pouches. (If the player count is 7, 9 or 11 play as if it was one lower and let two play Twin Goblins.)
C. Prepare the ogre's hoard bag based on player count and place it on centre of the table:
(If there are 10 players:) 15 food tokens. 3 gold tokens. 3 silver tokens. 17 wood tokens. 14 stone tokens.
(If there are 8 players:) 12 food tokens. 2 gold tokens. 5 silver tokens. 15 wood tokens. 15 stone tokens.
(If there are 6 players:) 10 food tokens. 1 gold token. 6 silver tokens. 13 wood tokens. 17 stone tokens.
D. Place out the name signs and the markers.
E. Prepare for the Competing phase by placing out the 11 coins.
F. Prepare what to use as a voting stick and place it out. A marker will do fine.

1. Greetings (3 min) Start - XX:01

Hello everyone, and welcome to Hunger - A Goblin Semi-Larp. My name is ___, I go by the pronouns __/__, and I will be your game master for today. Let's take a moment to introduce ourselves - with our name, our pronouns and how experienced we are with role-playing.

2. Introduction to Hunger - A Goblin Semi-Larp (3 min) Start - XX:04

2.1. What is Hunger & what is it about?

Hunger is a goblin semi-larp which means that it mixes elements of table-top and live action role-play. However the main table-top element that we will be using are meeple and tokens - so the scenario will contain a lot of live action role-play.

Hunger, as a scenario, is about the chaotic and sometimes savage struggle for survival which a complex and competitive political environment can create. Hunger has therefore been written with the specific goal to produce certain moral dilemmas and social conflicts.

The main gameplay revolves around distributing dwindling resources between yourselves.

And it is my hope that you, within this controlled and safe goblin environment, will get a deeper understanding of the stress and misery that can be brought on by real issues such as systemic unfairness, starvation and the struggle for power.

However it is important to remember that everyone here will be roleplaying a fictional goblin, and that the players themselves should not be blamed for their fictional goblin's actions.

2.2. Why do you want to win?

In the scenario you as a player will be rewarded with something to take home after the scenario, based on the survival and leadership performance of your goblin character.

The reward that you are competing for is your own personalized meeples - which represent the loved ones of your goblin character.

When the scenario ends, you will be allowed to keep all the meeples which are still alive - meaning those meeples who have not starved to death under your leadership during the scenario's duration.

The reward is an incentive for you players, so that you get motivated to win by any means.

3. Safety Conversation (5 min) Start - XX:07

3.1. Content Warnings

The scenario is heavily centered around survival, starvation and death.

Themes which <u>will probably</u> be explored within roleplay or narration are:
- Death
- Violence and murder
- Sacrifices and choosing who to sacrifice
- Kidnapping
- Robbery and stealing
- Hunting, killing of animals and eating animals

- Strong emotions
- Blame
- Power imbalances and powerlessness
- Social alliances and social groupings
- Targeting and exclusion
- Religion and spirituality
- Satire of religion and spirituality
- Lying

3.2. Communication, Player Behavior & Boundaries

The scenario is heavily dependent on communication with words, especially when arguing. Therefore it is important that you as a player speak out and contribute with your thoughts.

It is also important for you to know that the goblins that you will be portraying within the scenario have the ability to both lie and listen - so feel free to deceive each other, and try to give everyone the chance to state their opinion. Theatrical interruptions are allowed, but if a player is effectively silenced or shouted over then the game master might have to moderate.

There may come a time when a player raises their voice, cusses, or gestures angrily within their portrayal of their goblin - since the scenario's plot may prompt such emotions.

There may also come a time when a player cries, or goes silent because of sadness within their portrayal of their goblin - since the scenario's plot may prompt such emotions.

Nonetheless if you are the player who expresses these emotions or not, it is important to remember that all players are playing a role, physical touch is not part of this scenario, and you can utilize the following safety tools if needed.

(Additionally, you should base hostility within the fiction upon elements which are not part of the fiction, such as the player's own attributes; like for example, gender and age.)

3.3. Safety Tools

We will use safety tools to safeguard everyone's collective enjoyment and safety.

The safety tools that we will use are called "Check-Ins", and "X-Signs".

For "Check-Ins", all player will start and end the Arguing phase of each day by giving either a thumb-up, thumb-sideways, or thumb-down - to communicate the player's own emotional wellbeing. When doing this, it is important to look at what everyone else is signaling.

When a player has given a thumb-down signal, you should ease up on harsh or sinister arguments aimed at their goblin character during the Arguing phase. This does not mean that you should vote in their favor, but it means that a simple "I object and vote against" would suffice.

For "X-Signs", all players can choose to hold their arms or fingers in a visible "X" - to communicate that they do not wish to partake in the current scene or conversation. This is an immediate way for you to safely disengage from any unwanted role-play.

After a player has done a visible “X” they can choose to talk out of character with the game master or the involved players - to communicate clearly about what caused the need to use the safety tool. For example, you could say “I feel bad about roleplaying ___, so my goblin will not partake in ___ in the future.” Although you do not have to give an explanation.

It is utmost important that you as a player actually use and respect these safety tools.

(Note to game masters: Feel free to let the players try out the different safety tool signals.)

4. Expectations Conversation (3 min) Start - XX:12

4.1. Story & Gameplay

Now that we have gone through our safety conversation we can get back into the scenario.

The story is extremely simple:
- You are all playing a goblin leader, who is part of the goblin council within a goblin clan.
- Your goblin wants to protect and provide for their loved ones. (Your meeples.)
- Your goblin does this by Hunting, Arguing, and Competing, before Sleeping - each day.
- The problem is that this goblin clan is run by a big, scary, and hungry ogre.
- But when the ogre is away, the council can make collective decisions by voting.
- Throughout the story, we will see what happens within the goblin clan when the resources start dwindling, as the chaotic struggle for survival begins - in a complex and competitive political goblin environment.
- Most, if not all of you, will probably have to face the death of at least one of your goblin’s loved ones - as we simulate systemic unfairness, starvation and the struggle for power.

4.2. Politics - Competition & Teamwork

Within the scenario it is allowed to create different alliances. It is also allowed to make, uphold, and break deals made with others. This will create a quite competitive environment. (Because a popular goblin is a goblin that will get a fair share of the collective food supply.)

The scenario is basically a free for all, except! that each goblin will have one other goblin that they have a special bond with, a goblin that they would never vote against during the Arguing phase. (The bond can be due to anything; friendship, love, respect, or beliefs.)

4.3. Character Secrets

The scenario might provide your individual goblin character with some secret information.

Secret information is information written on paper in red ink.

It is allowed to share secret information with other goblins, but you do not need to do so.

(But you are always forced to answer truthfully when asked about your number of meeples.)

4.4. Player Absences

It is possible for players to leave the scenario after the gameplay has begun. Within the fiction such an absence is explained by the goblin going on a journey to other lands.

The most foreseeable reasons for player absences are the need to go to the bathroom, the physical need to take a break or rest, and the emotional need to step out of the scenario.

If a player wish to step out of the scenario and stop roleplaying, then their goblin is simply removed, and the player can choose to stay and watch the other players in the scenario.

If a player has to leave temporarily, like for example going to the bathroom or physically take a break then they are recommended to leave after the Arguing phase if they deem their current food tokens enough to feed their meeples, otherwise after the Competing phase. While leaving, the player should leave their meeples and tokens behind with the game master for safekeeping, and so that the game master can perform future Sleeping phases. (After the first Sleeping phase, the player's meeple losses are capped to a maximum of 1/4 of the player's meeples, rounding up to whole numbers - and not removing the last meeple.)

When returning from a temporary journey, the goblin may rejoin the scenario during the next possible Hunting phase - as they find themselves back home with the clan.

5. Game Preparations (35 min) Start - XX:15

5.1. Role Assignment

Now that we have gone through both our safety and expectations conversation we can begin our game preparations.

Please get ready for role assignment, by searching within yourself to find your inner goblin!

I will now place the different goblin character options in front of you all, but do not reach for or touch the pamphlets yet - just look over the different goblin character options calmly.

On the visible first page, you will find each goblin's unique trait, ability and starting meeples.
On the second page, you will find each goblin's secrets, secret abilities and our safety tools.
On the third page, you will find a summary of the game phases and some rules summaries.
On the last page, you will find the goblin's bond, and a summary for the Competing phase.

Now, calmly, please put your finger on the goblin character option that you wish to play.

If you are alone in choosing the goblin character option then you may claim that goblin!
If you are not alone in choosing the goblin character option, and if no one volunteers to swap, then all contenders may test their luck by rolling a d20 - the player with the highest die result may claim that goblin. (Repeat this selection process until every player has claimed a goblin.)

Important: If Hunger is played with an uneven amount of players, then two players need to play the Goblin Twin(s) together. Additionally, all goblins must have a bond to another goblin that is played in the scenario, therefore someone might have to swap goblins.

Each goblin also has an assigned seat, going clockwise from lowest to highest, on my left, to the highest, on my right. Please take your goblin's assigned seat and remember its place.

5.2. Material Distribution

Now that you have all found your goblin and their seat, we can begin material distribution. (There may be some gaps, if the player count is less than 11

We will go clockwise. Please, state the goblin character option that you have now chosen - so that I can give you the correct pouch of meeples and tokens.

5.3. Meeple Personalization

Now that you have your meeples, it is time to begin personalizing them!

Please get ready for meeple personalization, by searching within yourself and reflecting on the people that you love. Because similar to you, all goblins have their own loved ones!

I will now hand out some markers to you, so that you will be able to follow my instructions.

Now, calmly, please begin naming your goblin's loved ones, by simply writing the meeples' name on one of their facings. You might want to draw inspiration from the people or animals that you thought about earlier. For example you may want to name a meeple after someone you care about, someone that you would fight for, someone that you hold especially dear.

Please take your time. There is no rush and no wrong answers here. We have had players that have named the goblin's meeples after children, siblings, friends, partners, parents, pets, relatives, and more.

After naming your goblin's loved ones and writing the names on the meeples, you may customize their other facings with the marker. For example giving them a cute little face!

5.4. How To Play & Questions

We are now going to learn how to play, followed by time for questions, and lastly we will practice the scenario's different phases once during some fun and social workshops.

After the workshops there will be a short break where you can rest or go to the bathroom. (By the way, I do recommend that you try to follow along in the pamphlet on the third page.)

Summarized:

- The gameplay will span 4 simulated days, during the real time of 2 hours and 45 minutes.
- Each day is split into 4 repeating phases - Hunting, Arguing, Competing, and Sleeping.

- **During the Hunting phase,** your goblin should: 1. Wake up, 2. Check on their loved ones (since some might have starved to death during the night.) and 3. Roleplay how you wish (by for example, mourning, walking around, scheming, socializing, or making a big scene.)

- **To end the Hunting phase,** the Elder Goblin will announce something by loudly saying "Goblins! Stop hunting and get back here! __ has happened!" - starting the Arguing phase.

- **During the Arguing phase,** your goblin should: 1. Take their seat, 2. Hand in their catch (which will be found in front of their assigned seat) to the collective pile of resources, 3. Perform Check-ins, and 4. Begin arguing about resource distribution.

- **Food resources are perishable,** meaning that all excess food resources are lost during the Sleeping phase. They look like this, and your goblin's loved ones need them to live.

- **There are other resources,** stone looks like this, wood looks like this, silver looks like this, and gold looks like this.

- **These other resources could be of use, or not.** Different playthroughs of Hunger will see different events unfold. Therefore there is a very real possibility that the one resource which your goblin has collected will be of no use at all, except for narrative roleplay and bragging. Beware the unfairness.

- **Goblins are unable to give away resources or trade,** meaning that you can not hand another goblin any resource willingly.

- **Also, please remember to try and keep the noise levels down a little,** we do not need to shout at each other to make our point or be heard.

- **To further the Arguing phase,** the Elder Goblin will start the final voting by loudly saying "Goblins! You can keep arguing, but let us vote!".
- All goblins will then take repeated turns (until the collective pile of resources is empty), going clockwise starting with the Quick Goblin, and 1. Suggesting what resources they should be granted, then 2. Having all the goblins vote for, or against the suggestion.

- Each goblin's vote is worth the number of their total loved ones (represented by meeples).
- If the majority votes for, the goblin receives the suggested resources. If not the goblin is left empty handed as the turn moves on. Ties are broken by the vote of the Scary Goblin.
- Remember: Your goblin can not vote against the goblin that they have a special bond with, and you are always forced to answer truthfully when asked about your number of meeples.

- When the official voting has begun, strictly keep the voting order by passing a voting stick.
- Further, once a goblin has suggested something, they may not change it during the vote.

- Goblins display their votes by showing their total number of loved ones (who hold a vote) on their hands until the vote is counted. The number is shown upwards if it is a vote for, and downwards if it is a vote against. (Usually the Elder Goblin will be able to tell if a vote has passed simply by the amounts of up- or down-facing hands, and call the vote's result.)

- If the Scary Goblin is not present, then ties are deemed as a result against the suggestion.

- **To end the Arguing phase,** the Elder Goblin will try to calm any conflict by loudly saying "Goblins! Stop arguing and let us prepare for a competition! The champion will get a little extra food from the hoard, that you should not steal from!". - starting the Competing phase.

- **During the Competing phase,** your goblin should: 1. Perform Check-ins, 2. Try to win the goblin championship (by being the first goblin to win at all four different events), and 3. Steal resources from the hoard during the goblin championship, if they need to.

- The four events:

1. Individual Coin Tossing - where getting the same result 3 times in a row equals winning.
2. Rock, Paper, Scissors, Shoot - where winning against 3 other goblins equals winning.
3. Zig, Zag, Zug - where getting eliminated first from a group of 3 or more equals winning.
4. Oohh, Shoot - where guessing the total numbers of fingers shown, at the reveal, in a group of 3 or more goblins equals winning. (Each goblin puts a fist in, and decide how many fingers to show on the "Shoot", but instead of saying "Shoot" they declare a guess.)

- The first goblin to win at all four different events should loudly declare themselves as the "Champion Goblin".
- Remember: You do not have to do the events in any particular order, and even if you have no chance to win the championship your Goblin should try to partake and win as much as possible.

- If a goblin needs additional food resources, they may try to sneakily steal from the hoard during the goblin championship, by blindly putting their hand in the bag (placed in the center) and taking however many tokens they wish - once per goblin championship.
- Let's reiterate this! You put your hand into the bag without looking in it. You grab as many resources as you think you would need or like. You then pull your hand out and put them in your goblin's pouch.

- If your goblin has no unique ability, then they can steal like this once per day. And the consequences for being caught are that other goblins may shun and target you later on.

- To end the Competing phase, the Elder Goblin will stand by the hoard and reward the Champion Goblin by giving them two additional food resources, while proudly proclaiming. "Goblins! Stop competing, we have a new Champion Goblin! - starting the Sleeping phase. (These two additional food resources should not actually be taken from the hoard.)

- During the Sleeping phase, your goblin should: 1. Find a comfortable place to rest, and 2. Lay out all their meeples, with a food token stacked upon them if possible, and pour all other tokens into a pile. Then, 3. Rest your eyes, and wait for a new dawn.

- To end the Sleeping phase, the Elder Goblin will gently wake all goblins by saying "Goblins! Stop sleeping and wake up! Our hunger is dire!" - starting the Hunting phase.

- Throughout the game, goblins may declare "Ability:" followed by their goblin's ability. When you hear the word "Ability" you should play along with the following instruction. There is nothing special with a secret ability other than that it might be a surprise to the other players and goblins that your goblin could perform such feats.

- Throughout the game, a goblin with a knife token may once per day declare "Ability: Give me 1 __ token or else!" and point at another goblin, forcing them to hand over one such token; if they have one. And if a goblin only has one or less goblin meeples left they automatically gain a knife token.

Now, before we try to get started and test out how to play within some workshops, are there any questions regarding how to play?

Additionally you will be able to ask questions to the Elder Goblin within the scenario as well, so do not worry. Worst case scenario, then your goblin seems a bit forgetful or disorganized, just like a normal goblin. The gameplay is not a test, and none of you have done this before.

5.5. Workshops

Now that we have gone through how to play, let us try it out in phases.

And remember, these workshops are purely for learning. We will clean the slate and restart after the workshops, so go crazy and try things out. Players should not hold on to grudges or pre-determined alliances from the workshops when we start playing the scenario for real.

Feel free to look at your pamphlet if you need any help. I (the Elder Goblin) will cheer you on and guide you through each phase by explaining the rules once more as we go.

Please get to a good resting place and close your eyes as if your goblin has been sleeping.

- **Before the Whorkshop place out,** a total of ___ spread out between piles in front of the goblin's seats:
  (If there are **10 players:**) 42 food tokens. 1 gold token. 1 wood token. 1 stone token.
  (If there are **8 players:**) 33 food tokens. 1 silver token. 1 wood token.
  (If there are **6 players:**) 25 food tokens. 1 stone token.

5.5.1. Hunting

The Hunting phase:

- **To end the Sleeping phase,** the Elder Goblin will gently wake all goblins by saying "Goblins! Stop sleeping and wake up! Our hunger is dire!" - starting the Hunting phase.

- **During the Hunting phase,** your goblin should: 1. Wake up, 2. Check on their loved ones (since some might have starved to death during the night.) and 3. Roleplay how you wish (by for example, mourning, walking around, scheming, socializing, or making a big scene.)

- **During this particular Hunting phase,** your goblin should: focus the roleplay on seeking out the other goblin that they have a special bond with, and figuring out what kind of bond they have. To do this, you will have to go around and introduce yourself to some goblins.

- **To end the Hunting phase,** the Elder Goblin will announce something by loudly saying "Goblins! Stop hunting and get back here! __ has happened!" - starting the Arguing phase.

5.5.2. Arguing

The Arguing phase:

- **During the Arguing phase,** your goblin should: 1. Take their seat, 2. Hand in their catch (which will be found in front of their assigned seat) to the collective pile of resources, 3. Perform Check-ins, and 4. Begin arguing about resource distribution.

- **To further the Arguing phase,** the Elder Goblin will start the final voting by loudly saying "Goblins! You can keep arguing, but let us vote!".

- All goblins will then take repeated turns (until the collective pile of resources is empty), going clockwise starting with the Quick Goblin, and 1. Suggesting what resources they should be granted, then 2. Having all the goblins vote for, or against the suggestion.

- Each goblin's vote is worth the number of their total loved ones (represented by meeples).
- If the majority votes for, the goblin receives the suggested resources. If not the goblin is left empty handed as the turn moves on. Ties are broken by the vote of the Scary Goblin.
- Remember: Your goblin can not vote against the goblin that they have a special bond with, and you are always forced to answer truthfully when asked about your number of meeples.

- When the official voting has begun, strictly keep the voting order by passing a voting stick.
- Further, once a goblin has suggested something, they may not change it during the vote.

- Goblins display their votes by showing their total number of loved ones (who hold a vote) on their hands until the vote is counted. The number is shown upwards if it is a vote for, and downwards if it is a vote against. (Usually the Elder Goblin will be able to tell if a vote has passed simply by the amounts of up- or down-facing hands, and call the vote's result.)

- **During this particular Arguing phase,** your goblin should: focus their strategy around the fact that there are not enough food resources for everyone. Some have to go hungry, and if everyone else gets what they want, then the ones starving will be your goblin's loved ones. Additionally, if you lose meeples, then your future votes (and agency) will diminish in turn. Therefore, your goblin has to trick someone, blame someone, or deny someone to survive.

  (Note to game masters: Be strict on keeping the voting order and voting at a fast pace.)

- **Also, please remember to try and keep the noise levels down a little,** we do not need to shout at each other to make our point or be heard.

- **To end the Arguing phase,** the Elder Goblin will try to calm any conflict by loudly saying "Goblins! Stop arguing and let us prepare for a competition! The champion will get a little extra food from the hoard, that you should not steal from!". - starting the Competing phase.

5.5.3. Competing

The Competing phase:

- **During the Competing phase,** your goblin should: 1. Perform Check-ins, 2. Try to win the goblin championship (by being the first goblin to win at all four different events), and 3. Steal resources from the hoard during the goblin championship, if they need to. .

- **During this particular Competing phase,** your goblin should: simply try to understand the four different events, and if you need any further help please call for the Elder Goblin. You will not be able to or allowed to steal from the hoard during this particular Competing phase.

  (Note to game masters: Make sure to hold on to the hoard bag and help the players learn.)

- **The four events:**
  1. Individual Coin Tossing - where getting the same result 3 times in a row equals winning.
  2. Rock, Paper, Scissors, Shoot - where winning against 3 other goblins equals winning.
  3. Zig, Zag, Zug - where getting eliminated first from a group of 3 or more equals winning.
  4. Oohh, Shoot - where guessing the total numbers of fingers shown, at the reveal, in a group of 3 or more goblins equals winning. (Each goblin puts a fist in, and decide how many fingers to show on the “Shoot”, but instead of saying “Shoot” they declare a guess.)
- Each event should have its own designated area where it is allowed. And the first goblin to win at all four different events should loudly declare themselves as the “Champion Goblin”.
- Remember: You do not have to do the events in any particular order, and even if you have no chance to win the championship your goblin should try to partake and win as much as possible.

- **If a goblin needs additional food resources**, they may try to sneakily steal from the hoard during the goblin championship, by blindly putting their hand in the bag (placed in the center) and taking however many tokens they wish - once per goblin championship.
- If your goblin has no unique ability, then they can steal like this once per day. And the consequences for being caught are that other goblins may shun and target you later on.

  (Note to game masters: Feel free to pause and show everyone how to steal from the bag.)

- **And remember to try and keep the noise levels down a little.**

- **To end the Competing phase,** the Elder Goblin will stand by the hoard and reward the Champion Goblin by giving them two additional food resources, while proudly proclaiming. “Goblins! Stop competing, we have a new Champion Goblin! - starting the Sleeping phase. (These two additional food resources should not actually be taken from the hoard.)

5.5.4. Sleeping

The Sleeping phase:

- **During the Sleeping phase,** your goblin should: 1. Find a comfortable place to rest, and 2. Lay out all their meeples, with a food token stacked upon them if possible, and pour all other tokens into a pile. Then, 3. Rest your eyes, and wait for a new dawn.

- **During this particular Sleeping phase,** your goblin should: reflect on the day’s outcome, and think about what they could do better during the next day - to not succumb to hunger.

- **To end the Sleeping phase,** the Elder Goblin will gently wake all goblins by saying “Goblins! Stop sleeping and wake up! Our hunger is dire!” - which now ends the workshop.

- **Please, help me restore the resources back to the starting position,** by: 1. Handing back anything that you have taken or stolen from another goblin to them, and 2. Placing the resources that you gained during the Arguing and Competing phase in a pile over here.
- This should leave you back at your starting amount of meeples and tokens, **but do check**!

6. Break (5-10 min) Start - XX:50

Now, before we begin, let us all take a 5-10 minute break, and then get back here at ___. Take your time. Go to the bathroom. We will wait until everyone is back before starting.

(Note to game masters: Use the time to prepare any remaining tasks, like gathering tokens.)

7. Game Start (165 min) Start - XX:55 / X1:00

7.1. Taking The Oath - 5 min

Gather around everyone. We will now officially start the scenario and begin the gameplay of Hunger by swearing of the oath of the Goblin Leader and then jumping straight into the Hunting phase.

Take out your goblin meeples, your goblin's loved ones, in the palm of your hand and look at them while repeating the oath after me; the Elder Goblin.

"I… the Goblin Leader… swear to protect you… feed you and lead you… my loved ones…"
"You are safe with me… Bleh (while sticking out your tongue to the others)."

Nightfall. Go to sleep.

(Note to game masters: During the gameplay, only read the following text that is **bold** out loud. All other text is there to aid you, or instructions which you need to follow during play.)

Before Day 1 place out a total of ___ spread out between piles in front of the goblin's seats:
(If there are 10 players:) 38 food tokens. 1 gold token. 1 wood token. 1 stone token.
(If there are 8 players:) 30 food tokens. 1 silver token. 1 wood token.
(If there are 6 players:) 23 food tokens. 1 stone token.

(Note to game masters: There will be moments where you either need to make choices between defined alternatives yourself or randomize which alternative occurs using a d20.)

7.2. Day 1-4 (37 min each)

7.2.1. Day 1 (37 min in total)

Say **"Game Start!"**

7.2.1.1. Hunting (Roleplay, Then New Info - 5 min)

Say **"Goblins! Stop sleeping and wake up! Our hunger is dire!"**

Let the players roleplay for 5 mins.

Say **"Goblins! Stop hunting and get back here! The ogre walked into the deep forest with a large amount of our food, and will be gone for some days!.. We will have to vote on things from now on, and I suggest we consider fortifying our camp a little!"**

7.2.1.2. Arguing (Politics, Then Voting - 20 min)

Let the players take their seat, perform Check-ins, and begin arguing about the resource distribution for 3 min.

Say **“Goblins! You can keep arguing, but let us vote!”**

(All goblins will then take repeated turns until the collective pile of resources is empty, going clockwise starting with the Quick Goblin, and 1. Suggesting what resources they should be granted, then 2. Having all the goblins vote for, or against the suggestion.)

(Each goblin’s vote is worth the number of their total loved ones. If the majority votes for, the goblin receives the suggested resources. If not the goblin is left empty handed as the turn moves on. Ties are broken by the vote of the Scary Goblin. Remember: A goblin can not vote against the goblin that they have a special bond with, and they are always forced to answer truthfully when asked about your number of meeples.)

(When the official voting has begun strictly keep the voting order by passing a voting stick. Further, once a goblin has suggested something, they may not change it during the vote.)

(Goblins display their votes by showing their total number of loved ones, who hold a vote, on their hands until the vote is counted. The number is shown upwards if it is a vote for, and downwards if it is a vote against. Usually the Elder Goblin will be able to tell if a vote has passed simply by the amounts of up- or down-facing hands, and call the vote’s result.)

(If the Scary Goblin is not present, ties are deemed as a result against the suggestion.)

Let the players vote until all resources have been distributed, but hurry them if they take too much time. They *should* aim to be done voting after around 17 minutes.

(After all resource tokens have been distributed) say **“Goblins! I almost forgot. Lets vote on if we should fortify our camp or not!** Then say **“If the majority votes for, then I will collect 1 stone or 1 wood from all, going clockwise, until we have collected a total that is equal to the number of Goblin Leaders, or we run out of resources; whichever happens first.”**

Let the players vote and if the majority votes to fortify the camp, collect the resources.

Say **“Goblins! Stop arguing and let us prepare for a competition! The champion will get a little extra food from the hoard,.. which you should not steal from!”**

7.2.1.3. Competing (Gambling, While Stealing - 6 min)

Perform Check-ins.

Let the players compete for around 6 minutes (until someone wins.)

(The four events:
1. Individual Coin Tossing - where getting the same result 3 times in a row equals winning.
2. Rock, Paper, Scissors, Shoot - where winning against 3 other goblins equals winning.
3. Zig, Zag, Zug - where getting eliminated first from a group of 3 or more equals winning.
4. Oohh, Shoot - where guessing the total numbers of fingers shown, at the reveal, in a

group of 3 or more goblins equals winning. Each goblin puts a fist in, and decide how many fingers to show on the "Shoot", but instead of saying "Shoot" they declare a guess. Each event should have its own designated area where it is allowed. And the first goblin to win at all four different events should loudly declare themselves the "Champion Goblin". Remember: You do not have to do the events in any particular order, and even if you have no chance to win the championship your goblin should try to partake and win as much as possible.)

(If a goblin needs additional food resources, they may try to sneakily steal from the hoard during the goblin championship, by blindly putting their hand in the bag that is placed in the center and taking however many tokens they wish - once per goblin championship.)

(If your goblin has no unique ability, then they can steal like this once per day. And the consequences for being caught are that other goblins may shun and target you later on.)

Say **"Goblins! Stop competing and head to sleep. We have a champion!"** and award the champion with 2 additional food meeples.

7.2.1.4. Sleeping (Resting, While The Game Master Work - 5 min)

Go to each player and take away goblin and/or sheep meeples until the player has a food token left for each of them. Then, take away all food tokens from everyone (except the Big Goblin. Take away food tokens equal to their goblin meeples from the Big Goblin. Then if the Big Goblin have 3 or more food tokens left, take away food tokens until they have 2 food tokens left.)

<u>If a goblin loses goblin meeples, bringing them to only have one or less goblin meeples left</u> then grant the player 1 knife token in their pouch. (This represents becoming desperate.)

Place out:
(If there are 10 players:) 25 food tokens. 1 silver token. 1 wood token. 1 stone token.
(If there are 8 players:) 19 food tokens. 1 wood token. 1 stone token.
(If there are 6 players:) 15 food tokens. 1 stone token.

End <u>Day 1</u> by saying **"Goblins! Stop sleeping and wake up! Our hunger is dire!"**

7.2.2. Day 2 (37 min in total)

7.2.2.1. Hunting (Roleplay, Then New Info - 5 min)

Say **"Goblins! Stop sleeping and wake up! Our hunger is dire!"**

Let the players roleplay for 5 mins.

Say **"Goblins! Stop hunting and get back here! Our goblin children will need to be distributed between the goblin leaders!"** and add 4 small goblin meeples to the resource pile in the middle. Then say **"Also, the traveling merchants will be here soon!"**

7.2.2.2. Arguing (Politics, Then Voting - 20 min)

Let the players take their seat, perform Check-ins, and begin arguing about the resource distribution for 3 min.

Say **“Goblins! You can keep arguing, but let us vote!”**

(All goblins will then take repeated turns until the collective pile of resources is empty, going clockwise starting with the Quick Goblin, and 1. Suggesting what resources they should be granted, then 2. Having all the goblins vote for, or against the suggestion.)

(Each goblin’s vote is worth the number of their total loved ones. If the majority votes for, the goblin receives the suggested resources. If not the goblin is left empty handed as the turn moves on. Ties are broken by the vote of the Scary Goblin. Remember: A goblin can not vote against the goblin that they have a special bond with, and they are always forced to answer truthfully when asked about your number of meeples.)

(When the official voting has begun strictly keep the voting order by passing a voting stick. Further, once a goblin has suggested something, they may not change it during the vote.)

(Goblins display their votes by showing their total number of loved ones, who hold a vote, on their hands until the vote is counted. The number is shown upwards if it is a vote for, and downwards if it is a vote against. Usually the Elder Goblin will be able to tell if a vote has passed simply by the amounts of up- or down-facing hands, and call the vote’s result.)

(If the Scary Goblin is not present, ties are deemed as a result against the suggestion.)

Let the players vote until all resources have been distributed, but hurry them if they take too much time. They *should* aim to be done voting after around 17 minutes.

(After all resource tokens and goblin children meeples have been distributed) say **“Goblins! Lets vote now, on if the goblin children shall gain half a vote or not!”**

Let the players vote on if the goblin children shall gain half a vote or not; this is binding.

(After all resource tokens and goblin children meeples have been distributed) say **“Goblins! I can see the traveling merchants in the distance! If you are in need of more food you can leave 1 gold or 1 silver with me. I will try to trade with them!”**

Let the players leave gold tokens and silver tokens on the table by their Goblin’s seat. Swap 1 silver token for 1 food token. Swap 1 gold token for 2 food token, or swap 1 gold token for 1 silver token and 1 food token (game master’s choice; if tokens are available). Say **“Goblins! The traveling merchants left in a hurry, but do not forget your stuff!”**

Say **“Goblins! Stop arguing and let us prepare for a competition! The champion will get a little extra food from the hoard,.. which you should not steal from!”**

7.2.2.3. Competing (Gambling, While Stealing - 6 min)

Perform Check-ins.

Let the players compete for around 6 minutes (until someone wins.)

(The four events:
1. Individual Coin Tossing - where getting the same result 3 times in a row equals winning.
2. Rock, Paper, Scissors, Shoot - where winning against 3 other goblins equals winning.
3. Zig, Zag, Zug - where getting eliminated first from a group of 3 or more equals winning.
4. Oohh, Shoot - where guessing the total numbers of fingers shown, at the reveal, in a group of 3 or more goblins equals winning. Each goblin puts a fist in, and decide how many fingers to show on the "Shoot", but instead of saying "Shoot" they declare a guess. Each event should have its own designated area where it is allowed. And the first goblin to win at all four different events should loudly declare themselves the "Champion Goblin". Remember: You do not have to do the events in any particular order, and even if you have no chance to win the championship your goblin should try to partake and win as much as possible.)

(If a goblin needs additional food resources, they may try to sneakily steal from the hoard during the goblin championship, by blindly putting their hand in the bag that is placed in the center and taking however many tokens they wish - once per goblin championship.)

(If your goblin has no unique ability, then they can steal like this once per day. And the consequences for being caught are that other goblins may shun and target you later on.)

Say **"Goblins! Stop competing and head to sleep. We have a champion!"** and award the champion with 2 additional food meeples.

7.2.2.4. Sleeping (Resting, While The Game Master Work - 5 min)

Go to each player and take away goblin and/or sheep meeples until the player has a food token left for each of them. Then, take away all food tokens from everyone (except the Big Goblin. Take away food tokens equal to their goblin meeples from the Big Goblin. Then if the Big Goblin have 3 or more food tokens left, take away food tokens until they have 2 food tokens left.)

If a goblin loses goblin meeples, bringing them to only have one or less goblin meeples left then grant the player 1 knife token in their pouch. (This represents becoming desperate.)

Place out:
(If there are 10 players:) 14 food tokens. 1 gold token. 1 silver token. 1 wood token. 2 stone tokens. Then place 2 of the new other goblin meeples within the pouch of the player that has the least goblin meeples, and 1 of the new other goblin meeples within the pouches of the 3 next players with the least goblin meeples.
(If there are 8 players:) 11 food tokens. 1 silver token. 1 stone token. Then place 2 of the new other goblin meeples within the pouch of the player that has the least goblin meeples, and 1 of the new other goblin meeples within the pouches of the 2 next players with the least goblin meeples.

(If there are 6 players:) 8 food tokens. 1 silver token. 1 stone token. Then place 2 of the new other goblin meeples within the pouch of the player that has the least goblin meeples, and 1 of the new other goblin meeples within the pouches of the 2 next players with the least goblin meeples.

End Day 2 by saying **“Goblins! Stop sleeping and wake up! Our hunger is dire!”**

7.2.3. Day 3 (37 min in total)

7.2.3.1. Hunting (Roleplay, Then New Info - 5 min)

Say **“Goblins! Stop sleeping and wake up! Our hunger is dire!”**

Let the players roleplay for 5 mins.

Say **“Goblins! Stop hunting and get back here! I heard rumors that some other goblins have snuck into our clan. Let’s decide if they get to vote!”**

7.2.3.2. Arguing (Politics, Then Voting - 20 min)

Let the players take their seat, perform Check-ins, and begin arguing about the resource distribution for 3 min.

Say **“Goblins! You can keep arguing, but let us vote!”**

Begin by voting once on if the other goblins shall gain votes. (For or against.)

Say **“Goblins! Lets vote on if the other goblins shall gain a vote now and then distribute the resources afterwards!”**

(All goblins will then take repeated turns until the collective pile of resources is empty, going clockwise starting with the Quick Goblin, and 1. Suggesting what resources they should be granted, then 2. Having all the goblins vote for, or against the suggestion.)

(Each goblin’s vote is worth the number of their total loved ones. If the majority votes for, the goblin receives the suggested resources. If not the goblin is left empty handed as the turn moves on. Ties are broken by the vote of the Scary Goblin. Remember: A goblin can not vote against the goblin that they have a special bond with, and they are always forced to answer truthfully when asked about your number of meeples.)

(When the official voting has begun strictly keep the voting order by passing a voting stick. Further, once a goblin has suggested something, they may not change it during the vote.)

(Goblins display their votes by showing their total number of loved ones, who hold a vote, on their hands until the vote is counted. The number is shown upwards if it is a vote for, and downwards if it is a vote against. Usually the Elder Goblin will be able to tell if a vote has passed simply by the amounts of up- or down-facing hands, and call the vote’s result.)

(If the Scary Goblin is not present, ties are deemed as a result against the suggestion.)

Let the players vote until all resources have been distributed, but hurry them if they take too much time. They *should* aim to be done voting after around 17 minutes.

(After all resource tokens have been distributed) say **“Goblins! Did you hear that?! The spirits seem to be angry! Should we sacrifice 2 goblins to appease the spirits? Let us vote, and then vote on who to sacrifice?”**

Let the players vote and if the majority votes to sacrifice 2 goblins, vote on who to sacrifice.

Say **“Goblins! Stop arguing and let us prepare for a competition! The champion will get a little extra food from the hoard,.. which you should not steal from!”**

7.2.3.3. Competing (Gambling, While Stealing - 6 min)

Perform Check-ins.

Say **“Goblins! I will keep a close eye on the hoard as you begin the championship!”**

After around 3 minutes of the competition, put the hoard bag down and walk away from it.

Let the players compete for a total of around 6 minutes (until someone wins.)

(The four events:
1. Individual Coin Tossing - where getting the same result 3 times in a row equals winning.
2. Rock, Paper, Scissors, Shoot - where winning against 3 other goblins equals winning.
3. Zig, Zag, Zug - where getting eliminated first from a group of 3 or more equals winning.
4. Oohh, Shoot - where guessing the total numbers of fingers shown, at the reveal, in a group of 3 or more goblins equals winning. Each goblin puts a fist in, and decide how many fingers to show on the “Shoot”, but instead of saying “Shoot” they declare a guess. Each event should have its own designated area where it is allowed. And the first goblin to win at all four different events should loudly declare themselves the “Champion Goblin”. Remember: You do not have to do the events in any particular order, and even if you have no chance to win the championship your goblin should try to partake and win as much as possible.)

(If a goblin needs additional food resources, they may try to sneakily steal from the hoard during the goblin championship, by blindly putting their hand in the bag that is placed in the center and taking however many tokens they wish - once per goblin championship.)

(If your goblin has no unique ability, then they can steal like this once per day. And the consequences for being caught are that other goblins may shun and target you later on.)

Say **“Goblins! Stop competing and head to sleep. We have a champion!”** and award the champion with 2 additional food meeples.

7.2.3.4. Sleeping (Resting, While The Game Master Work - 5 min)

Go to each player and take away goblin and/or sheep meeples until the player has a food token left for each of them. Then, take away all food tokens from everyone (except the Big

Goblin. Take away food tokens equal to their goblin meeples from the Big Goblin. Then if the Big Goblin have 3 or more food tokens left, take away food tokens until they have 2 food tokens left.)

If a goblin loses goblin meeples, bringing them to only have one or less goblin meeples left then grant the player 1 knife token in their pouch. (This represents becoming desperate.)

Place out:
(If there are 10 players:) 8 food tokens. 1 gold token. 1 silver token. 2 wood tokens. 3 stone tokens.
(If there are 8 players:) 6 food tokens. 1 silver token. 1 wood token. 2 stone tokens.
(If there are 6 players:) 4 food tokens. 1 silver token. 1 wood token. 2 stone tokens.

End Day 3 by saying **"Goblins! Stop sleeping and wake up! Our hunger is dire!"**

(Note to game masters: After the 3rd day, call and allow for a 10 minute toilet break during the Sleeping phase. And If needed, check the instructions at '4.4. Player Absences'.)

7.2.4. Day 4 (37 min in total)

7.2.4.1. Hunting (Roleplay, Then New Info - 5 min)

Say **"Goblins! Stop sleeping and wake up! Our hunger is dire!"**

Let the players roleplay for 5 mins.

Say **"Goblins! Stop hunting and get back here! The ogre will be back tomorrow. Lets gather some stones and wood to make clubs. Maybe we can revolt!"**

7.2.4.2. Arguing (Politics, Then Voting - 20 min)

Let the players take their seat, perform Check-ins, and begin arguing about the resource distribution for 3 min.

Say **"Goblins! You can keep arguing, but let us vote!"**

Begin by voting once on if the goblin clan shall revolt. (For or against.)

Say **"Goblins! Lets vote on if we should try to revolt against the ogre together or try to put back resources in the hoard, and then distribute the resources afterwards!"**

Let the players vote for revolting or against, and If the majority votes against, vote on how many resources from the collective pile of resources that should be put into the hoard.

(All goblins will then take repeated turns until the collective pile of resources is empty, going clockwise starting with the Quick Goblin, and 1. Suggesting what resources they should be granted, then 2. Having all the goblins vote for, or against the suggestion.)

(Each goblin's vote is worth the number of their total loved ones. If the majority votes for, the goblin receives the suggested resources. If not the goblin is left empty handed as the

turn moves on. Ties are broken by the vote of the Scary Goblin. Remember: A goblin can not vote against the goblin that they have a special bond with, and they are always forced to answer truthfully when asked about your number of meeples.)

(When the official voting has begun strictly keep the voting order by passing a voting stick. Further, once a goblin has suggested something, they may not change it during the vote.)

(Goblins display their votes by showing their total number of loved ones, who hold a vote, on their hands until the vote is counted. The number is shown upwards if it is a vote for, and downwards if it is a vote against. Usually the Elder Goblin will be able to tell if a vote has passed simply by the amounts of up- or down-facing hands, and call the vote's result.)

(If the Scary Goblin is not present, ties are deemed as a result against the suggestion.)

Let the players vote until all resources have been distributed, but hurry them if they take too much time. They *should* aim to be done voting after around 17 minutes.

Say **"Goblins! Stop arguing and let us prepare for a competition! The champion will get a little extra food from the hoard,.. which you should not steal from!"**

7.2.4.3. Competing (Gambling, While Stealing - 6 min)

Perform Check-ins.

Let the players compete for around 6 minutes (until someone wins.)

(The four events:
1. Individual Coin Tossing - where getting the same result 3 times in a row equals winning.
2. Rock, Paper, Scissors, Shoot - where winning against 3 other goblins equals winning.
3. Zig, Zag, Zug - where getting eliminated first from a group of 3 or more equals winning.
4. Oohh, Shoot - where guessing the total numbers of fingers shown, at the reveal, in a group of 3 or more goblins equals winning. Each goblin puts a fist in, and decide how many fingers to show on the "Shoot", but instead of saying "Shoot" they declare a guess. Each event should have its own designated area where it is allowed. And the first goblin to win at all four different events should loudly declare themselves the "Champion Goblin". Remember: You do not have to do the events in any particular order, and even if you have no chance to win the championship your goblin should try to partake and win as much as possible.)

(If a goblin needs additional food resources, they may try to sneakily steal from the hoard during the goblin championship, by blindly putting their hand in the bag that is placed in the center and taking however many tokens they wish - once per goblin championship.)

(If your goblin has no unique ability, then they can steal like this once per day. And the consequences for being caught are that other goblins may shun and target you later on.)

Say **"Goblins! Stop competing and head to sleep. We have a champion!"** and award the champion with 2 additional food meeples.

7.2.4.4. Sleeping (Resting, While The Game Master Work - 5 min)

Go to each player and take away goblin and/or sheep meeples until the player has a food token left for each of them. Then, take away all food tokens from everyone (except the Big Goblin. Take away food tokens equal to their goblin meeples from the Big Goblin. Then if the Big Goblin have 3 or more food tokens left, take away food tokens until they have 2 food tokens left.)

If a goblin loses goblin meeples, bringing them to only have one or less goblin meeples left then grant the player 1 knife token in their pouch. (This represents becoming desperate.)

End Day 4 by saying **“Goblins! Stop sleeping and wake up! The ogre is back!... and with that, our time of hunger is over. Gather and let us count our remaining forces!”**

8. Game End (15-20 min) Start - X3:40 / X3:45

8.1. Epilogue

(Note to game masters: After the gameplay, read all the following text out loud, but jump to the right scenario, based on if the goblins voted to revolt or not.)

If the goblins voted to not revolt narrate the following epilogue as the ending of the scenario

”As heavy stomps grow louder and the ground begins to slightly shake you see the crude ogre with its towering height and brutish demeanor enter your camp, hauling a broken tree behind them using their raw strength. The sight is quickly followed by a terrified silence from all goblins,.. as well as a horrible stench. Unfortunately, the ogre immediately goes straight towards their hoard, clutching a fistful of metal remains, seemingly from some sort of human knight. As you all are petrified in fear, the ogre inspects their hoard and turns their dull gaze towards you. There is a scream. Run for your lives! As the ogre raises their weapon and attacks.”

“The toll is heavy, and the sorrow is deep for the remaining goblins. But some live.”

Each player in turn order, roll a d20 per meeple to determine the fate for each of your surviving meeples. If the goblins voted for fortify the camp, a result of 13 or lower equals a painful and messy death at the hands of the brutal ogre. If the goblins voted against fortifying the camp, a result of 15 or lower equals a painful and messy death at the hands of the brutal ogre.

“Some survivors gather in the forest, choosing to venture forth into the darkness, to start anew.”

The End. #1

--- ---

If the goblins voted to revolt narrate the following epilogue as the ending of the scenario:
”As heavy stomps grow louder and the ground begins to slightly shake you prepare an ambush against the oppressive ogre in the darkness close to your camp. The ogre is easy to spot from a distance, with its towering height and brutish demeanor, and it loudly hauling a broken tree behind them using their raw strength.”

Each player in turn order, roll a d20 for each own trio of 1 goblin meeple, 1 wood token, and 1 stone token that you currently have, as the goblins try to craft some primitive clubs.
A result of 11 or higher equals a brave goblin, equipped with a weapon, ready for a fight.

“As the signal is given, goblins rush the flatfooted and confused ogre, with vicious revenge in their minds and hope of freedom in their hearts. There is a painful roar. As the ogre, injured yet standing, fights back despite their wounds with lethal blows.”

“The toll is heavy, and the sorrow is deep for the remaining goblins. But some live.”

Each player in turn order, roll a d20 per meeple to determine the fate for each of your surviving meeples. If the goblins voted for fortify the camp, a result of 8 or lower equals a painful and messy death at the hands of the brutal ogre. If the goblins voted against fortifying the camp, a result of 10 or lower equals a painful and messy death at the hands of the brutal ogre.

Lastly, let us roll a d20 against the number of total now still surviving goblin meeples, plus 2 for each brave goblin (dead or alive) who were equipped with a weapon (club) at the start of the battle, and plus 2 if the goblins fortified the camp, to determine the fate of the evil ogre. A result equal to or lower than the collective number of your goblin might means that the death of the ogre is slow but ensured.

“Afterwards, some survivors gather in the forest, choosing to venture away into the darkness, to start anew.”

The End. #2

8.2. Debrief
Well played everyone, and thank you all!

I do hope that you all are feeling okay still, and that there are no out-of-character conflicts. Hunger, as a scenario, was about the chaotic and sometimes savage struggle for survival which a complex and competitive political environment can create. Hunger has therefore been written with the specific goal to produce certain moral dilemmas and social conflicts.

And it is my hope that you, within this controlled and safe goblin environment, have gotten a deeper understanding of the stress and misery that can be brought on by real issues such as systemic unfairness, starvation and the struggle for power.

Further It is totally normal to be engaged emotionally within the scenario and your character. And nonetheless if you are the player who expresses these emotions or not, it is important to remember that all players have been playing a role - and a challenging one at that.

Therefore let's take a short moment of calm and silence to feel, think and get back to ourselves in the present.

…

(It is important to follow up on how everyone is feeling emotionally after a session.
Some people need to be asked directly to feel able to communicate what they are feeling.
Some people do not reflect by themselves on how the game is actually making them feel.
Sometimes someone needs greater care, a supportive talk, or some space and calm.)

8.3. Discussion

(Note to game masters: Feel free to change the following "discussion aid" if you wish.)

Let's take turns and describe how we feel right now - while focusing on listening.
Let's take turns and describe what we think and wonder right now - allowing for answers.
Lets open up for a broader back and forth discussion about anything and everything.

What about the scenario did you like?
What about the other player's choices or actions did you like?
What did you think about the theme and feel of the scenario?

Do you have any philosophical insights or interesting new takeaways from Hunger?

8.4. Material Return

Please return all non-meeple materials by simply placing them in sorted piles on the table.
Thank you! (Remember: the meeples, your loved ones, that survived are yours to keep!)

(Note to game masters: Make sure to collect all other meeples so that they don't disappear.)

8.5. Scenario Feedback

(Note to game masters: Feel free to change the following "goodbye message" if you wish.)

And with that I, Anton the author, would like to thank you all for attending, and thank the kind game master for running my scenario Hunger - A Goblin Semi-Larp, my first ever larp.

Remember: This could be the first time that your game master ran this specific scenario!

If you do have the time, please feel free to stay and share your feedback, both regarding the scenario and the specific session!

9. Goodbye (1 min) Start - X4:00 / X4:00

(The author may update Hunger - A Goblin Semi-Larp by creating a new version, but feel free to alter it yourself by changing the story's events, the goblins or the number of days.)

Quick Goblin — Seat 1

Bond -
You have a bond with the Charismatic Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Quick Goblin — Seat 1

Ability -
You are naturally quick and therefore go first during the Arguing phase.

Starting Meeples & Tokens -
3 goblin meeples.

Unique Personality Traits -
Competitive, energetic, and sassy.

Shepherd Goblin — Seat 2

Bond -
You have a bond with the Sneaky Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Shepherd Goblin — Seat 2

Ability -
You are nice to animals and herd three sheep.

Starting Meeples & Tokens -
5 goblin meeples. 3 sheep meeples.
(Sheep require food too, but grant no votes.)

Unique Personality Traits -
Caring, fair, and fearful.

Secret Ability -
You may steal twice from the ogre's hoard during the Goblin championship.

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating "I object and vote against" will suffice.

(X-Signs)
1. Hold your arms or fingers in a "X" - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins' votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Secret Ability -
You may sacrifice a sheep meeple to gain three food tokens after the Competing phase by declaring "Ability: I sacrifice _ of my sheep".

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating "I object and vote against" will suffice.

(X-Signs)
1. Hold your arms or fingers in a "X" - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins' votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Twin Goblin(s) **Seat 3**

Bond -
You have a bond with the Savage Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Twin Goblin(s) **Seat 3**

Ability -
You can take two consecutive turns during the Arguing phase.

(You can play the Twin Goblin as a solo player, or you can play the Twin Goblins as a duo of two players; holding hands.)

Starting Meeples & Tokens -
5 goblin meeples.

Unique Personality Traits -
Talkative, confused, and honest.

Popular Goblin **Seat 4**

Bond -
You have a bond with the Scary Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Popular Goblin **Seat 4**

Ability -
None. Goblins simply like you a lot.

Starting Meeples & Tokens -
8 goblin meeples.

Unique Personality Traits -
Optimistic, generous, and social.

Secret Ability -
If you play the Twin Goblins as a duo you may partake in two simultaneous games during the Goblin championship.

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating “I object and vote against” will suffice.

(X-Signs)
1. Hold your arms or fingers in a “X” - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins’ votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Secret Ability -
After the Goblin clan has gained new children you may steal as many of them as you wish.

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating “I object and vote against” will suffice.

(X-Signs)
1. Hold your arms or fingers in a “X” - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins’ votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Big Goblin — Seat 5

Bond -
You have a bond with the Shaman Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Big Goblin — Seat 5

Ability -
You can store 2 excess food tokens for another day.

Starting Meeples & Tokens -
6 goblin meeples.

Unique Personality Traits -
Entitled, petty, and blunt.

Charismatic Goblin — Seat 6

Bond -
You have a bond with the Quick Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Charismatic Goblin — Seat 6

Ability -
You may convince another Goblin to change their vote between "For" and "Against" after the votes have been counted once per day by declaring "Ability: Wait, can't you change your vote please?" and pointing at someone.

Starting Meeples & Tokens -
4 goblin meeples. 3 stone tokens.
3 wood tokens. 2 silver tokens.

Unique Personality Traits -
Helpful, relaxed, and forgiving.

Secret Starting Meeples & Tokens -
3 food tokens.

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating “I object and vote against” will suffice.

(X-Signs)
1. Hold your arms or fingers in a “X” - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins’ votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Secret Starting Meeples & Tokens -
2 gold tokens. 1 food token.

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating “I object and vote against” will suffice.

(X-Signs)
1. Hold your arms or fingers in a “X” - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins’ votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Savage Goblin — Seat 7

Bond -
You have a bond with the Twin Goblin(s).

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Savage Goblin — Seat 7

Ability -
You can never be robbed using a knife token.

Starting Meeples & Tokens -
3 goblin meeples. 1 knife token.
(A Goblin with a knife token may once per day declare "Ability: Give me 1 __ token or else!" and point at another Goblin, forcing them to hand over one such token; if they have one.)

Unique Personality Traits -
Chaotic, angry, and spiteful.

Scary Goblin — Seat 8

Bond -
You have a bond with the Popular Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Scary Goblin — Seat 8

Ability -
You are the tiebreaker during tied votes.

You can only be robbed using a knife token by the Savage Goblin.

Starting Meeples & Tokens -
6 goblin meeples.

Unique Personality Traits -
Confident, pessimistic, and peaceful.

Secret Starting Meeples & Tokens -
1 food token.

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating “I object and vote against” will suffice.

(X-Signs)
1. Hold your arms or fingers in a “X” - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins’ votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Secret Ability -
You may coerce other Goblins so that you win a challenge in the Goblin Championship once per day by declaring “Ability: Ah, I won! right?”

Safety Tools -

(Check-ins)
1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating “I object and vote against” will suffice.

(X-Signs)
1. Hold your arms or fingers in a “X” - to communicate that you wish to disengage from the current conversation or scene.
2. Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -
1. Wake up, **2.** Check on your loved ones
3. Roleplay how you wish.

Arguing -
1. Take your seat, **2.** Hand in your catch,
3. Check-ins, **4.** Argue about resources.

(Voting)
1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins’ votes are worth the number of their total loved ones, **B.** Majority decide.
C. The turn is passed on after each vote.

Competing -
1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -
1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Shaman Goblin — Seat 9

Bond -
You have a bond with the Big Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Shaman Goblin — Seat 9

Ability -
None. Although you are the Goblin Clan's religious and spiritual leader.

Starting Meeples & Tokens -
4 goblin meeples.

Unique Personality Traits -
Crazy, clever, and weird.

Sneaky Goblin — Seat 10

Bond -
You have a bond with the Shepherd Goblin.

(Sneakily Steal From The Ogre's Hoard)
Blindly put your hand in the bag. Grab some resources. Put all the resources in your pouch.

(Individual Coin Tossing)
Get the same result 3 times in a row.

(Rock, Paper, Scissors, Shoot)
Win against 3 different goblins.

(Zig, Zag, Zug)
Be the odd one in a group of 3 or more goblins.

(Oohh, Shoot)
Guess the total fingers shown at the reveal in a group of 3 or more goblins.

Sneaky Goblin — Seat 10

Ability -
You are so sneaky. You can not be caught while stealing from the ogre's hoard.

Starting Meeples & Tokens -
5 goblin meeples.

Unique Personality Traits -
Tricky, slimy, and jealous.

Secret Ability -

You may steal a goblin meeple from another Goblin once per day by declaring "Ability: Hey, One of your loved ones just joined our cult!"

Safety Tools -

(Check-ins)

1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating "I object and vote against" will suffice.

(X-Signs)

1. Hold your arms or fingers in a "X" - to communicate that you wish to disengage from the current conversation or scene. **2.** Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -

1. Wake up, **2.** Check on your loved ones **3.** Roleplay how you wish.

Arguing -

1. Take your seat, **2.** Hand in your catch, **3.** Check-ins, **4.** Argue about resources.

(Voting)

1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins' votes are worth the number of their total loved ones, **B.** Majority decide. **C.** The turn is passed on after each vote.

Competing -

1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -

1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.

Secret Ability -

You may put resources back into the ogre's hoard after you have stolen from it.

Safety Tools -

(Check-ins)

1. Give a thumb-up, thumb-sideways, or thumb-down - to communicate your emotional wellbeing. **2.** Meanwhile look at what everyone else is signaling. **3.** Ease up on harshness against players that gave a thumb-down. **4.** Stating "I object and vote against" will suffice.

(X-Signs)

1. Hold your arms or fingers in a "X" - to communicate that you wish to disengage from the current conversation or scene. **2.** Afterwards you can choose to talk out of character with the game master or the involved players - to communicate clearly.

Hunting -

1. Wake up, **2.** Check on your loved ones **3.** Roleplay how you wish.

Arguing -

1. Take your seat, **2.** Hand in your catch, **3.** Check-ins, **4.** Argue about resources.

(Voting)

1. Suggest what resources you should be granted, **2.** All goblins vote for, or against.

A. Goblins' votes are worth the number of their total loved ones, **B.** Majority decide. **C.** The turn is passed on after each vote.

Competing -

1. Check-ins, **2.** Goblin championship (see the last page), **3.** Steal from the hoard (optional).

Sleeping -

1. Find a place to rest, **2.** Lay out your meeples and tokens, **3.** Rest your eyes.