

## Hodag 2: The Hodaggening: Origins

20-30 minutes

3-4 players

Designed by Christian Beck, Brian Beste, Paige Haberkorn

Art Direction by Keirstan Leaf

Created by Student Game Developers of University of Wisconsin - Stevens Point

### The story you were all waiting for...

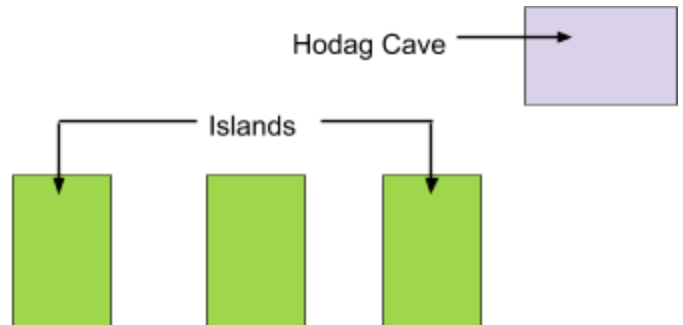
The Hodag is a mysterious creature of Rhinelander legend. You may have played the Legend of the Hodag video game, but in this card game, you experience the terror of the original, real Hodag monster. As you try to mine Rhinelander's rich lake-born copper deposits, beware making too many splashes in the lake, or the beast himself may ravage the island and take your hard-earned profits back to his cavernous lair.

### Game Components

- 4 decks of cards, each with their own unique, matching card back
  - 4 Copper cards
  - 3 Gold cards
  - 4 Bait cards
  - 2 Steal cards
- 3 Islands
- 1 Hodag cave
- 5 Ingot tokens (any sort of token or pawn will work)
- 1 Splash die (a six-sided die)
- 1 Leader token (a unique token)

### Game Objective

The goal of the game is to get two ingot tokens. To get a ingot token, you must end the day with the highest ore value in your miner pile by avoiding getting your copper and gold stolen by the Hodag.



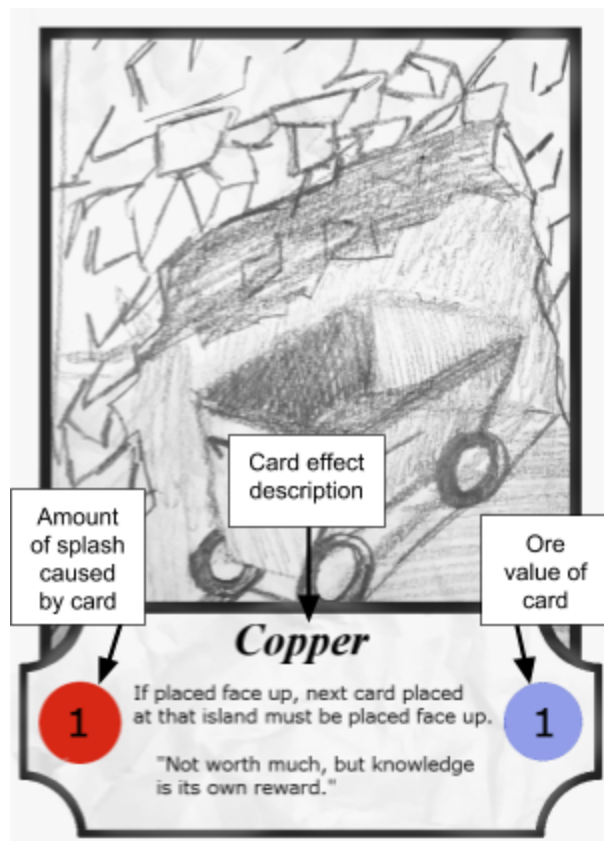
### Setup

Each player chooses their own deck and shuffles it. Put the three islands and the Hodag cave out within reach of all players. Choose a player at random to be the leader and give them the leader token.



### Playing the Game

At the beginning of each round, each player draws 4 cards. The leader starts and chooses one of the cards in their hand and places it face down (unless a card says otherwise) at any of the three islands. The player to their left then chooses a card and places it down at any island, then the player to their left, and so on until no player has any cards left to play.



These are all the cards contained in each player's deck:

- **4 Copper cards:** A player can choose to play a copper card face-up. If the top card of an island is a face-up copper, the next card at that island **MUST** be played face-up. Copper is worth one ore and makes one splash
- **4 Bait cards:** Bait cards are worth no ore but cause two splashes, making them good for attracting the Hodag.
- **3 Gold cards:** Gold cards are worth two ore and make one splash
- **2 Steal cards:** This card is played face-up and then immediately put in your miner pile. When you play it, move any card from any island or the Hodag cave and put it at any island as though you just played it.

After all cards have been played, turn all of the cards at each island face up. For each island, add up the total splash value of the cards at that island, then roll the splash die and add number rolled. This total is the wave value for that island. After doing this for each island, the island with the highest wave value is attacked by the Hodag.

When the Hodag attacks an island, place all the cards at that island on the Hodag's cave. They remain in the cave until the end of the day unless moved by a Steal card. Take the rest of the cards at the other two islands and return them to their owners. Each player places these cards in their miner piles to be scored later. Then begin another round, starting by drawing 4 cards. The player to the leader's left takes the leader token and becomes the new leader.

### Ending a Day

After 3 rounds of hodag attacks, each player counts the total number of ore in their miner pile. The player (or players, in case of a tie) with the highest amount of ore gets an ingot token. Then, each player takes all of their cards from the Hodag's cave, their miner pile, and the last card of their deck and shuffle it together to form a new deck to continue playing.

#### Winning the Game

When any player gets a second Ingot token, they win the game.